CHAPTER 1: CHARACTER CREATION

Creating a character follows a specific process.

1. Pick a class.

2. Pick a lineage.

3. Pick a culture.

4. Pick or design a background. Including deciding your motivations for adventuring.

5. Assign ability scores.

6. Pick proficiencies. If your background proficiencies overlap your class proficiencies, pick a new one.

7. Pick starting gear from class.

8. Calculate dependent values. This is HP, AC, attack bonuses, saving throw modifiers, saving throw DCs, Stamina, Aether, etc.

ALIGNMENT

Alignment is not in effect, except descriptively. Instead, come up with two adjectives that describe your character's default reaction to things.

LANGUAGES

Your culture indicates the languages your character can speak by default, and your background might give you access to one or more additional languages of your choice. Note these languages on your character sheet.

Choose your languages from the Standard Languages table, or choose one that is common in your campaign. With your GM's permission, you can instead choose a language from the Exotic Languages table or a secret language, such as thieves' cant or the tongue of druids.

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

STANDARD LANGUAGES

Language	Common Name	Typical Speakers	Script
Common	–	Most folks	Reformed Imperial
Tumni	Dwarven	Dwarves	Modern Runic
Yonwach	High Elven	Gwerin	Aelven
Metsae	Wood Elven	Ihmisi	Aelven
Too-til	Giantish	Giants, jazuu	Modern Runic
Ard-teang	Orcish	Orcs	Mixed Imperial/Aelven
Ngyon toi	Goblin	Goblins	None, tr. Imperial

EXOTIC LANGUAGES

Language	Common Name	Typical Speakers	Script
Abyssal	Demonic	Demons, cultists	Lucian
Celestial	–	Lucians acting on divine business	Lucian
Draconic	–	Dragons, dragonborn	tr. mixed Aelven/Runic
Iath Neidr	Snakefolk	Ophidians	Modified Aelven
Jinzi	Eastern Imperial	Eastern Noefrans	Jinzi
Kamigami	Druidic, Sylvan	Druids, fey	tr. Aelven
Lucian	Infernal	Astral residents	Lucian
Primordial	Elemental	Elementals	Archaic Runic
Tiborian	Old Imperial	Scholars	Imperial

BACKGROUNDS

Every story has a beginning. Your character's background reveals where you came from, how you became an adventurer, and your place in the world. Your fighter might have been a courageous knight or a grizzled soldier. Your wizard could have been a sage or an artisan. Your rogue might have gotten by as a guild thief or commanded audiences as a jester.

Choosing a background provides you with important story cues about your character's identity. The most important question to ask about your background is *what changed*? Why did you stop doing whatever your background describes and start adventuring? Where did you get the money to purchase your starting gear, or, if you come from a wealthy background, why

don't you have *more* money? How did you learn the skills of your class? What sets you apart from ordinary people who share your background?

The sample backgrounds in this chapter provide both concrete benefits (features, proficiencies, and languages) and roleplaying suggestions.

PROFICIENCIES

Each background gives a character proficiency in two skills (described in Using Ability Scores).

In addition, most backgrounds give a character proficiency with one or more tools (detailed in Equipment).

If a character would gain the same proficiency from two different sources, he or she can choose a different proficiency of the same kind (skill or tool) instead.

LANGUAGES

Some backgrounds also allow characters to learn additional languages beyond those given by race. See "Languages."

EQUIPMENT

Each background provides a package of starting equipment.

SUGGESTED CHARACTERISTICS

A background contains suggested personal characteristics based on your background. You can pick characteristics, roll dice to determine them randomly, or use the suggestions as inspiration for characteristics of your own creation.

CUSTOMIZING A BACKGROUND

You might want to tweak some of the features of a background so it better fits your character or the campaign setting. To customize a background, you can replace one feature with any other one, choose any two skills, and choose a total of two tool proficiencies or languages from the sample backgrounds. You can either use the equipment package from your background or spend coin on gear as described in the equipment section. If you spend coin, you can't also take the equipment package suggested for your class. Finally, choose two personality traits, one ideal, one bond, and one flaw. If you can't find a feature that matches your desired background, work with your GM to create one.

BACKGROUND FEATURES
STUFF HERE

ADVANCEMENT

BEYOND 1ST LEVEL

As your character goes on adventures and overcomes challenges, he or she gains experience, represented by experience points. A character who reaches a specified experience point total advances in capability. This advancement is called **gaining a level**.

When your character gains a level, his or her class often grants additional features, as detailed in the class description. Some of these features allow you to increase your ability scores, either increasing two scores by 1 each or increasing one score by 2. You can't increase an ability score above 20. In addition, every character's proficiency bonus increases at certain levels.

Each time you gain a level, you gain 1 additional Hit Die. Roll that Hit Die, add your Constitution modifier to the roll, and add the total to your hit point maximum. Alternatively, you can use the fixed value shown in your class entry, which is the average result of the die roll (rounded up).

When your Constitution modifier increases by 1, your hit point maximum increases by 1 for each level you have attained. For example, if your 7th-level fighter has a Constitution score of 18, when he reaches 8th level, he increases his Constitution score from 17 to 18, thus increasing his Constitution modifier from +3 to +4. His hit point maximum then increases by 8.

The Character Advancement table summarizes the XP you need to advance in levels from level 1 through level 20, and the proficiency bonus for a character of that level. Consult the information in your character's class description to see what other improvements you gain at each level.

T

he expectation is that 1 XP   1 session of serious play, regardless of what's accomplished, fought, or done during the session. GMs can provide extra XP for good play or not award XP if the party just sits around and dithers, but should do so sparingly. Two paths are presented–slow and fast. Slow expects it to take a number of sessions (XP) equal to your current level until level 6, at which point it stabilizes as 6/level. Fast caps at 4. A Fast-path advancement will take a party 1-20 in just over a year of weekly play (71 sessions, about 14 months), while a slow advancement path will take just shy of two years (100 sessions). The goal here is to keep Tier 1 quite fast, and then slow down to a fixed pace.

Experience and Leveling

Experience Points (Fast)	Experience Points (Slow)	Level	Proficiency Bonus
0	0	1	+2
1	1	2	+2
3	3	3	+2
7	7	4	+2
11	11	5	+3
15	16	6	+3
19	22	7	+3
23	28	8	+3
27	34	9	+4
31	40	10	+4
35	46	11	+4
39	52	12	+4
43	58	13	+5
47	64	14	+5
51	70	15	+5
55	76	16	+5
59	82	17	+6
63	88	18	+6
67	94	19	+6
71	100	20	+6

Chapter 2: Alternate Lineage Development

Rethinking how races (now called "lineages") work for PC construction.

Lineage The "biological" part. Every lineage specifies

- Size (both category and suggested height/weight bands)
- Age (both age of physical maturity and usual max age)
- Base speed (walking + any others as appropriate)
- Ability Score Increase (+1 to one ability score from the list given, total ASI cannot exceed +2 to any given ability score)
- Status. One of "core", "regional X", "rare", and "X-touched". Core lineages are found everywhere and raise no especial eyebrows. Regional lineages are common/normal in region X, but will raise eyebrows elsewhere. Rare lineages raise eyebrows everywhere. Touched (X) is special—these are more like templates attached to core or regional lineages rather than independent lineages. They may add, change, or modify characteristics of the parent lineage.
- Some combination of features. One minor feature only counts as half of a major feature; each lineage has the equivalent of 2 major features.

Culture The area you come from. In general, any lineage can come from any culture. Restrictions are as noted in each description. Cultures specify

- Region (where they're mostly found)
- Ability Score Increase (+1 to one ability score from the list given, total ASI cannot exceed +2 to any given ability score)
- Extra languages. 1 or more languages other than Common, which every adventurer speaks.
- Proficiencies. 3 total proficiencies (tools, skills, or otherwise).
- Feature. One major-equivalent feature.

Background As currently, except also pick an ability score to increase by +1 of your choice. Total from lineage, culture, and background can't exceed +2 to any single ability score (so +1/+1/+1 or +2/+1).

Lineages

Human

Ability Score Increase. +1 Intelligence OR Wisdom

Age. adult at 16, lives until 80-ish

Size. Medium. 5' - 6'6", 100-300 lbs

Speed. 30ft.

Status. Core

Desperate Plea (+). As a reaction when you make an attack roll, an ability check, or a saving throw, you can choose to reroll the check and take the second result. If you had advantage or disadvantage, the reroll does as well. You can use this trait a number of times equal to half your proficiency bonus, regaining expended uses when you finish a long rest.

Cultural Mimicry. Choose any feature granted by a different culture than the one you chose.

Dwarf

Ability Score Increase. +1 Constitution

Age. physically adult at 20, lives until 150-ish

Size. Medium. 4' - 5'6", 150-250 lbs

Speed. 30ft.

Status. core

Stone's Endurance (+). When you expend a hit die as part of a short rest, you can choose to either remove a level of exhaustion (keeping the rolled healing) or maximize the healing received from that hit die. You can use this feature once per short rest.

Darkvision. You have darkvision out to 60ft.

Poison Resistance. You have resistance to poison damage and make Constitution saving throws against being poisoned at advantage.

Ihmisi (aka wood elf)

Ability Score Increase. +1 Dexterity

Age. adult at 20, lives until 120-ish

Size. Medium. 5' - 5'9", 80-180 lbs

Speed. 30ft.

Status. core

Voices of the Kami (+). While on the mortal plane you can meditate for 1 minute. During that time, your senses (vision and hearing) expand to 100ft (increasing to 200ft starting at level 5, 500ft starting at level 11, and 1000 ft at level 17) regardless of natural obstructions and you can sense the presence and number of any creatures within range. The exact location of "unnatural" creatures (fiends, undead,

aberrations, or celestials) are pinpointed and you know their type. In cities or other "worked" environments, the range is halved and only unnatural creatures are sensed. You cannot see through or into buildings or other constructed obstructions. You can use this trait a number of times equal to half your proficiency bonus, regaining expended uses when you finish a long rest.

Trance. Instead of sleeping during a long rest, you spend the 6 hours of 'sleep' in a semi-conscious state, still able to perceive your environment.

ORC

Ability Score Increase. +1 Strength
Age. physically adult at 12, lives until 70-ish
Size. Medium. 5'6" - 7', 150-350 lbs
Speed. 35ft.
Status. core
Red Fang's Legacy (+). Once per long rest, you can rage as if you were a level 1 barbarian, except that you can concentrate on spells (but not cast them) while raging in this way. If you have the Rage class feature, you instead can use that feature an additional time per long rest and can concentrate on spells while raging.

Relentless Advance. Your speed increases by 5ft (included in the speed entry).

Brutal Critical. When you critically hit with an attack, instead of rolling the damage dice twice, roll the damage dice for the attack once and add the result to the maximum roll of the dice (ie max + roll). Features that increase the number of critical dice are not maximized.

GWERIN (AKA HIGH ELVES)

Ability Score Increase. +1 Intelligence
Age. adult around 20, live to 190-200
Size. Medium. 5'4" - 6'5", 100-200 lbs
Speed. 30ft
Status. regional (Western Noefra, Southern Soefra)
Legacy of Knowledge (+). When you make an ability check involving either Intelligence or Charisma, you can choose to apply double your proficiency bonus instead of whatever level of proficiency (including none at all) would normally apply. You can use this ability a number of times equal to your proficiency bonus, regaining expended uses when you finish a long rest.

Aetherically Sensitive. When you make an ability check to disbelieve an illusion or a saving throw to resist an illusion, you do so at advantage.

Trance. Instead of sleeping, you remain semi-conscious and aware of your surroundings.

HALFLING

Ability Score Increase. +1 Dexterity OR Charisma
Age. adult around 10, live to 60-ish
Size. Small. 2'8" - 4'0", 40-70 lbs
Speed. 30ft
Status. regional (Western Noefra)
Weaponized Charm. As an action, you can force a target that is either in combat with your or with whom you are interacting socially to make a Wisdom saving throw against a DC of 8 + your proficiency bonus + your Charisma modifier. On a failure, the target makes attack rolls against you at disadvantage and their attitude increases by one step (hostile -> indifferent -> friendly) for the duration of the interaction.

In combat, targets that fail can repeat their saving throw at the end of each of their turns, ending the effect on a success. Creatures that succeed on their saving throw or for whom the effect ends cannot be affected by this ability again for 24 hours. You can use this feature a number of times equal to your proficiency bonus, regaining expended uses when you finish a long rest.

Small. You can move through the space of any creature that is of a size larger than yours.

Diminutive Target. When you gain cover against an attack from another creature, it counts as 3/4 cover, not half cover.

DRAGONBORN, TRUE

Ability Score Increase. +1 Charisma OR Constitution
Age. adult around 16, live to 80-ish
Size. Medium. 5'0" - 6'6", 110-300 lbs
Speed. 30ft
Status. regional (Western Noefra)
Breath Weapon(+). You can use your bonus action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation. Alternatively, you can use this ability in place of a weapon attack from the Attack action.

When you use your breath weapon, each creature must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

After you use your breath weapon, you can't use it again until you complete a short or long rest.

Draconic Ancestry. Choose a color from the Elemental Affinity table and gain resistance to the related damage type. If you have the Breath Weapon feature, this also sets the damage type, saving throw, and shape of the breath weapon.

Elemental Affinity

Color	Damage Type (Description)	Saving Throw	Shape
Black	Necrotic (Green-tinged black vapor)	Constitution	20' cone
Blue	Lightning (Elemental)	Dexterity	30'x 5' line
Brass	Thunder (Concentrated Shockwaves)	Constitution	20' cone
Bronze	Fire (Superheated steam)	Dexterity	20' cone
Copper	Acid (Sandblasting)	Constitution	30' x 5' line
Green	Acid (Caustic liquid)	Dexterity	20' cone
Gold	Radiant (Concentrated light)	Dexterity	30' x 5' line
Red	Fire (Elemental)	Dexterity	20' cone
Silver	Cold (Elemental)	Constitution	30' x 5' line
White	Cold (Freezing vapor)	Constitution	20' cone

Minor Draconic Trait. Choose either

(*a*) Vestigial Wings–you gain a flight speed equal to half your base speed, but must land every other turn or

(*b*) Armored Hide–your AC is equal to 13 + your Dexterity modifier while not wearing armor.

OPHIDIAN

Ability Score Increase. +1 Intelligence or Charisma

Age. adult around 15, live to 70-ish

Size. Medium. 4'9" - 6'0", 90-190 lbs

Speed. 30ft

Status. regional (Jungle of Fangs)

Distracting Charm (+). Proficiency bonus per long rest, as a reaction when you are targeted with an attack by someone you can see, the attacker must make a DC 8 + your Charisma modifier + proficiency Wisdom saving throw. On a failure, you can force them to change the target of the attack to another creature of your choice within range or choose to make them lose the attack.

Entwining Limbs. When you successfully grapple a creature, you can make them restrained instead. If you do so, you cannot drag them along with you.

Heat Sense. You can detect the presence (and pinpoint location) of living creatures within 30ft even through opaque concealment but not total cover. You do not count as able to see them for spells and effects that require sight, but they are not concealed from you and do not count as an unseen attacker.

SOULFORGED, STEELBORN

Ability Score Increase. +1 Strength

Age. null. No soulforged is more than 40 years old, but adulthood is not defined nor is a maximum age known.

Size. Medium. Usually 5'6"+, 200-400 lbs

Speed. 30ft

Status. regional (Western Noefra), untouchable

Lightning Core (+). As a bonus action, you can cause your weapon attacks (including unarmed strikes) to deal an additional 1d4 lightning damage on hit for one minute. You can use this a number of times equal to your proficiency bonus, regaining expended uses when you finish a long rest.

Living Construct. You are immune to disease and do not require food or air. You do "sleep" normally, however.

SOULFORGED, SHRINE GUARDIAN

Ability Score Increase. +1 Wisdom

Age. null. No soulforged is more than 40 years old, but adulthood is not defined nor is a maximum age known.

Size. Medium. Usually 5'0"+, 150-350 lbs

Speed. 30ft

Status. regional (Western Noefra), untouchable

Friend of the Kami (+). The kami whisper to you about possible threats. You have advantage on Wisdom (Perception) checks to find hidden creatures. Additionally, if you are not surprised but a creature that can hear you within 30' is, you can spend your reaction at the start of combat to alert them, removing the surprise.

Living Construct. You are immune to disease and do not require food or air. You do "sleep" normally, however.

Natural Mimicry. While in natural environments and stationary, you appear indistinguishable from a tree to visual inspection.

JAZUU

Ability Score Increase. +1 Constitution or Wisdom

Age. adult around 18, live to 110-ish

Size. Medium. 6'0" - 8'10", 200-600 lbs

Speed. 30ft

Status. regional (Western Noefra)

Child of Order(+). After you roll an ability check, saving throw, or attack roll but before you know the outcome, you can replace the number rolled with a 10. You can use this trait a number of times equal to your proficiency bonus, regaining expended uses when you finish a long rest.

Powerful Build. You count as one size larger for determining encumbrance, pulling and lifting objects, and grappling or shoving.

—Touched Lineages

For all of these, start with a base lineage. The feature marked with a (+) is removed and you choose one of those listed for the -touched lineage you chose. For all other purposes, you count as being a member of the base lineage. Some Touched lineages also may change other features; those replace the feature with the same name entirely.

Light-touched (Celestial)

Ability Score Increase. +1 Charisma instead of the normal lineage ASI.

Avenging Wrath. When you hit with an attack, you can cause a flare of light to erupt, potentially blinding the enemy. The target must make a Constitution saving throw with a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, they take 2d6 radiant damage and are blinded until the end of their next turn. On a success, the target takes half as much damage and is not blinded. You can use this trait a number of times equal to your proficiency bonus, regaining expended uses when you finish a long rest.

Wings. As a bonus action, you can cause glowing wings of energy to extend from you, granting you a fly speed equal to your walking speed for one minute. Once you use this trait, you cannot do so again until you complete a long rest.

No End to Duty. As an action, you can touch a creature and restore hit points equal to 3 times your level. You can use this trait a number of times equal to your proficiency bonus, regaining all uses when you finish a long rest.

Fiend-touched (devil)

Ability Score Increase. +1 Charisma instead of the normal lineage ASI.

Hellfire Blast. When you hit with an attack, you can cause a flare of hellfire to erupt around the target. The target takes 2d6 fire damage and

must make a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, they are frightened of you until the end of your next turn. You can use this trait a number of times equal to your proficiency bonus, regaining expended uses when you finish a long rest.

Wings. As a bonus action, you can cause leathery wings to extend from you, granting you a fly speed equal to your walking speed for one minute. Once you use this trait, you cannot do so again until you complete a long rest.

Diabolical Sight. You gain Darkvision with a 60ft range and can see through magical darkness. As an action, you can bestow this sight on an ally within 30' of you for 10 minutes. You do not lose your vision when you do so. Once you use this trait to bestow darkvision on another, you cannot do so again until you finish a long or short rest.

Element-touched

Firelight Flicker. As an action, you can teleport to an unoccupied location you can see within 30' that is not behind total cover. You can use this trait a number of times equal to half your proficiency bonus, regaining expended uses when you finish a long rest.

Shielding Stone. As a reaction when you or a creature you can see within 30' of you is hit by an attack, you can increase the AC of the target by your proficiency bonus against the triggering attack and all other attacks until the end of the current turn. You can use this trait a number of times equal to your proficiency bonus, regaining expended uses when you finish a long rest.

Rushing Waves. As an action, one creature within 5' must make a Strength saving throw of a DC equal to 8 + your proficiency bonus + your choice of Strength or Constitution modifier. On a failed save, they are pushed 10' and knocked prone. On a success, they are only pushed 5'. You can use this trait a number of times equal to your proficiency bonus, regaining expended uses when you finish a long rest.

Lightning Burst. As an action, all creatures within 5' must make a Dexterity saving throw with DC equal to 8 + your proficiency bonus + your choice of Strength or Constitution or take lightning damage equal to rolling a d8 a number of times equal to your proficiency bonus and be unable to take reactions until the start of their next turn. On a success, half damage. You can use this feature a number of times equal to half your proficiency bonus, regaining expended uses when you finish a long rest.

CULTURES

Choose a culture that fits the origin of your character. You gain the features listed below. If the ability score increase would take your total increase from lineage and background above +2, choose a different one (subject to the same limitation).

GENERIC (MULTI-REGION)

COSMOPOLITAN

Region. Any major city

Ability Score Increase. +1 Wisdom

Languages. any one common language

Proficiencies. Insight, one musical instrument and one game set

Coin Counter. You can buy for a 10% discount and sell for a 10% markup (ie 55% of stock price for normal gear or 110% for treasures and trade goods sold at full value normally).

Babyl-dweller. You know the *lesser gift of tongues* incantation and can perform it without a ritual scroll and without expending the component.

MARITIME

Region. Byssia, Serpent Dominion, Southshore

Ability Score Increase. +1 Dexterity OR Strength

Languages. sena'ka OR Metsae (ihmisi) OR Yonwach (gwerin)

Proficiencies. water vehicles, Survival, cartographer's tools

Like a Fish. you have a swim speed equal to half your speed.

TRIBAL

Region. Fiatch Wood, Kotimaa, Byssian Highlands, Jungle of Fangs, and many others

Ability Score Increase. +1 Strength, Constitution, or Wisdom

Languages. Ngyon Toi (goblin), Ard-teang (orc), or Metsae (ihmisi)

Proficiencies. Survival, woodcarvers and leatherworkers tools

Hardy. Once per long rest, you can reduce your Exhaustion level by one when you finish a short rest.

RELIGIOUS

Region. Any

Ability Score Increase. +1 Wisdom OR +1 Charisma

Languages. Old Imperial OR Lucian (infernal/celestial...ish)

Proficiencies. Religion, Insight, one artisan's tools of your choice

Ascendant Guidance. You learn the *augury* incantation and can cast it without a Ritual Scroll.

Ritualist. When you perform an incantation that has a performance time greater than 1 minute, you can reduce it by one step (to a minimum of one minute).

RURAL

Region. Any

Ability Score Increase. +1 Strength OR +1 Wisdom

Languages. Metsae (ihmisi) OR Ard-teang (orc)

Proficiencies. Animal Handling, Survival, Nature

Animal Whisperer. You can use your action to attempt to soothe a hostile animal or tame a wild one that isn't hostile to you. Choose a beast or monstrosity you can see that can hear you. Make a Wisdom (Animal Handling) check against a DC of 10 + the creature's CR (rounding up), with disadvantage if it has an Intelligence above 3. On a success, the creature is charmed by you for one hour or until you or your companions take a hostile action against it. If you successfully repeat this check every hour for 4 hours, the creature will follow you for 24 hours and will defend you. It remains an NPC and you cannot command it directly. You can only have one creature tamed at a time, and once you successfully use this ability, you cannot use it targeting any other creature until you finish a long rest.

SPECIFIC

WALL-BUILDER

Region. Sea of Grass

Ability Score Increase. + 1 Wisdom

Languages. Old Imperial

Proficiencies. Religion, Insight, a musical instrument

Consensus Builder. You have advantage on any Charisma (Persuasion) check made to improve someone's attitude toward you.

Children of the Congregation. You learn a cantrip of your choice from the Priest list. Wisdom is the casting ability for this cantrip.

WYRMHOLD CLAN

Region. Nocthian Caldera, Safehold, Byarmarsh, Kiren Mountains, Fiach Woods

Ability Score Increase. +1 Strength

Languages. Draconic OR Ard-teang OR Ngyon Toi

Proficiencies. One martial weapon, History, Survival

Trained for War. When you spend a hit die to heal, if the die result is below half of its maximum, the hit die is not expended.

CHILD OF NIGHT

Region. Nocthian Caldera, Byssia
Ability Score Increase. +1 Wisdom
Languages. Metsae
Proficiencies. Animal Handling, Nature, Woodcarver's OR Carpenter's Tools
Delver into Mysteries. The culture of Byssia is big on secrets–keeping them and discovering them. You have advantage on any Wisdom (Perception), Intelligence (Investigation), or Wisdom (Insight) check made to determine a hidden location, object, or motive.

FANG-KIN

Region. Jungle of Fangs
Ability Score Increase. +1 Dexterity OR +1 Charisma
Languages. Iath Neidr OR Old Imperial
Proficiencies. Performance, Deception, Disguise Kit
Serpentine Grace. The fang-kin prize grace and dancing. Most who grow up here are more flexible than those of other cultures, no matter their lineage. You can squeeze through spaces one size smaller than yourself without penalty. In addition, you can move through enemies spaces as long as they are one size larger or smaller than yourself instead of two, although the spaces are still difficult terrain.

UULANI

Region. Uulan Confederacy, Shinevog
Ability Score Increase. +1 Constitution
Languages. Tumni
Proficiencies. History, two crafters tools of your choice
Famous Artisans. The Uulani are known far and wide for their crafting prowess. All crafting costs half as much time and money. In addition, you start with the schema for one Common item of your choice. At level 6, you discover a schema of your choice for an Uncommon item.

Chapter 3: Classes

Meta Class Design

This is an interim section. Will it make it into the final? Who knows.

SDCT

Imagine you have 20 points to allocate among four combat categories: Support, Damage, Control, and Toughness. This is arbitrary, but 0 is the lowest and 20 is the highest. This is more for designing *inside* a class, not really comparing a class. And not very formalized. In principle, one class's "1" might be another class's "5" or "10" (although the latter is unlikely). Ideally, they'd all be comparable. Nobody should be 0 and nobody should be 20, because that would mean you can't provide anything on those areas or that you can't provide anything on any *other* area. The game is designed around tight *thematic* specialization but only loose *mechanical* specialization.

A class with high (S)upport is good at preventing damage to others, increasing others' efforts, healing damage taken, etc. When you want the opportunity to say "together we stand" or "oh no you don't do that to him", pick up a high Support class. A class with high (D)amage is good at putting out damage. When you want to rack up the big numbers and watch enemies drop, pick a high Damage class. C standst for Control. Control is the flip side of Support–you're not making allies better, you're making enemies worse. That might be directly debuffing them or providing zones or even punishing them for trying to go after your allies. Both the "sticky tank" and the "chess master" fit into this category. (T)oughness is basically durability. You can stand in harm's way and laugh. This may come from good armor and defensive abilities or just massive amounts of health and a healthy regeneration.

Arcanist

Design goals: The arcanist is the basic full-caster arcane magic user, replacing the sorcerer and wizard. Their UCT is Metamagic, which will be expanded to do a whole lot more. SDCT: 3/7/7/3

Subclasses:

- Awakened: This is the self-taught "savant", whose powers are more instinctual than trained. They'll get more aether and some CHA-based abilities.
- Book Mage: This is the closest to your classic "wizard". They'll get the ability to write in spells to have them always known and not counting against their limits, plus Ritual Caster.
- Warmage: This Approach focuses on attacking. Gets motes when using metamagic, which do various things. Best at amplifying damage of spells. Gets light armor and some weapons.

Class Features

As a arcanist, you gain the following class features.

Hit Points

Hit Dice: 1d6 per arcanist level

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

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

Proficiencies

Armor: None

Weapons: Daggers, darts, slings, quarterstaffs, light crossbows

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose two from Arcana, Deception, Insight, Intimidation, Persuasion, and Religion

Equipment

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

- (*a*) a light crossbow and 20 bolts or (*b*) any simple weapon
- (*a*) a component pouch or (*b*) an arcane focus
- (*a*) a dungeoneer's pack or (*b*) an explorer's pack
- Two daggers

The Arcanist

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Stamina	Aether	Aether Limit
1st	+2	Spellcasting, Arcane Approach	4	2	1	4	2
2nd	+2	Font of Magic	4	3	1	8	3
3rd	+2	Metam…	4	4	2	12	4
4th	+2	Ability Score Improvement	5	5	2	16	5
5th	+3	Advanced Metam…	5	6	3	20	6
6th	+3	Arcane Approach Feature	5	7	3	24	7
7th	+3	-	5	8	4	28	8
8th	+3	Ability Score Improvement	5	9	4	32	9
9th	+4	Superior Metam…	5	10	5	36	10
10th	+4		6	11	5	40	11
11th	+4		6	12	6	44	12
12th	+4	Ability Score Improvement	6	12	6	48	13
13th	+5	Arcane Secrets (1)	6	13	7	52	13
14th	+5	Arcane Approach Feature	6	13	7	56	14
15th	+5	Arcane Secrets (2)	6	14	8	60	14
16th	+5	Ability Score Improvement	6	14	8	64	15
17th	+6	Supreme Arcane Secrets	6	15	9	68	15
18th	+6	Arcane Approach Feature	6	15	9	72	16
19th	+6	Ability Score Improvement	6	15	10	76	16
20th	+6	Sorcerous Restoration	6	15	10	80	17

SPELLCASTING

You have acquired a talent for arcane magic. The art of weaving patterns in aether that change the world around you.

CANTRIPS

At 1st level, you know four cantrips of your choice from the arcanist spell list. You learn additional arcanist cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Arcanist table.

PREPARING AND CASTING SPELLS

Equipment table shows how much aether (AET) you have to cast your spells and do other magical tasks. To cast a spell that requires aether, you must expend aether equal to its cost or greater. You regain all expended aether when you finish a long rest. It also shows your Aether Limit, which is the maximum aether you can expend on a single action.

You know a certain number of arcanist spells, choosing from the arcanist spell list. You can trade out any known spell for any other spell you can learn from that list when you finish a long rest. When you do so, choose a number of arcanist spells from your list as shown on the Equipment table. To prepare a spell you must be able to cast it without exceeding your Aether Limit.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your arcanist spells, since the power of your magic relies on your ability to understand and recall the complex patterns of arcane magic. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a arcanist spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your arcanist spells.

ARCANE APPROACH

Choose a arcane Approach, which describes the source of your magical training: Awakened Mage, Book Mage, or Warmage, all detailed at the end of the class description.

Your choice grants you features when you choose it at 1st level and again at 6th, 14th, and 18th level.

FONT OF MAGIC

At 2nd level, you tap into a deep wellspring of magic within yourself. When you finish a short rest, you can recover aether equal to your arcanist level, rounded up. Once you use this feature, you can't use it again until you finish a long rest.

METAMAGIC

At 3rd level, you gain the ability to twist your spells to suit your needs. You learn all of the metamagic below.

You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

CAREFUL SPELL

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 AET and choose a number of those creatures up to your Intelligence modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

DISTANT SPELL

When you cast a spell that has a range of 5 feet or greater, you can spend 1 AET to double the range of the spell.

When you cast a spell that has a range of touch, you can spend 1 AET to make the range of the spell 30 feet.

EMPOWERED SPELL

When you roll damage for a spell, you can spend 1 AET to reroll a number of the damage dice up to your Intelligence modifier (minimum of one). You must use the new rolls.

You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

EXTENDED SPELL

When you cast a spell that has a duration of 1 minute or longer, you can spend 1 AET to double its duration, to a maximum duration of 24 hours.

HEIGHTENED SPELL

When you cast a spell that forces a creature to make a saving throw to resist or remove its effects, you can spend 3 AETs to give one target of the spell disadvantage on its saving throws made against the spell.

QUICKENED SPELL

When you cast a spell that has a casting time of 1 action, you can spend 2 AET to change the casting time to 1 bonus action for this casting.

RESHAPE SPELL

When you cast a spell that affects an area, you can spend 1 or more AET to change the shape of the spell. Choose one of the following.

- Increase the area of the spell. Increasing the radius of a spherical or circular effect (including a cylinder) costs 2 AET per 5 ft increase. Increasing the length of a line effect or a cone costs 1 AET per 5 ft increase.
- Exclude one or more 5 ft cubes from the area of effect. This costs 1 AET per 2 cubes excluded.
- Concentrate the effect. This reduces the primary dimension (radius or length) of the spell to 1/2 of its original value (a 20 ft radius becomes a 10 ft radius, etc), but targets have disadvantage on the saving throw. This only affects spells that affect all creatures or objects in an area. This costs 4 AET.

SUBTLE SPELL

When you cast a spell, you can spend 1 AET to cast it without any somatic or verbal components.

TWINNED SPELL

When you cast a spell that targets only one creature and doesn't have a range of self, you can spend an amount of AET equal to 1/2 the spell's cost to target a second creature in range with the same spell (1 AET if the spell is a cantrip).

To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, *magic missile* and *scorching ray* aren't eligible, but *ray of frost* and *chromatic orb* are.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 1. As normal, you cannot increase an ability score beyond +5 with this feature.

You can also pick a Skill Trick (included in the skill tricks column of the Equipment table) but you must meet the prerequisites for skill tricks learned in this way. See Skill Tricks for that list.

ARCANE SECRETS

Starting at 13th level, you begin learning Legendary Effects. Pick one Legendary Effect from the following list. You can cast it as if it was a spell once per day. You learn another of your choice at 15th level. When you gain a level, you can exchange one known Legendary Effect for another from the same list.

- Dominate Person
- Mirage Arcane
- Wind Walk
- Symbol
- Reverse Gravity

Supreme Arcane Secrets

At 17th level you learn an even greater Legendary Effect. Pick one from the following list. You can cast it once per day.

- Anyspell
- Power Word: Kill
- Meteor Swarm
- Maze
- Imprisonment

Legendary Metamagic

Starting at 20th level, you can apply any single metamagic to a use of a Legendary Effect without expending AET.

Arcane Approaches

Wizard, sorcerer, mage. Different names for the same thing. A wielder of arcane magic. Each arcanist approaches things slightly differently, but there are decided similarities in how they gained and further their mastery of arcane power.

Awakened Mage

Awakened mages come into their power naturally, without substantial training. Their power flows from within, on its own. This gives them larger reserves of power, at the cost of bodily stress.

Extra Training. Since you didn't have to spend time in your early years mastering your magic, you have picked up other tricks. You gain proficiency with light armor and one martial weapon of your choice. You can cast spells while wearing light armor.

Mind over Matter. Starting at 6th level, you've learned to fuel your metamagic with your bodily reserves. You can expend STA instead of AET to pay the cost of adding metamagic to your spells. The total cost must still be within your aether limit.

Limit Break. Starting at 14th level, when you use your Mind over Matter feature, you can add metamagic even if that would increase the total cost above your aether limit. Once you do so once, you cannot use this feature again until you finish a long rest or unless you accept a level of exhaustion after casting the spell.

Sorcerous Restoration. Starting at 18th level, you no longer suffer exhaustion when using your Limit Break ability.

Book Mage

Book mages must laboriously learn their power through mental training and meditation. They generally apprentice to other book mages for years before they cast their first spell. In return, they can "offload" some of their spells into written form, enabling them to prepare a much larger array of spells.

Arcane Learning. You gain proficiency in Arcana. If you already have proficiency, you gain expertise instead.

Written Magic. As part of your training, you have assembled a spellbook that holds records of your spells and invested part of your self into it. This book is immune to all damage while it is on your person and cannot be separated from you if you are conscious. Your book counts as a spell focus for your spells.

While you are preparing spells and have the book open in front of you, you can invest a number of spells equal to your proficiency bonus into the book. These spells no longer count against your prepared spells limit, but you can only cast them with the book in one hand.

Focused Metamagic. Starting at 6th level, you have specialized in one particular metamagic. Choose one metamagic you know. Its cost decreases by 1 AET. If this reduces its cost to 0 AET, you can apply a second metamagic alongside this focused metamagic.

Extended Legendary Magic. Starting at 14th level, your list of available Legendary Effects expands to include the following and you can exchange both your Legendary Effects for other ones from the same combined list every time you gain a level.

- Harm
- Globe of Invulnerability
- Flesh to Stone
- Finger of Death

Repeated Legendary Magic. Starting at 18th level, you can use any of your regular Legendary Effects twice per long rest instead of once.

Armsman

The armsman is a master of weapons. His power comes from training and discipline and superior techniques that allow him to break the boundaries of what is possible for others.

Design Discussion: This replaces the fighter. Heavy armor is the signature, plus getting to attack more than most. Gets ability to use any weapon with either ability score. Some subclass-level overt magic. SDCT 3/6/5/6. Control is mostly in the form of punishing those who ignore them.

Class Features

As a armsman, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per armsman level

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

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

PROFICIENCIES

Armor: All armor, shields

   Weapons: Simple weapons, martial weapons

   Tools: None

   Saving Throws: Strength, Constitution

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

EQUIPMENT

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

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

   The Armsman (table)

Armsman

Level	Proficiency Bonus	Features	Stamina	Aether	Aether Limit
1st	+2	Fighting Style, Second Wind	1 + CON	1	1
2nd	+2	Action Surge	2 + CON	1	1
3rd	+2	Martial Archetype	3 + CON	2	1
4th	+2	Ability Score Improvement	4 + CON	2	1
5th	+3	Extra Attack	5 + CON	3	2
6th	+3	Versatility	6 + CON	3	2
7th	+3	Martial Archetype Feature	7 + CON	4	2
8th	+3	Ability Score Improvement	8 + CON	4	2
9th	+4	Indomitable, Everything's a Weapon	9 + CON	5	2
10th	+4	Martial Archetype Feature	10 + CON	5	3
11th	+4	Extra Attack (2)	11 + CON	6	3
12th	+4	Ability Score Improvement	12 + CON	6	3
13th	+5	Flash Step	13 + CON	7	3
14th	+5	Deathblow	14 + CON	7	3
15th	+5	Martial Archetype Feature	15 + CON	8	3
16th	+5	Ability Score Improvement	16 + CON	8	3
17th	+6	Extra Attack (3)	17 + CON	9	4
18th	+6	Martial Archetype Feature	18 + CON	9	4
19th	+6	Ability Score Improvement	19 + CON	10	4
20th	+6	Improved Deathblow	20 + CON	10	4

FIGHTING STYLE

You are better than most at using the additional properties of your weapon. You gain a bonus depending on the additional property. If the weapon has multiple additional properties, you must choose which bonus to apply on any individual attack. If a bonus calls for a saving throw, the DC = 8 + your Strength modifier + your proficiency bonus.

Battering. Once per turn when you hit with a battering weapon, you can force the target to make a Strength saving throw. On a failed save, the target is knocked prone.

Cleaving. You can attempt to cleave even if you miss. If you do so, roll a new attack with the same modifiers and compare it to the new target's AC.

Heavy. You can choose to forgo your proficiency bonus to the attack roll. If you still hit, you can add twice your proficiency bonus to the damage dealt.

Light. When you make the additional attack with a light weapon, you add your ability modifier to the damage dealt.

Loading. You ignore the normal effect of this property. Instead, when you hit with an attack from a loading weapon and drop the target to 0 HP, you can choose to have the bolt pass through at a creature behind the slain creature. The closest creature on a 5' wide line connecting you to the slain creature and extending 30' behind him acts as the new target. Make an attack at disadvantage against that creature. If it hits, it takes damage as normal from the attack.

Parrying. The bonus from this property increases to +4.

Precise. You score a critical hit on an 18, 19, or 20 instead of on a 19 or 20.

Reach. You can make opportunity attacks when a creature enters your range as well as leaves it.

Thrown. You can draw thrown weapons as part of the attack. In addition, the damage die increases by one step when thrown and you do not suffer disadvantage out to the long range of the attack.

Versatile. You get the increased damage die even when wielding it in one hand.

SECOND WIND

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can spend 1 STA use a bonus action to regain hit points equal to 1d10 + your armsman level. The cost increases by 1 STA each time you use it, resetting to 1 when you finish a long or short rest.

ACTION SURGE

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can spend 2 STA to take one additional action on top of your regular action and a possible bonus action.

Once you use this feature, you cannot use this feature again until you next roll initiative. Starting at 17th level, you can use it as many times as you have stamina for, but only once on the same turn.

MARTIAL ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. Choose TODO, all detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 6th, 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 17th level in this class.

VERSATILITY

Beginning at 6th level, you can use Strength or Dexterity as the modifier for weapon attacks and damage regardless of the type of weapon.

In addition, you can choose to make a Strength check when a Dexterity check would otherwise be called for and vice versa.

EVERYTHING'S A WEAPON

Beginning at 9th level, you've discovered that the same techniques you use with your weapons also applies to other situations. Choose one of the approaches below.

- **Direct.** When you make an ability check involving Intimidation, Athletics, or any ability check involving Constitution, you may add twice your proficiency bonus instead of any proficiency (including none) that may have applied.

- **Gregarious.** When you make an ability check involving Charisma or Insight, you may add twice your proficiency bonus instead of any proficiency (including none) that may have applied.
- **Inquisitive.** When you make an ability check involving Intelligence, Insight, or Animal Handling, you may add twice your proficiency bonus instead of any proficiency (including none) that may have applied.
- **Intuitive.** When you make an ability check involving Wisdom or any saving throw against being charmed or scryed on, you may add twice your proficiency bonus instead of any proficiency (including none) that may have applied.
- **Subtle.** When you make an ability check involving Acrobatics, Stealth, Sleight of Hand, or Deception, you may add twice your proficiency bonus instead of any proficiency (including none) that may have applied.

INDOMITABLE

Beginning at 9th level, you can choose to succeed on a saving throw instead of rolling. If you do so, you cannot use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

FLASH STEP

Starting at 13th level, you have learned to move so fast over short distances that it appears you can teleport. When you move on your turn, you can choose to instead teleport to the chosen location as long as you have a clear path to the target location and it is no further than your speed would allow. The clear path to the target does not have to be in a straight line, but you cannot pass through areas too small to squeeze through.

DEATHBLOW

Starting at 14th level, you can attempt to strike down a wounded foe. When you hit an enemy with a weapon attack and the enemy has less than 25 HP, you can choose to spend 5 STA to drop it to 0 HP instead of dealing normal damage. You can choose whether this is lethal or nonlethal if you hit with a melee attack.

If the target has hit points above this threshold, you can choose to force the target to make a Constitution saving throw at disadvantage against a DC of 8 + your Strength + your proficiency bonus. On a failed save they are stunned until the end of your next turn.

Alternatively, you can choose to refund the STA spent.

IMPROVED DEATHBLOW

Starting at 20th level, your touch is death for most weaker foes. You no longer need to expend STA to use Deathblow if the target's current or maximum HP is below 50, and can spend stamina to use Deathblow as long as the target's current HP is under 100.

MARTIAL ARCHETYPES

Different armsmen choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

DEFENDER

The defender archetype focuses on protecting allies from harm while locking down their enemies. While most use a one-handed weapon and a shield, others trust in their heavy armor to protect them.

THICKET OF BLADES

Starting at 3rd level, opponents provoke opportunity attacks from you by moving within your reach, making attacks against anyone but you, or casting a spell. You can spend 1 STA to make an opportunity attack without consuming your reaction. No individual creature can provoke more than one opportunity attack per movement. Example: if a goblin starts 20' away and runs past a Defender without stopping, the defender can only make one opportunity attack but may make it either when they move within the reach or move out of the reach. But if the goblin attacks an ally and then moves within reach, the Defender can make two opportunity attacks by spending 1 STA and his reaction or 2 STA (keeping his reaction).

SHIELDING BULWARK

Starting at 3rd level, when you are the target of an effect that targets a point in space and allows a Dexterity saving throw to take half damage, you can use your weapon and shield to diffuse and deflect the energies, protecting yourself and those behind you. Expend 2 STA. You and all creatures in a 15' long line that is 10' wide behind you (relative to the target point in space) gain advantage on the saving throw and the shielded creatures take no damage if they succeed on the saving throw and only half damage if they fail.

Combat Challenge

Starting at 7th level, your training has taught you how to magically compel a target to focus on you. As a bonus action, spend 2 AET and choose a target that can hear you and that you can see within 60 feet. The target must make a Charisma saving throw against a DC of 8 + your Charisma modifier + your proficiency bonus. On a failed save, the target cannot make attacks against anyone but you or target any of your allies with an ability (magical or otherwise). Additionally, they cannot willingly move further away from you. This effect lasts for one minute or until you use this ability against someone else or you are incapacitated.

Calming Words

Starting at 10th level you've become particularly adept at predicting what will cause controversy–words are weapons too. As such, you can add twice your proficiency bonus to any Charisma check you make to defuse tense situations. In addition, when an ally you can hear makes a Charisma (Persuasion) check and you Help them, they can add your Charisma (Persuasion) modifier to theirs when resolving the check.

Resilience

Starting at 15th level, you can ignore your wounds and keep fighting even through attacks that would normally incapacitate you. When you are reduced to 0 HP or would be outright killed (such as by a Power Word: Kill effect) and have less than 5 levels of exhaustion, you choose to instead heal to half your maximum HP. If you do so, you gain one level of exhaustion and cannot use this feature again until you finish a long or short rest.

Total Prediction

Starting at 18th level, you have trained enough to be able to magically sense your enemies' actions a few steps ahead. As an action you can expend 4 AET, gaining limited precognitive abilities for one hour. For the duration, you cannot be surprised and have advantage on attack rolls. Additionally, other creatures have disadvantage on attack rolls against you for the duration.

Sword Saint

Don't let the name confuse you, there are sword saints devoted to all forms of weapons. The sword saint takes their weapon skills to an entirely new level. On the battlefield they are a flash of lightning, a stroke of thunder, an explosion of strikes. Many of their techniques draw on pure aether, mixing magic and weapon play.

Exceptional Aether

Starting at 3rd level, sword saints cultivate their aether thoroughly than most armsmen. Use the Sword Saint table instead of the Armsman table to determine your maximum aether and your aether limit as you gain levels.

Weapon Flexibility

Beginning at 3rd level, you can use your weapons in unexpected ways. At the beginning of your turn you can exchange any of the following weapon properties for any of the others in the list: Battering, Cleaving, Finesse, Parrying, Precise, or Thrown. If you chose to make

Brawler

Design discussion: Replaces the monk, generalizing it. Extra stamina. Unarmed martial arts. Rolling some of open hand into base. SDCT 3/5/7/5.

Class Features

As a brawler, you gain the following class features.

Hit Points

Hit Dice: 1d8 per brawler level
   Hit Points at 1st Level: 8 + your Constitution modifier
   Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per brawler level after 1st

Proficiencies

Armor: None
   Weapons: Simple weapons, shortswords
   Tools: Choose one type of artisan's tools or one musical instrument
   Saving Throws: Strength, Dexterity
   Skills: Choose two from Acrobatics, Athletics, History, Insight, Religion, and Stealth

Equipment

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

- (*a*) a shortsword or (*b*) any simple weapon
- (*a*) a dungeoneer's pack or (*b*) an explorer's pack
- 10 darts

The Brawler

Level	Proficiency Bonus	Martial Arts	Unarmored Movement	Features	Stamina	Aether	Aether Limit
1st	+2	1d6	—	Unarmored Defense, Martial Arts	1 + CON	1	1
2nd	+2	1d6	+10 ft.	Conditioning, Unarmored Movement	2 + CON + WIS	1	1
3rd	+2	1d6	+10 ft.	Martial Tradition, Deflect Missiles	3 + CON + WIS	2	1
4th	+2	1d6	+10 ft.	Ability Score Improvement, Slow Fall	4 + CON + WIS	2	1
5th	+3	1d8	+10 ft.	Extra Attack, Stunning Strike	5 + CON + WIS	3	2
6th	+3	1d8	+15 ft.	Empowered Strikes, Martial Tradition Feature	6 + CON + WIS	3	2
7th	+3	1d8	+15 ft.	Evasion, Stillness of Mind	7 + CON + WIS	4	2
8th	+3	1d8	+15 ft.	Ability Score Improvement	8 + CON + WIS	4	2
9th	+4	1d8	+15 ft.	Unarmored Movement improvement	9 + CON + WIS	5	2
10th	+4	1d8	+20 ft.	Purity of Body	10 + CON + WIS	5	3
11th	+4	1d10	+20 ft.	Martial Tradition Feature	11 + CON + WIS	6	3
12th	+4	1d10	+20 ft.	Ability Score Improvement	12 + CON + WIS	6	3
13th	+5	1d10	+20 ft.		13 + CON + WIS	7	3
14th	+5	1d10	+25 ft.	Diamond Soul	14 + CON + WIS	7	3
15th	+5	1d10	+25 ft.	Timeless Body	15 + CON + WIS	8	3
16th	+5	1d10	+25 ft.	Ability Score Improvement	16 + CON + WIS	8	3

Unarmored Defense

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier or your Strength modifier (whichever is higher) + your Wisdom modifier.

Martial Arts

At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and brawler weapons, which are shortswords and any simple melee weapons that don't have the two- handed or heavy property.

You gain the following benefits while you are unarmed or wielding only brawler weapons and you aren't wearing armor or wielding a shield:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and brawler weapons.
- You can roll a d6 in place of the normal damage of your unarmed strike or brawler weapon. This die changes as you gain brawler levels, as shown in the Martial Arts column of the Brawler table.
- When you use the Attack action with an unarmed strike or a brawler weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.
- You can grapple and shove creatures that are 2 sizes larger than yourself instead of only 1 size larger.

Certain brawler traditions use specialized forms of the brawler weapons. For example, you might use a club that is two lengths of wood connected by a short chain (called a nunchaku) or a sickle with a shorter, straighter blade (called a kama). Whatever name you use for a brawler weapon, you can use the game statistics provided for the weapon.

Flurry of Blows

Immediately after you take the Attack action on your turn, you can spend 1 STA to make two unarmed strikes as a bonus action.

Patient Defense

You can spend 1 STA to take the Dodge action as a bonus action on your turn.

Step of the Wind

You can spend 1 STA to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Conditioning

Beginning at 2nd level, your understanding of the world around you has made you more efficient. In effect, your Stamina pool is larger than most. You add your Wisdom modifier (if positive) to your Stamina pool. This is included in the Stamina column of the Equipment table.

Unarmored Movement

Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain brawler levels, as shown in the Brawler table.

At 9th level, you gain the ability to move along vertical surfaces, upside down, and across liquids without falling.

Martial Tradition

When you reach 3rd level, you commit yourself to a martial tradition: the Way of the Open Hand, the Way of Shadow, or the Way of the Four Elements, all detailed at the end of the class description. Your tradition grants you features at 3rd level and again at 6th, 11th, and 17th level.

Deflect Missiles

Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity or Strength modifier + your brawler level.

If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 STA to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a brawler weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet. You can expend extra STA to increase the damage dealt by 2 points for every extra STA expended.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 1. As normal, you can't increase an ability score above +5 using this feature.

You can also pick a Skill Trick but you must meet the prerequisites for skill tricks learned in this way. See Skill Tricks for that list. You can swap out a known skill trick for another you can learn when you gain another skill trick.

Slow Fall

Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your brawler level.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Stunning Strike

Starting at 5th level, you can interfere with the flow of energy in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 2 STA to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Empowered Strikes

Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. In addition, you can expend 1 AET to increase the damage dealt by your Martial Arts die.

Evasion

At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a *fireball* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Stillness of Mind

Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

Additionally, on your turn you can end an effect on yourself that causes you to be incapacitated by spending 5 STA without taking an action.

Purity of Body

At 10th level, your mastery of the energy flowing through you makes you immune to disease and poison.

Diamond Soul

Beginning at 14th level, your self-mastery grants you proficiency in all saving throws.

Additionally, whenever you make a saving throw and fail, you can spend 1 STA to reroll it and take the second result.

Empty Body

Beginning at 18th level, you can use your action to spend 4 STA to become invisible for 1 minute. During that time, you also have resistance to all damage but force damage. This invisibility does not end when you make an attack roll, but it does end early if you are incapacitated at the start of your turn.

Perfect Self

At 20th level, if you are reduced to zero hit points, you can spend 10 STA as a reaction to instead heal to full health.

Martial Traditions

Three traditions of martial pursuit are common in the monasteries scattered across the multiverse. Most monasteries practice one tradition exclusively, but a few honor the three traditions and instruct each brawler according to his or her aptitude and interest. All three traditions rely on the same basic techniques, diverging as the student grows more adept. Thus, a brawler need choose a tradition only upon reaching 3rd level.

Way of the Open Hand

Brawlers of the Way of the Open Hand are the ultimate masters of martial arts combat, whether armed or unarmed. They learn techniques to push and trip their opponents, manipulate ki to heal damage to their bodies, and practice advanced meditation that can protect them from harm.

Open Hand Technique

Starting when you choose this tradition at 3rd level, you can manipulate your enemy's ki when you harness your own. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:

- It must succeed on a Dexterity saving throw or be knocked prone.
- It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you.
- It can't take reactions until the end of your next turn.

Wholeness of Body

At 6th level, you gain the ability to heal yourself. As an action, you can spend 2 AET to regain hit points equal to three times your brawler level. By expending extra AET, you increase the amount healed by your brawler level per extra AET spent.

Tranquility

Quivering Palm

At 17th level, you gain the ability to set up lethal vibrations in someone's body. When you hit a creature with an unarmed strike, you can spend 3 AET to start these imperceptible vibrations, which last for a number of days equal to your brawler level. The vibrations are harmless unless you use your action to end them. To do so, you and the target must be on the same plane of existence. When you use this action, the creature must make a Constitution saving throw. If it fails, it is reduced to 0 hit points. If it succeeds, it takes 10d10 necrotic damage.

You can have only one creature under the effect of this feature at a time. You can choose to end the vibrations harmlessly without using an action.

Oathbound

Design Discussion: Basically a paladin. Not tons changed here except subclasses. Toned down the damage in favor of more support. SDCT 6/5/4/5.

Class Features

As a oathbound, you gain the following class features.

Hit Points

Hit Dice: 1d10 per oathbound level
Hit Points at 1st Level: 10 + your Constitution modifier
Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per oathbound level after 1st

Proficiencies

Armor: All armor, shields
Weapons: Simple weapons, martial weapons
Tools: None
Saving Throws: Wisdom, Charisma
Skills: Choose two from Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion

Equipment

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

- (*a*) a martial weapon and a shield or (*b*) two martial weapons
- (*a*) five javelins or (*b*) any simple melee weapon
- (*a*) a priest's pack or (*b*) an explorer's pack
- Chain mail and a holy symbol

The Oathbound

Level	Proficiency Bonus	Features	Spells Known	Stamina	Aether	Aether Limit
1st	+2	Divine Sense, Lay on Hands	—	1	2	1
2nd	+2	Fighting Style, Spellcasting, Divine Smite	1	2	4	2
3rd	+2	Divine Health, Sacred Oath	1	2	6	3
4th	+2	Ability Score Improvement	2	3	8	3
5th	+3	Extra Attack	2	3	10	4
6th	+3	Aura of Protection	3	4	12	5
7th	+3	Sacred Oath feature	3	4	14	5
8th	+3	Ability Score Improvement	4	5	16	6
9th	+4	-	4	5	18	7
10th	+4	Aura of Courage	5	6	20	7
11th	+4	Improved Divine Smite	5	6	22	8
12th	+4	Ability Score Improvement	6	7	24	9
13th	+5	-	6	7	26	9
14th	+5	Cleansing Touch	7	8	28	10
15th	+5	Sacred Oath feature	7	8	30	11
16th	+5	Ability Score Improvement	8	9	32	11
17th	+6	-	8	9	34	12
18th	+6	Aura improvements	9	10	36	13
19th	+6	Ability Score Improvement	9	10	38	13
20th	+6	Sacred Oath feature	10	10	40	14

DIVINE SENSE

The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the *hallow* spell.

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

LAY ON HANDS

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your oathbound level × 5.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on undead and constructs.

FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

SPELLCASTING

By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does.

PREPARING AND CASTING SPELLS

The Oathbound table shows how much aether (AET) you have to cast your spells and do other magical tasks. To cast a spell that requires aether, you must expend aether equal to its cost or greater. You regain all expended aether when you finish a long rest. It also shows your Aether Limit, which is the maximum aether you can expend on a single action.

You know a certain number of Oathbound spells, choosing from the oathbound spell list. You can trade out any known spell for any other spell you can learn from that list when you finish a long rest. When you do so, choose a number of oathbound spells equal to your Charisma modifier + half your oathbound level, rounded down (minimum of one spell). To prepare a spell you must be able to cast it without exceeding your Aether Limit.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your oathbound spells, since their power derives from the strength of your convictions. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a oathbound spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

SPELLCASTING FOCUS

You can use a holy symbol as a spellcasting focus for your oathbound spells.

DIVINE SMITE

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend 1 or more AET to deal radiant damage to the target, in addition to the weapon's damage. The extra

damage is 1d8 + 1d8 per two additional AET to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

DIVINE HEALTH

By 3rd level, the divine magic flowing through you makes you immune to disease.

SACRED OATH

When you reach 3rd level, you swear the oath that binds you as a oathbound forever. Up to this time you have been in a preparatory stage, committed to the path but not yet sworn to it. Now you choose the Oath of Devotion, the Oath of the Ancients, or the Oath of Vengeance, all detailed at the end of the class description.

Your choice grants you features at 3rd level and again at 7th, 15th, and 20th level. Those features include oath spells and the Channel Divinity feature.

OATH SPELLS

Each oath has a list of associated spells. You gain access to these spells at the levels specified in the oath description. Once you gain access to an oath spell, you always have it prepared. Oath spells don't count against the number of spells you can prepare each day.

If you gain an oath spell that doesn't appear on the oathbound spell list, the spell is nonetheless a oathbound spell for you.

CHANNEL DIVINITY

Your oath allows you to channel divine energy to fuel magical effects. Each Channel Divinity option provided by your oath explains how to use it.

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

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

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

AURA OF PROTECTION

Starting at 6th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

At 18th level, the range of this aura increases to 30 feet.

AURA OF COURAGE

Starting at 10th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

IMPROVED DIVINE SMITE

By 11th level, you are so suffused with righteous might that all your melee weapon strikes carry divine power with them. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 radiant damage. If you also use your Divine Smite with an attack, you add this damage to the extra damage of your Divine Smite.

CLEANSING TOUCH

Beginning at 14th level, you can use your action to end one spell on yourself or on one willing creature that you touch.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain expended uses when you finish a long rest.

SACRED OATHS

Becoming a oathbound involves taking vows that commit the oathbound to the cause of righteousness, an active path of fighting wickedness. The final oath, taken when he or she reaches 3rd level, is the culmination of all the oathbound's training. Some characters with this class don't consider themselves true oathbounds until they have reached 3rd level and made this oath. For others, the actual swearing of the oath is a formality, an official stamp on what has always been true in the oathbound's heart.

OATH OF DEVOTION

The Oath of Devotion binds a oathbound to the loftiest ideals of justice, virtue, and order. Sometimes called cavaliers, white knights, or holy warriors, these oathbounds meet the ideal of the knight in shining armor, acting with honor in pursuit of justice and the greater good. They

hold themselves to the highest standards of conduct, and some, for better or worse, hold the rest of the world to the same standards. Many who swear this oath are devoted to gods of law and good and use their gods' tenets as the measure of their devotion. They hold angels—the perfect servants of good—as their ideals, and incorporate images of angelic wings into their helmets or coats of arms.

TENETS OF DEVOTION

Though the exact words and strictures of the Oath of Devotion vary, oathbounds of this oath share these tenets.

Honesty.. Don't lie or cheat. Let your word be your promise.

Courage.. Never fear to act, though caution is wise.

Compassion.. Aid others, protect the weak, and punish those who threaten them. Show mercy to your foes, but temper it with wisdom.

Honor.. Treat others with fairness, and let your honorable deeds be an example to them. Do as much good as possible while causing the least amount of harm.

Duty.. Be responsible for your actions and their consequences, protect those entrusted to your care, and obey those who have just authority over you.

OATH SPELLS

You gain oath spells at the oathbound levels listed.

Oath of Devotion Spells (table)

OATH OF DEVOTION SPELLS

Level	Oathbound Spells
3rd	*protection from evil and good, sanctuary*
5th	lesser restoration, zone of truth
9th	beacon of hope, dispel magic
13th	freedom of movement, guardian of faith
17th	commune, flame strike

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Sacred Weapon.. As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +1). The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Turn the Unholy.. As an action, you present your holy symbol and speak a prayer censuring fiends and undead, using your Channel Divinity. Each fiend or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

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

AURA OF DEVOTION

Starting at 7th level, you and friendly creatures within 10 feet of you can't be charmed while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

PURITY OF SPIRIT

Beginning at 15th level, you are always under the effects of a *protection from evil and good* spell.

HOLY NIMBUS

At 20th level, as an action, you can emanate an aura of sunlight. For 1 minute, bright light shines from you in a 30-foot radius, and dim light shines 30 feet beyond that.

Whenever an enemy creature starts its turn in the bright light, the creature takes 10 radiant damage.

In addition, for the duration, you have advantage on saving throws against spells cast by fiends or undead.

Once you use this feature, you can't use it again until you finish a long rest.

> ### BREAKING YOUR OATH
>
> A oathbound tries to hold to the highest standards of conduct, but even the most virtuous oathbound is fallible. Sometimes the right path proves too demanding, sometimes a situation calls for the lesser of two evils, and sometimes the heat of emotion causes a oathbound to transgress his or her oath.
>
> A oathbound who has broken a vow typically seeks absolution from a cleric who shares his or her faith or from another oathbound of the same order. The oathbound might spend an all-night vigil in prayer as a sign of penitence, or undertake a fast or similar act of self-denial. After a rite of confession and forgiveness, the oathbound starts fresh.

If a oathbound willfully violates his or her oath and shows no sign of repentance, the consequences can be more serious. At the GM's discretion, an impenitent oathbound might be forced to become an NPC. This should be used as a last resort and agreed to between the player and the GM. When this happens, the player should create a new character of the same level.

Find Steed

Find Steed
3 AET

Casting Time: 10 minutes
Range: 30 feet
Components: V, S
Duration: Instantaneous

You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it. Appearing in an unoccupied space within range, the steed takes on a form that you choose: a warhorse, a pony, a camel, an elk, or a mastiff. (Your GM might allow other animals to be summoned as steeds.) The steed has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of its normal type. Additionally, if your steed has an Intelligence of 5 or less, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak.

Your steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on your steed, you can make any spell you cast that targets only you also target your steed.

When the steed drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss your steed at any time as an action, causing it to disappear. In either case, casting this spell again summons the same steed, restored to its hit point maximum.

While your steed is within 1 mile of you, you can communicate with it telepathically.

You can't have more than one steed bonded by this spell at a time. As an action, you can release the steed from its bond at any time, causing it to disappear.

PRIEST

Design Goals: The priest is the basic full-caster divine class, replacing the cleric. Their UCT is Miracles–basically Divine Intervention, but starting earlier. Their subclasses give bonuses to various types of spells, basically adding riders. SDCT: 7/4/5/4

Subclasses:

- Life Domain: healing-focused support.
- War domain: Gets armor and weapons and an ersatz Extra Attack.
- Knowledge Domain: gets extra skill tricks.

Class Features

As a priest, you gain the following class features.

Hit Points

Hit Dice: 1d8 per priest level

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

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

Proficiencies

Armor: Light armor, medium armor, shields
Weapons: Simple weapons
Tools: None
Saving Throws: Wisdom, Charisma
Skills: Choose two from History, Insight, Medicine, Persuasion, and Religion

Equipment

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

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

CHAPTER 3: CLASSES

The Priest

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Miracles per day	Stamina	Aether	Aether Limit	
1st	+2	Spellcasting, Divine Domain	3	2	-	-	1	4	2
2nd	+2	Channel Divinity (1/rest), Divine Domain Feature	3	3	-	-	1	8	3
3rd	+2	-	3	4	2	-	2	12	4
4th	+2	Ability Score Improvement	4	5	3	-	2	16	5
5th	+3	Destroy Undead (CR 1/2), Miracles	4	6	3	1	3	20	6
6th	+3	Channel Divinity (2/rest), Divine Domain Feature	4	7	3	1	3	24	7
7th	+3	-	4	8	3	1	4	28	8
8th	+3	Ability Score Improvement, Destroy Undead (CR 1), Divine Domain Feature	4	9	3	1	4	32	9
9th	+4	-	4	10	3	2	5	36	10
10th	+4	Divine Intervention	5	10	3	2	5	40	11
11th	+4	Destroy Undead (CR 2), Greater Miracles	5	11	3	2	6	44	12
12th	+4	Ability Score Improvement	5	11	3	2	6	48	13
13th	+5	-	5	12	3	3	7	52	13
14th	+5	Destroy Undead (CR 3)	5	12	3	3	7	56	14
15th	+5	-	5	13	3	3	8	60	14
16th	+5	Ability Score Improvement	5	13	3	3	8	64	15
17th	+6	Destroy Undead (CR 4), Divine Domain Feature	5	14	3	3	9	68	15
18th	+6	Channel Divinity (3/rest)	5	14	3	3	9	72	16
19th	+6	Ability Score Improvement	5	15	3	3	10	76	16
20th	+6	Divine Intervention	5	15	3	3	10	80	17

Spellcasting

As a conduit for divine power, you can cast priest spells.

Cantrips

At 1st level, you know three cantrips of your choice from the priest spell list. You learn additional priest cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Priest table.

Preparing and Casting Spells

Equipment table shows how much aether (AET) you have to cast your spells and do other magical tasks. To cast a spell that requires aether, you must expend aether equal to its cost or greater. You regain all expended aether when you finish a long rest. It also shows your Aether Limit, which is the maximum aether you can expend on a single action.

You know a certain number of priest spells, choosing from the priest spell list. You can trade out any known spell for any other spell you can learn from that list when you finish a long rest. When you do so, choose a number of priest spells equal to your Wisdom modifier + your priest level (minimum of one spell). To prepare a spell you must be able to cast it without exceeding your Aether Limit.

Spellcasting Ability

Wisdom is your spellcasting ability for your priest spells. The power of your spells comes from your devotion to your deity. You use your Wisdom whenever a priest spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a priest spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting

You learn a common incantation (see Incantations for the list) of your choice. When you reach 5th level, you learn an uncommon incantation of your choice, and at 11th level you learn a rare incantation of your choice. You can cast any incantation you learned from this feature without needing a Ritual Scroll in hand.

Spellcasting Focus

You can use a holy symbol (see Equipment) as a spellcasting focus for your priest spells.

Divine Domain

Choose one domain related to your deity: Knowledge, Life, Light, Nature, Tempest, Trickery, or War. Each domain is detailed at the end of the class description, and each one provides examples of gods associated with it. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

Domain Spells

Each domain has a list of spells—its domain spells— that you gain at the priest levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a domain spell that doesn't appear on the priest spell list, the spell is nonetheless a priest spell for you.

Channel Divinity

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description.

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

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

Beginning at 6th level, you can use your Channel

Divinity twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Turn Undead

As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of

you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

DESTROY UNDEAD

Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

DESTROY UNDEAD

Priest Level	Destroys Undead of CR...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

DIVINE INTERVENTION

Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great.

Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your priest level, your deity intervenes. The GM chooses the nature of the intervention; the effect of any priest spell or priest domain spell would be appropriate.

If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

At 20th level, your call for intervention succeeds automatically, no roll required.

PRIEST DOMAINS

LIFE DOMAIN

The Life domain focuses on the vibrant positive energy—one of the fundamental forces of the universe—that sustains all life. The gods of life promote vitality and health through healing the sick and wounded, caring for those in need, and driving away the forces of death and undeath. Almost any non-evil deity can claim influence over this domain, particularly agricultural deities (such as Chauntea, Arawai, and Demeter), sun gods (such as Lathander, Pelor, and Re-Horakhty), gods of healing or endurance (such as Ilmater, Mishakal, Apollo, and Diancecht), and gods of home and community (such as Hestia, Hathor, and Boldrei).

LIFE DOMAIN SPELLS

Priest Level	Spells
1st	bless, cure wounds
3rd	lesser restoration, spiritual weapon
5th	beacon of hope, revivify
7th	death ward, guardian of faith
9th	mass cure wounds, raise dead

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with heavy armor.

DISCIPLE OF LIFE

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

CHANNEL DIVINITY: PRESERVE LIFE

Starting at 2nd level, you can use your Channel Divinity to heal the badly injured.

As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your priest level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

BLESSED HEALER

Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Supreme Healing

Starting at 17th level, when you would normally roll one or more dice to restore hit points with a spell, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.

Ranger

Design Discussion: Half-caster primalist. Less support, more damage than a shaman. SDCT 4/7/4/5.

Class Features

As a ranger, you gain the following class features.

Hit Points

Hit Dice: 1d10 per ranger level

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

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

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Dexterity

Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

Equipment

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

- (*a*) scale mail or (*b*) leather armor
- (*a*) two shortswords or (*b*) two simple melee weapons
- (*a*) a dungeoneer's pack or (*b*) an explorer's pack
- A longbow and a quiver of 20 arrows

The Ranger (table)

The Ranger

Level	Proficiency Bonus	Features	Spells Known	Focused Foe Bonus	Stamina	Aether	Aether Limit
1st	+2	Focused Foe, Natural Explorer	-	1d4	1	2	1
2nd	+2	Fighting Style, Spellcasting	2	1d4	2	4	2
3rd	+2	Ranger Archetype, Primeval Awareness	3	1d4	3	6	3
4th	+2	Ability Score Improvement	3	1d4	4	8	3
5th	+3	Extra Attack	4	1d6	5	10	4
6th	+3	Favored Enemy and Natural Explorer improvements	4	1d6	6	12	5
7th	+3	Ranger Archetype feature	5	1d6	7	14	5
8th	+3	Ability Score Improvement, Land's Stride	5	1d6	8	16	6
9th	+4	-	6	1d6	9	18	7
10th	+4	Natural Explorer improvement, Hide in Plain Sight	6	1d6	10	20	7
11th	+4	Ranger Archetype feature	7	1d8	11	22	8
12th	+4	Ability Score Improvement	7	1d8	11	24	9
13th	+5	-	8	1d8	12	26	9
14th	+5	Favored Enemy improvement, Vanish	8	1d8	12	28	10
15th	+5	Ranger Archetype feature	9	1d8	13	30	11
16th	+5	Ability Score Improvement	9	1d8	13	32	11
17th	+6	-	10	1d8	14	34	12
18th	+6	Feral Senses	10	1d8	14	36	13
19th	+6	Ability Score Improvement	11	1d8	15	38	13
20th	+6	Foe Slayer	11	1d8	15	40	14

Favored Enemy

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Natural Explorer

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, or swamp. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose additional favored terrain types at 6th and 10th level.

Fighting Style

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style

option more than once, even if you later get to choose again.

Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

Defense

While you are wearing armor, you gain a +1 bonus to AC.

Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Spellcasting

By the time you reach 2nd level, you have learned to use the magical essence of nature to cast spells, much as a druid does. See chapter 10 for the general rules of spellcasting and chapter 11 for the ranger spell list.

Preparing and Casting Spells

The ranger table shows how much aether (AET) you have to cast your spells and do other magical tasks. To cast a spell that requires aether, you must expend aether equal to its cost or greater. You regain all expended aether when you finish a long rest. It also shows your Aether Limit, which is the maximum aether you can expend on a single action.

You know a certain number of ranger spells, choosing from the ranger spell list. You can trade out any known spell for any other spell you can learn from that list when you finish a long rest. When you do so, choose a number of ranger spells equal to your Wisdom modifier + half your ranger level, rounded down (minimum of one spell). To prepare a spell you must be able to cast it without exceeding your Aether Limit.

Spellcasting Ability

Wisdom is your spellcasting ability for your ranger spells, since your magic draws on your attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a ranger spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

RANGER ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate: Hunter or Beast Master, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

PRIMEVAL AWARENESS

Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

LAND'S STRIDE

Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell.

HIDE IN PLAIN SIGHT

Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage.

Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

VANISH

Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

FERAL SENSES

At 18th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it.

You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

FOE SLAYER

At 20th level, you become an unparalleled hunter of your enemies. Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make against one of your favored enemies. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

RANGER ARCHETYPES

The ideal of the ranger has two classic expressions: the Hunter and the Beast Master.

HUNTER

Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

HUNTER'S PREY

At 3rd level, you gain one of the following features of your choice.

Colossus Slayer.. Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Giant Killer.. When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Horde Breaker.. Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

Defensive Tactics

At 7th level, you gain one of the following features of your choice.

Escape the Horde.. Opportunity attacks against you are made with disadvantage.

Multiattack Defense.. When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Steel Will.. You have advantage on saving throws against being frightened.

Multiattack

At 11th level, you gain one of the following features of your choice.

Volley.. You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Whirlwind Attack.. You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Superior Hunter's Defense

At 15th level, you gain one of the following features of your choice.

Evasion.. When you are subjected to an effect, such as a red dragon's fiery breath or a *lightning bolt* spell, that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Stand Against the Tide.. When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

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

Rogue

Design Discussion: Less overtly criminal. Focuses on precision. Tons of skill tricks. Subclasses give overt magical abilities. SDCT 3/7/5/5

Class Features

As a rogue, you have the following class features.

Hit Points

Hit Dice: 1d8 per rogue level

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

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

Proficiencies

Armor: Light armor

Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools: Thieves' tools

Saving Throws: Dexterity, Intelligence

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

Equipment

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

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

The Rogue

Level	Proficiency Bonus	Sneak Attack	Features	Skill Tricks	Stamina	Aether	Aether Limit
1st	+2	1d6	Expertise, Sneak Attack	–	1 + CON	1	1
2nd	+2	1d6	Cunning Action, Skill Tricks	1	2 + CON	1	1
3rd	+2	2d6	Roguish Archetype	2	3 + CON	2	1
4th	+2	2d6	Ability Score Improvement	3	4 + CON	2	1
5th	+3	3d6	Uncanny Dodge	3	5 + CON	3	2
6th	+3	3d6	Expertise, Roguish Archetype Feature	4	6 + CON	3	2
7th	+3	4d6	Evasion, Improved Skill Tricks	4	7 + CON	4	2
8th	+3	4d6	Ability Score Improvement	5	8 + CON	4	2
9th	+4	5d6	Roguish Archetype Feature	5	9 + CON	5	2
10th	+4	5d6	Ability Score Improvement	6	10 + CON	5	3
11th	+4	6d6	Reliable Talent, Expert Skill Tricks	6	11 + CON	6	3
12th	+4	6d6	Ability Score Improvement	7	12 + CON	6	3
13th	+5	7d6	Roguish Archetype Feature	7	13 + CON	7	3
14th	+5	7d6	Blindsense	7	14 + CON	7	3
15th	+5	8d6	Slippery Mind, Master Skill Tricks	7	15 + CON	8	3
16th	+5	8d6	Ability Score Improvement	8	16 + CON	8	3
17th	+6	9d6	Roguish Archetype Feature	8	17 + CON	9	4
18th	+6	9d6	Elusive	8	18 + CON	9	4
19th	+6	10d6	Ability Score Improvement	9	19 + CON	10	4
20th	+6	11d6	Stroke of Luck	9	20 + CON	10	4

EXPERTISE

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

SNEAK ATTACK

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

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

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

CUNNING ACTION

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

SKILL TRICKS

Starting at 2nd level, you've learned additional ways to employ your abilities. You learn one Basic Skill Tricks of your choice, even if you don't have proficiency in that skill. See Skill Tricks for more details and the rules governing skill tricks.

You gain additional Skill Tricks as shown in the Skill Tricks column of the Equipment table. When you reach 7th level, you can learn Advanced Skill Tricks; at 11th level Expert Skill Tricks; and 17th level Master Skill Tricks. When you learn advanced, expert, or master skill tricks in this way, you do not have to meet any prerequisites.

When you gain access to a new Skill Trick, you can also swap any Skill Trick you know for a new one you could otherwise learn at that point.

ROGUISH ARCHETYPE

At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities: , all detailed at the end of the class description. Your archetype choice grants you features at 3rd level and then again at 6th, 9th, 13th, and 17th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

You can also pick a Skill Trick (included in the skill tricks column of the Equipment table) but you must meet the prerequisites for skill tricks learned in this way. See Skill Tricks for that list.

UNCANNY DODGE

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you. You can use this ability even if you have used your reaction already by expending 2 STA.

EVASION

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

RELIABLE TALENT

By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

BLINDSENSE

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

SLIPPERY MIND

By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

ELUSIVE

Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

STROKE OF LUCK

At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

Once you use this feature, you can't use it again until you finish a short or long rest.

ROGUISH ARCHETYPES

Rogues have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different rogues steer those talents in varying directions, embodied by the rogue archetypes. Your choice of archetype is a reflection of your focus—not necessarily an indication of your chosen profession, but a description of your preferred techniques.

SHADOWDANCER

Shadowdancers are infiltration and covert work specialists. They've trained their souls to the degree that they can truly become one with the shadows, wrapping the substance of the Shadow plane around themselves and slipping between the cracks just as that liminal plane "slips between the cracks" of the other planes. This lends them both extraordinary grace in combat as well as enhanced stealth abilities.

SHADOWDANCER

Rogue Level	Features
3	Shadow Strike, Stalk the Shadows
6	Improved Uncanny Dodge
9	Hide in Plain Sight
13	Shrouded Nature
17	Ethereal Body

SHADOW STRIKE

Starting at 3rd level when you take this archetype, your strikes while in dimmed lighting are harder to stop. You have advantage on any attack made while you or your target are in any lighting condition other than sunlight.

Additionally, when you hit with a weapon attack and have advantage on the attack, you can spend 1 STA to add your proficiency bonus to the damage dealt. If you do so, the entire attack deals force damage.

STALK THE SHADOWS

Starting at 3rd level when you take this archetype, you can magically transport yourself between the shadows. Spend 1 AET and a bonus action to teleport to an area of shadow large enough to fit your body that you can see within 60 ft. You must be in an area of shadow large enough to fit your body already. For this ability, "shadow" includes any dimly-lit or unlit area as well as the shadows cast by objects and other obstructions. The vertical dimension of the shadow doesn't matter.

IMPROVED UNCANNY DODGE

Starting at 6th level, you can shunt incoming attacks partially into Shadow more effectively. When you use your Uncanny Dodge, the effect lasts until the end of the current turn instead of only for that attack.

HIDE IN PLAIN SIGHT

Starting at 9th level, you can wrap the stuff of Shadow around yourself. You can spend 1 AET to attempt to hide even when directly observed and/or in bright light. If you succeed at the attempt and do not reach total obscurement by the beginning of your next turn, you immediately become unhidden.

SHROUDED NATURE

Starting at 13th level, you have learned to shroud yourself in shadow even in bright light. As an action, you can expend 2 AET to create an aura of shadow around yourself for one hour. This magical aura leaves you lightly obscured and upgrades other sources of light obscurement to heavy obscurement. In addition, you always count as being in shadow for the purpose of Stalk the Shadows; neither your starting or ending point need to be shadowed by any external source.

(

Ethereal Body) Starting at 17th level, you have learned to transition to the Border Shadow more easily than most. As a bonus action while you are affected by Shrouded Nature, you can go fully ethereal. While you are ethereal you cannot be seen by any creature on the Mortal plane that does not have truesight, but you can see the Mortal plane. You can pass through walls and most barriers other than ones that explicitly affect the Border Shadow. You cannot affect the Mortal while ethereal. You can exit the Border Shadow as a bonus action.

When you go ethereal, you can bring your gear, the objects you are carrying, and any unconscious creatures. You cannot bring a conscious creature with you, willing or not.

SHAMAN

Design Discussion: Replaces the druid. No wild shape. UCT is manifest zones: basically placeable aoes. Heavily control-oriented. SDCT 5/4/7/4.

CLASS FEATURES

As a shaman, you gain the following class features.

Hit Points

Hit Dice: 1d8 per shaman level

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

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

Proficiencies

Armor: Light armor, medium armor, shields (shamans will not wear armor or use shields made of metal)

Weapons: Clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears

Tools: Herbalism kit

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, and Survival

Equipment

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

- (*a*) a wooden shield or (*b*) any simple weapon
- (*a*) a scimitar or (*b*) any simple melee weapon
- Leather armor, an explorer's pack, and a shamanic focus

The Shaman

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Stamina	Aether	Aether Limit
1st	+2	Spellcasting	2	2 + WIS	1	4	2
2nd	+2	Manifest Zones	2	3 + WIS	1	8	3
3rd	+2	Shaman Circle	2	4 + WIS	2	12	4
4th	+2	Ability Score Improvement	3	5 + WIS	3	16	5
5th	+3	-	3	6 + WIS	3	20	6
6th	+3	Shaman Circle feature	3	7 + WIS	4	24	7
7th	+3	Dual Zones	3	8 + WIS	4	28	8
8th	+3	Ability Score Improvement	3	9 + WIS	5	32	9
9th	+4	-	3	10 + WIS	5	36	10
10th	+4	Shaman Circle feature	4	11 + WIS	6	40	11
11th	+4	Enhanced Zones	4	12 + WIS	6	44	12
12th	+4	Ability Score Improvement	4	13 + WIS	7	48	13
13th	+5	-	4	14 + WIS	7	52	13
14th	+5	Shaman Circle feature	4	15 + WIS	8	56	14
15th	+5	-	4	16 + WIS	8	60	14
16th	+5	Ability Score Improvement	4	17 + WIS	9	64	15
17th	+6	-	4	18 + WIS	9	68	15
18th	+6	Timeless Body	4	19 + WIS	10	72	16
19th	+6	Ability Score Improvement	4	20 + WIS	10	76	16
20th	+6		4	20 + WIS	10	80	17

Spellcasting

Drawing on the primal essence of nature itself, you can cast spells to shape that essence to your will.

Cantrips

At 1st level, you know two cantrips of your choice from the shaman spell list. You learn additional shaman cantrips of your choice at

higher levels, as shown in the Cantrips Known column of the Shaman table.

Preparing and Casting Spells

Equipment table shows how much aether (AET) you have to cast your spells and do other magical tasks. To cast a spell that requires aether, you must expend aether equal to its cost or greater. You regain all expended aether when you finish a long rest. It also shows your Aether Limit, which is the maximum aether you can expend on a single action.

You know a certain number of shaman spells, choosing from the shaman spell list. You can trade out any known spell for any other spell you can learn from that list when you finish a long rest. When you do so, choose a number of shaman spells equal to your Wisdom modifier + your shaman level (minimum of one spell). To prepare a spell you must be able to cast it without exceeding your Aether Limit.

Spellcasting Ability

Wisdom is your spellcasting ability for your shaman spells. The power of your spells comes from your devotion to your deity. You use your Wisdom whenever a shaman spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a shaman spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting

You learn a common incantation (see Incantations for the list) of your choice. When you reach 5th level, you learn an uncommon incantation of your choice, and at 11th level you learn a rare incantation of your choice. You can cast any incantation you learned from this feature without needing a Ritual Scroll in hand.

Spellcasting Focus

You can use a shamanic focus (see chapter 6, "Equipment") as a spellcasting focus for your shaman spells.

Manifest Zones

Shamans are ties between the planes. Their magic allows them to bring influences of the other planes into the Mortal, creating areas called Manifest Zones. Starting at level 2, you've learned to manifest the energy of one of the planes into your present one. As an action on your turn, you can manifest a zone you know at a point you can see within 60 ft. It persists for one minute or until you manifest another zone and affects an area of 10 ft in radius. Choose one of the following as your first known zone.

Manifest Zone: Air

For the duration of the zone, allies who start their turn in the zone gain +15 ft to their speed and do not provoke opportunity attacks by moving out of the reach of enemies. Enemies who make ranged attacks against allies in the zone have disadvantage on the attack.

Manifest Zone: Earth

For the duration of the zone, allies who start their turn in the zone gain temporary hit points equal to twice your proficiency bonus. In addition, the zone is difficult terrain for your enemies.

Manifest Zone: Fire

For the duration of the zone, enemies who enter the zone for the first time on a turn or start their turn in the zone must make a Dexterity saving throw against your Spellcasting DC. On a failed save, they take 2d6 fire damage, or half as much on a success. The damage increases by 1d6 at 5th, 9th, 13th, and 17th level.

Manifest Zone: Spirit

For the duration of the zone, you can use your bonus action to heal one creature within the zone by 1d6 + your spellcasting modifier. The amount healed increases by 1d6 at 5th, 9th, 13th, and 17th level.

Manifest Zone: Water

For the duration of the zone, enemies that start their turn in the zone or enter it for the first time on a turn must make a Strength saving throw against your Spellcasting DC. On a failed save, their speed is reduced to zero until they spend an action to break themselves out. Enemies that succeed can only move at half speed within the zone unless they succeed on a Dexterity saving throw against the same DC. On a failed Dexterity saving throw, they fall prone.

Shaman Circle

At 3rd level, you choose to identify with a circle of shamans: Circle of the Spirit, Circle of the Elements, or Indwelling Circle, all of which are detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one

ability score of your choice by 1, up to a maximum of +5.

You can also pick a Skill Trick but you must meet the prerequisites for skill tricks learned in this way. See Skill Tricks for that list. You can swap out a known skill trick for another you can learn when you gain another skill trick.

TIMELESS BODY

Starting at 18th level, the primal magic that you wield causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.

SHAMAN CIRCLES

CIRCLE OF THE SPIRIT

The Circle of the Spirit acts as a bridge between man and the spirits of nature, as well as the spirits of the departed. Most frequently, shamans of the Spirit Circle are found as tribal advisors, priests of nature-focused communities, and the like.

BONUS CANTRIP

When you choose this circle at 2nd level, you learn one additional shaman cantrip of your choice.

NATURAL RECOVERY

Starting at 3rd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you can meditate and regain Aether points equal to half your shaman level, rounded up. Once you use this once, you can't do so again until you complete a long rest.

CIRCLE SPELLS

Your mystical connection to the spirits of nature and man infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to extra circle spells.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the shaman spell list, the spell is nonetheless a shaman spell for you.

ARCTIC

Shaman Level	Circle Spells
3rd	hold person, detect thoughts
5th	spirit guardians, mass healing word
7th	death ward, greater invisibility
9th	reincarnate, dispel evil and good

SPIRIT'S ADVICE

NATURE'S WARD

When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

NATURE'S SANCTUARY

> ### SACRED PLANTS AND WOOD
>
> A shaman holds certain plants to be sacred, particularly alder, ash, birch, elder, hazel, holly, juniper, mistletoe, oak, rowan, willow, and yew. Shamans often use such plants as part of a spellcasting focus, incorporating lengths of oak or yew or sprigs of mistletoe.
>
> Similarly, a shaman uses such woods to make other objects, such as weapons and shields. Yew is associated with death and rebirth, so weapon handles for scimitars or sickles might be fashioned from it. Ash is associated with life and oak with strength. These woods make excellent hafts or whole weapons, such as clubs or quarterstaffs, as well as shields. Alder is associated with air, and it might be used for thrown weapons, such as darts or javelins.
>
> Shamans from regions that lack the plants described here have chosen other plants to take on similar uses. For instance, a shaman of a desert region might value the yucca tree and cactus plants.

> ### SHAMANS AND THE GODS
>
> Some shamans venerate the forces of nature themselves, but most shamans are devoted to one of the many nature deities worshiped in the multiverse (the lists of gods in appendix B include many such deities). The worship of these deities is often considered a more ancient tradition than the faiths of clerics and urbanized peoples.

SPELLBLADE

Design Discussion: The half-rogue, half-arcanist gish. Skill tricks, mixing spell and magic. UCT is Arcane Manipulation (inverse bardic inspiration) + Channeling (cast spell as part of attack). SDC 3/6/6/5.

CLASS FEATURES

As a spellblade, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per spellblade level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per spellblade level after 1st

PROFICIENCIES

Armor: Light armor
Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools: Three musical instruments of your choice

Saving Throws: Dexterity, Charisma

Skills: Choose any three

EQUIPMENT

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

- (*a*) a rapier, (*b*) a longsword, or (*c*) any simple weapon
- (*a*) a diplomat's pack or (*b*) an entertainer's pack or (*c*) an explorer's pack
- (*a*) a lute or (*b*) any other musical instrument or (*c*) any tool
- Leather armor and a dagger

SPELLBLADE

Level	Proficiency Bonus	Features	Spells Known	Cantrips Known	Skill Tricks	Stamina	Aether	Aether Limit
1st	+2	Spellc Arcan Manip (d6)	1 + CHA	2	—	1	2	1
2nd	+2	Skill Tricks, Expertise	1 + CHA	2	1	2	4	2
3rd	+2	Spellb Focus	2 + CHA	2	1	3	6	3
4th	+2	Ability Score Improvement	2 + CHA	2	2	4	8	3
5th	+3	Arcan Manip (d8), Renew Manip	3 + CHA	3	2	5	10	4
6th	+3	Channeling (Cantrip)	3 + CHA	3	2	6	12	5
7th	+3	Spellb Focus Featu	4 + CHA	3	2	7	14	5
8th	+3	Ability Score Improvement	4 + CHA	3	3	8	16	6
9th	+4	Coun	5 + CHA	4	3	9	18	7
10th	+4	Arcane Manipulation (d10), Expertise	5 + CHA	4	3	10	20	7
11th	+4	Chan (3)	6 + CHA	4	3	11	22	8
12th	+4	Ability Score Improvement	6 + CHA	4	4	12	24	9
13th	+5	Chan (5)	7 + CHA	5	4	13	26	9
14th	+5	Spellblade Focus Feature	7 + CHA	5	4	14	28	10
15th	+5	Arcan Manip (d12)	8 + CHA	5	4	15	30	11
16th	+5	Ability Score Improvement	8 + CHA	5	5	16	32	11
17th	+6	Chan (8)	9 + CHA	6	5	17	34	12
18th	+6	—	9 + CHA	6	5	18	36	13
19th	+6	Ability Score Impro	10 + CHA	6	6	19	38	13
20th	+6	Superior Inspiration	10 + CHA	6	6	20	40	14

SPELLCASTING

You have learned to untangle and reshape the fabric of reality in harmony with your wishes.

Cantrips

You know two cantrips of your choice from the spellblade spell list. You learn additional spellblade cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Spellblade table.

Preparing and Casting Spells

The spellblade table shows how much aether (AET) you have to cast your spells and do other magical tasks. To cast a spell that requires aether, you must expend aether equal to its cost or greater. You regain all expended aether when you finish a long rest. It also shows your Aether Limit, which is the maximum aether you can expend on a single action.

You know a certain number of spellblade spells, choosing from the spellblade spell list. You can trade out any known spell for any other spell you can learn from that list when you finish a long rest. When you do so, choose a number of spellblade spells equal to your Charisma modifier + half your spellblade level, rounded down (minimum of one spell). To prepare a spell you must be able to cast it without exceeding your Aether Limit.

Spellcasting Ability

Charisma is your spellcasting ability for your spellblade spells, since their power derives from the strength of your will. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a spellblade spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Ritual Casting

You learn one common incantation (see Incantations) of your choice. At 5th level, you learn one Uncommon incantation of your choice. At 11th level you learn one Rare incantation of your choice. You can perform any incantation you know through this feature without a Ritual Scroll in hand.

Spellcasting Focus

You can use a weapon as a spellcasting focus for your spellblade spells.

Arcane Manipulation

You can magically distort the minds of your foes. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature must make a Wisdom saving throw against your Spellcasting DC. On a failure, they are marked for ill-luck. Once within the next minute when the creature makes an attack roll, saving throw, or ability check, you can invoke the mark without using an action. If you do so, the creature must roll a d6 (hereafter an Arcane Manipulation die) and subtract it from the die result before applying modifiers. This can convert a critical hit into a regular hit or miss. Any creature can only be marked with one manipulation die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Arcane Manipulation die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Expertise

At 2nd level, choose one of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses the chosen proficiencie.

At 10th level, you can choose another skill proficiency to gain this benefit.

Skill Tricks

Starting at 2nd level, you've learned additional ways to employ your abilities. You learn one Basic Skill Tricks of your choice, even if you don't have proficiency in that skill. See Skill Tricks for more details and the rules governing skill tricks.

When you gain access to a new Skill Trick, you can also swap any Skill Trick you know for a new one you could otherwise learn at that point.

Spellblade Focus

At 3rd level, you delve into the advanced techniques of a spellblade focus of your choice and choose a specialization: the Skald or the Shadowblade, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th and 14th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

You can also pick a Skill Trick (included in the skill tricks column of the Equipment table) but you must meet the prerequisites for skill tricks learned in this way. See Skill Tricks for that list.

RENEWED MANIPULATION

Beginning when you reach 5th level, you regain all of your expended uses of Arcane Manipulation when you finish a short or long rest.

CHANNELING

Starting at 6th level, you have learned to weave your spells into your weapon use. When you take the Attack action on your turn, you can also cast a cantrip of your choice that targets another creature and infuse your weapon strike with it. If you hit with the attack, the target suffers the effect of both the regular weapon damage and the cantrip. If the cantrip targets two or more creatures, the additional creatures must be within 5 feet of the target of the weapon attack.

Starting at 11th level, you can infuse any spell that costs 3 AET or less by paying the requisite cost. It does not require a separate action. The spell must target a creature or a point in space. If it targets a single creature, the target of your weapon attack is the target of the spell and must make any requisite saving throws, although they do so at disadvantage. If it targets a point in space, the target is centered on the creature struck. The limit on spell cost increases at 13th level (to 5 AET) and 17th level (to 8 AET).

If you miss with an infused attack, the spell fizzles and has no effect.

COUNTERWEAVE

Starting at 9th level, you gain the ability to use musical notes or words of power to disrupt magical effects. As a reaction when someone within 60 ft of begins casting a spell or magical effect, you can spend 2 AET to attempt to counter it. The target must make a Charisma saving throw against your Spellcasting DC. They gain a +1 bonus for every 2 CR above 9 they are. On a failed save, the spell or magical effect is cancelled and has no effect. You can spend additional AET up to your limit; for every additional AET, the DC increases by 1.

Additionally, you learn *dispel magic* if you do not already know it and can cast it using 2 AET instead of its normal cost. It does not count against your spells known.

SUPERIOR MANIPULATION

At 20th level, targets marked by your Arcane Manipulation must subtract the die from every attack roll or ability check they make for one minute. Only one saving throw is affected, regardless.

WARDEN

Design Discussion: Barbarian replacement. Overtly fueled by primal power. Meat tank. Big heavy hits. SDCT 2/7/4/7.

CLASS FEATURES

As a warden, you gain the following class features.

HIT POINTS

Hit Dice: 1d12 per warden level
  Hit Points at 1st Level: 12 + your Constitution modifier
  Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per warden level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields
  Weapons: Simple weapons, martial weapons
  Tools: None
  Saving Throws: Strength, Constitution
  Skills: Choose two from Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival

EQUIPMENT

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

- (*a*) a greataxe or (*b*) any martial melee weapon
- (*a*) two handaxes or (*b*) any simple weapon
- An explorer's pack and four javelins

  The Warden (table)

The Warden

Level	Proficiency Bonus	Features	Stamina	Aether	Aether Limit
1st	+2	Exceptional Stamina, Furious Blow, Rage, Unarmored Defense	1 + CON	1	1
2nd	+2	Reckless Attack, Danger Sense	2 + CON	1	1
3rd	+2	Primal Path	3 + CON	2	1
4th	+2	Ability Score Improvement	4 + CON	2	1
5th	+3	Extra Attack, Fast Movement	5 + CON	3	2
6th	+3	Path feature	6 + CON	3	2
7th	+3	Feral Instinct	7 + CON	4	2
8th	+3	Ability Score Improvement	8 + CON	4	2
9th	+4	Brutal Critical (1 die, 19)	9 + CON	5	2
10th	+4	Path feature, Retaliation	10 + CON	5	3
11th	+4	Relentless	11 + CON	6	3
12th	+4	Ability Score Improvement	12 + CON	6	3
13th	+5	Brutal Critical (2 dice, 18)	13 + CON	7	3
14th	+5	Path feature	14 + CON	7	3
15th	+5	Spellbreaker	15 + CON	8	3
16th	+5	Ability Score Improvement	16 + CON	8	3
17th	+6	Brutal Critical (3 dice)	17 + CON	9	4
18th	+6	Magebane	18 + CON	9	4
19th	+6	Ability Score Improvement	19 + CON	10	4
20th	+6	Primal Champion	20 + CON	10	4

Exceptional Stamina

Wardens pull on the vitality of the earth, fueling their stamina. Your stamina at each level is equal to your level + your Constitution modifier.

In addition, you can spend an action to regain stamina equal to twice your Constitution modifier. Once you do so, you cannot use this ability again until you finish a long rest.

Furious Blow

Once per turn when you hit with a melee attack, you can choose to expend 1 or more STA to deal additional damage. If you do so, roll an additional weapon damage die for the first STA you spend and each additional 2 stamina expended and add it to the total rolled. You cannot spend more than 7 Stamina this way in a single attack.

When you deal this extra damage, you gain Focus, which can be spent to fuel other abilities.

Starting at 8th level, when you hit a creature that is Concentrating and deal the additional damage, they have disadvantage on the concentration check.

Rage

You can summon primal strength in dire circumstances. As a bonus action on your turn or as a reaction when you take damage, you can spend 2 STA to enter a heightened state, commonly called Rage.

While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on checks and saving throws involving Strength, Constitution, or Dexterity.
- You have resistance to bludgeoning, piercing, and slashing damage.

Your rage lasts until the end of your next turn. If you take damage or make an attack while raging, your rage is extended for another turn. Additionally, you can sustain your rage for another turn with a bonus action on your turn.

Unarmored Defense

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Reckless Attack

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Danger Sense

At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger.

You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Alternatively, you can expend Focus to gain advantage on a Wisdom saving throw against an effect that would impose the charmed, frightened, or incapacitated condition.

Primal Path

At 3rd level, you choose a path that shapes the nature of your rage. Choose the Juggernaut Path or the Whirlwind Path, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement

Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor. You can also always jump as if you had a running start.

Feral Instinct

By 7th level, your instincts are so honed that you have advantage on initiative rolls.

Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Brutal Critical

Beginning at 9th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee

attack. You also score a critical hit on a 19 as well as a 20 on the d20.

This increases to two additional dice at 13th level and three additional dice at 17th level. At 13th level you also score a critical hit on an 18.

RETALIATION

Starting at 10th level, when you take damage from a creature that is within your reach, you can use your reaction to make a melee weapon attack against that creature. You can spend 2 STA while doing so to attack at advantage.

RELENTLESS RAGE

Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead.

Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

SPELL BREAKER

Starting at 15th level, the sheer weight of your primal power inhibits your enemies' magical abilities. While you have Focus, you make saving throws against magical effects at advantage. Additionally, you can expend 3 AET to end any spell effect within 5 feet of you.

MAGEBANE

Beginning at 18th level, if an enemy within your reach attempts to cast a spell or use a magical ability, you can spend your reaction and 2 AET to force them to make a Constitution saving throw against a DC of 8 + your Strength + your proficiency bonus. On a failure, the spell fails and the action is wasted but any resource (aether or daily uses) is not expended.

PRIMAL CHAMPION

At 20th level, you embody the power of the wilds. Your Strength and Constitution scores each increase by +2. Your maximum for those scores is now +7.

WARDEN PATHS

JUGGERNAUT PATH

Those who embrace the Juggernaut Path embrace the inevitability of their opponents' doom. It may not come fast, but it will certainly come. A Juggernaut, once unleashed, is very hard to stop.

PUNISHING STANCE

Starting at 3rd level when you pick this Path, when an enemy within your reach makes an attack against anyone but you or targets any creature other than you with a spell or saving throw, you can expend 2 STA to impose disadvantage on the attack roll or grant the target advantage on the saving throw. Alternatively, you can expend Focus. If you do so, this costs no STA.

WARDING RAGE

Beginning at 6th level, you can't be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

INEVITABILITY

Starting at 10th level, the inevitability of your approach cannot be denied by normal means as long as you still have strength. You can expend 5 STA as an action to do one of the following:

- Automatically succeed on an otherwise possible attempt to intimidate someone into giving you access or information.
- Break any lock or door bar, including those protected by the Arcane Lock incantation. Certain legendary effects may still protect the lock.
- Open a naturally-occurring portal or Way that would normally require special circumstances.
- Jump to a point you can see within 150 ft of you.

PRIMAL WARD

Starting at 14th level, your primal presence is such that you can ward out all non-legendary spell effects. As an action and by expending 8 STA, you can invoke a Primal Ward, which takes the form of a swirling barrier of energy in a 10-foot radius around you which remains for one minute or unless you are incapacitated.

Any non-legendary magical effect cast from outside the barrier can't affect creatures or objects within the barrier. Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such spells.

WHIRLWIND PATH

Those who follow the Whirlwind Path delight in carving a bloody swath through their foes and anything that gets in their way. Nimble and unpredictable as a tornado, they leave a trail of wreckage behind them as they dance the deadly dance.

Dance of Death

Starting at 3rd level when you choose this Path, you can spend 1 STA as a reaction to ignore any difficult terrain until the end of your turn or break free from a grapple or from restraint due to a creature or spell effect.

Whirling Fury

Starting at 3rd level when you choose this Path, you can spend 2 STA to trigger Furious Blow when you hit with an a subsequent attack and have already triggered Furious Blow this turn. When you do so, you cannot spend addtional STA to increase the effect and do not gain Focus.

Raging Leaps

Starting at 6th level, while you are raging you gain a fly speed equal to half your speed. You must end your turn in contact with a solid object (including a larger creature if you have succeeded at Climbing on a Larger Creature). Your speed also increases by an additional 10 feet.

This fly speed increases to your full speed at 14th level.

Unpredictable Nature

Starting at 10th level, your path has become as unpredictable as a tornado. You are immune to divination effects that would predict your actions, read your thoughts, or determine whether you are lying, as well as the charmed condition while you are raging.

In addition, you can expend Focus to automatically succeed on an otherwise possible attempt to deceive someone about your intent or giving you information.

Flash Step

Starting at 14th level, your speed has increased enough so that it appears you can teleport short distances. When you move on your turn, you can choose to instead teleport to the chosen location as long as you have a clear path to the target location and it is no further than your speed would allow. The clear path to the target does not have to be in a straight line, but you cannot pass through areas too small to squeeze through.

Additionally, you no longer need to end your turns in contact with a solid surface while using Raging Leaps, as you can balance on the air itself.

Warlock

Design Discussion: This one's going to change a lot (not yet done). The goal is to move toward the 3e version, with most things tied up in (class feature) eldritch blast + blast shapes + essences. Spellcasting will come only via invocations that grant the ability to grab specific spells off of specific (full-caster) lists. Only class that will get a familiar. SDCT 3/5-7/5-7/5.

Class Features

As a warlock, you gain the following class features.

Hit Points

Hit Dice: 1d8 per warlock level

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

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

Proficiencies

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two skills from Arcana, Deception, History, Intimidation, Investigation, Nature, and Religion

Equipment

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

- (*a*) a light crossbow and 20 bolts or (*b*) any simple weapon
- (*a*) a component pouch or (*b*) an arcane focus
- (*a*) a scholar's pack or (*b*) a dungeoneer's pack
- Leather armor, any simple weapon, and two daggers

The Warlock

Level	Proficiency Bonus	Feature	Cantrips Known	Blast Shapes	Blast Effects	Invocations	Stamina	Aether	Aether Limit
1st	+2	Otherworldly Patron, Eldritch Blast	2	—	—	—	1	3	2
2nd	+2	Eldritch Invocations, Blast Effects	2	—	1	2	1	4	2
3rd	+2	Pact Boon	2	—	1	3	2	7	3
4th	+2	Ability Score Improvement	3	—	2	3	2	9	3
5th	+3	Blast Shape	3	1	2	4	3	11	5
6th	+3	Otherworldly Patron feature	3	1	2	4	3	13	5
7th	+3	Greater Blast Effect	3	2	2	5	4	17	8
8th	+3	Ability Score Improvement	3	2	2	5	4	20	8
9th	+4	Greater Blast Shape	3	3	2	6	5	26	12
10th	+4	Otherworldly Patron feature	3	3	2	6	5	30	12
11th	+4	Mystic Arcanum	4	4	3	7	5	35	14
12th	+4	Ability Score Improvement	4	4	3	7	6	35	14
13th	+5	Mystic Arcanum	4	5	3	8	6	40	16
14th	+5	Otherworldly Patron feature	4	5	3	8	6	40	16
15th	+5	Mystic Arcanum	4	6	3	9	7	45	18
16th	+5	Ability Score Improvement	4	6	3	9	7	45	18
17th	+6	Mystic Arcanum	4	7	4	10	7	50	20
18th	+6	-	4	7	4	10	8	50	20
19th	+6	Ability Score Improvement	4	8	4	11	8	55	22
20th	+6	Eldritch Master	4	8	4	11	8	55	22

Otherworldly Patron

At 1st level, you have struck a bargain with an otherworldly being of your choice: the Archfey, the Fiend, or the Great Old One, each of which is detailed at the end of the class description. Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

Cantrips

You know two cantrips of your choice from any list. You learn additional warlock cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Warlock table.

Spellcasting Ability

Charisma is your spellcasting ability for your warlock spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Eldritch Blast

The contact with your patron has awoken you to a strange, otherworldly power. Unlike conventional spellcasters, you don't learn or cast regular spells naturally, other than cantrips. Instead, you primarily shape and throw raw aether, molding it into shapes and aspecting it in various ways. This is called an "eldritch blast".

At its most basic, as an action on your turn you can shoot a bolt of raw kinetic energy at a creature or object within 90 ft. of you. Make a spell attack roll. On a hit, the bolt deals 1d12 + your Charisma modifier bludgeoning damage to the target. This damage increases by 1d12 at level 5, 11, and 17. This counts as casting a cantrip.

Blast Effects

At 2nd level, you have learned to add additional effects to your *eldritch blast* on hit by spending AET. These are called Blast Effects, and are detailed at the end of the class entry. You learn 1 blast effect and can apply it to your *eldritch blast*. You learn additional blast effects as your level increases, as shown in the Blast Effects column of the Equipment table. Whenever you learn a new blast effect, you can choose one of the blast effects you know and replace it with another blast effect you could learn at that level. You can only apply a single blast effect to each use of eldritch blast unless the effect says otherwise.

Starting at level 7, you can learn Blast Effects labeled as Greater and the cost of non-greater blast effects is reduced by 1 (to a minumum of 0). Expending AET on Blast Effects increases the

effective cost of the eldritch blast for the purpose of overcoming resistances, immunities, and other effects that care about the aether cost of a spell.

Eldritch Invocations

In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability.

At 2nd level, you gain two eldritch invocations of your choice. Your invocation options are detailed at the end of the class description. When you gain certain warlock levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the Warlock table.

Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

Pact Boon

At 3rd level, your otherworldly patron bestows a gift upon you for your loyal service. You gain one of the following features of your choice.

Pact of the Chain

You make a pact with a familiar, as described at the end of this class entry. Unlike normal familiars, you can resummon yours by spending 1 hour performing a ritual and expending at least 10 gp of appropriate insense.

In addition to the normal familiars, you can bond with an imp, gazer, or pseudodragon.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own with its reaction.

Pact of the Blade

You can use your *eldritch blast* to create a magical weapon of solidified aether in your hand. It takes the form and statistics of any melee weapon. You have proficiency with this weapon even if you normally would not. You can use your Charisma as the ability modifier for attacks, but you add your Strength modifier (or Dexterity for finesse weapons if you choose) to the damage as usual. You can apply blast effects to it by expending AET as normal. The first time you hit with this weapon on a turn, the damage dealt is equal to your *eldritch blast* damage instead of the normal weapon damage if this would be greater.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

Pact of the Tome

Your patron gives you a grimoire called a Book of Shadows. When you gain this feature, choose three cantrips from any class's spell list (the three needn't be from the same list). Choose one spell from any list that costs less than 3 AET. While the book is on your person, you can cast those cantrips at will and cast the spell by expending AET. They don't count against your number of cantrips known. Regardless of what list they came from, Charisma is your spellcasting modifier for these spells. When you gain a level, you can replace the known spell with another that costs less than your AET limit.

If you lose your Book of Shadows, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Blast Shapes

When you reach 5th level, you learn to modify the shape of your *eldritch blast* in various ways. You learn one Blast Shape (detailed below) and can apply it by spending the indicated amount of AET. You must choose the shape when you use your eldritch blast feature and before you know whether it hits or not. You learn additional blast shapes as your level increases, as shown in the Blast Shapes column of the Equipment table.

Whenever you learn a new blast effect, you can choose one of the blast shapes you know and replace it with another blast shapes you could learn at that level.

Starting at level 9, you can learn Greater Blast Shapes, and the cost of non-greater blast shapes is reduced by 1 (to a minimum of 0). Expending AET on Blast Shapes increases the effective cost of the eldritch blast for the purpose of overcoming resistances, immunities, and other effects that care about the aether cost of a spell.

MYSTIC ARCANUM

At 11th level, your patron bestows upon you a magical secret called an arcanum. Choose one legendary effect from the legendary list as this arcanum.

You can cast your arcanum spell once without expending aether. You must finish a long rest before you can do so again.

At higher levels, you gain more warlock spells of your choice that can be cast in this way: one at 13th level, one at 15th level, and one at 17th level. You regain all uses of your Mystic Arcanum when you finish a long rest.

ELDRITCH MASTER

At 20th level, you can draw on your inner reserve of mystical power while entreating your patron to regain expended aether. You can spend 1 minute entreating your patron for aid to regain all your expended aether. Once you use this feature, you must complete a long rest before using it again.

ELDRITCH INVOCATIONS

If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

ARMOR OF SHADOWS

You can cast *mage armor* on yourself at will, without expending aether or material components.

ASCENDANT STEP
Prerequisite: 9th level

You can cast *levitate* on yourself at will, without expending aether or material components or requiring concentration.

BEAST SPEECH

You can cast *speak with beasts* at will, as if you were under the effects of the Voice the Voiceless (beast) incantation.

BEGUILING INFLUENCE

You gain proficiency in the Deception and Persuasion skills and gain one skill trick of your choice that relies on one of those skills.

BEWITCHING WHISPERS
Prerequisite: 7th level

You can cast *compulsion* once without using aether. You can't do so again until you finish a long rest.

BOOK OF ANCIENT SECRETS
Prerequisite: Pact of the Tome feature

You learn two common incantations (see Incantations for details) of your choice and can perform them without needing a Ritual Scroll in hand.

Special: you can take this invocation more than once, learning a new incantation each time. If you take it when you are 5th level or above, you can learn an uncommon incantation instead. At 9th level or above you can learn a rare incantation.

CHAINS OF CARCERI
Prerequisite: 15th level, Pact of the Chain feature

You can cast *hold monster* at will—targeting a celestial, fiend, or elemental—without expending aether or material components. You must finish a long rest before you can use this invocation on the same creature again.

DEVIL'S SIGHT

You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

DREADFUL WORD
Prerequisite: 7th level

You can cast *confusion* once without using aether. You can't do so again until you finish a long rest.

ELDRITCH SIGHT

You can cast *detect magic* at will, without expending aether.

EYES OF THE RUNE KEEPER

You can read all writing.

FIENDISH VIGOR

You can cast *false life* on yourself at will, without expending aether or material components. When you reach 5th level, it acts as if you spent 3 AET on it. At 9th level, you get the benefit of casting it with 5 AET.

GAZE OF TWO MINDS

You can use your action to touch a willing humanoid and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.

LIFEDRINKER

Prerequisite: 12th level, Pact of the Blade feature

When you hit a creature with your pact weapon, the creature takes extra necrotic damage equal to your Charisma modifier (minimum 1).

MASK OF MANY FACES

You can cast *disguise self* at will, without expending aether.

MASTER OF MYRIAD FORMS

Prerequisite: 9th level

You can cast *alter self* at will, without expending aether.

MINIONS OF CHAOS

Prerequisite: 9th level

You can cast *conjure elemental* once without using aether. You can't do so again until you finish a long rest.

MIRE THE MIND

Prerequisite: 5th level

You can cast *slow* once without using aether. You can't do so again until you finish a long rest.

MISTY VISIONS

You can cast *silent image* at will, without expending aether or material components.

ONE WITH SHADOWS

Prerequisite: 5th level

When you are in an area of dim light or darkness, you can use your action to become invisible until you take an action or a reaction.

OTHERWORLDLY LEAP

Prerequisite: 3rd level

You can cast *jump* on yourself at will, without expending aether or material components.

STOLEN KNOWLEDGE

You learn one spell from the shaman, priest, or arcanist spell list. You must be able to cast it without exceeding your aether limit. You can cast any spells you know this way using aether as normal; your casting ability is Charisma.

Special: you can select this invocation more than once. Each time, pick a different spell. Each time you gain an invocation choice, you can also switch one spell you know via this invocation.

SCULPTOR OF FLESH

Prerequisite: 7th level

You can cast *polymorph* once without using aether. You can't do so again until you finish a long rest.

SIGN OF ILL OMEN

Prerequisite: 5th level

You can cast *bestow curse* once without using aether. You can't do so again until you finish a long rest.

THIEF OF FIVE FATES

You can cast *bane* once without using aether. You can't do so again until you finish a long rest.

THIRSTING BLADE

Prerequisite: 5th level, Pact of the Blade feature

You can attack with your pact weapon twice, instead of once, whenever you take the Attack action on your turn. Additional hits after the first only deal the weapon's normal damage instead of the eldritch blast damage.

VISIONS OF DISTANT REALMS

Prerequisite: 12th level

You can cast *arcane eye* at will, without expending aether.

UNCANNY SKILL

Prerequisite: 4th level

You learn a skill trick (see Skill Tricks) that you otherwise qualify for. Special: You can pick this invocation multiple times, each time learning a new skill trick.

VOICE OF THE CHAIN MASTER

Prerequisite: Pact of the Chain feature

You can communicate telepathically with your familiar and perceive through your familiar's senses as long as you are on the same plane of existence. Additionally, while perceiving through your familiar's senses, you can also speak through your familiar in your own voice, even if your familiar is normally incapable of speech.

Whispers of the Grave

Prerequisite: 5th level

You learn the *voice the voiceless* incantation and can cast it without a Ritual Scroll.

Witch Sight

Prerequisite: 15th level

You can see the true form of any shapechanger or creature concealed by illusion or shape-changing magic while the creature is within 30 feet of you and within line of sight.

Blast Effects

Each blast effect has a cost listed after the name. Applying that blast effect requires expending the listed aether cost. If the cost is listed with a + sign, you can expend additional aether (up to your limit) to increase the effect.

Beckoning Blast: 1+ AET

Targets hit by your *eldritch blast* are pulled 5 feet toward you for every aether spent. If they are more than two sizes larger than you are, they can makea Strength saving throw to halve the distance they are moved.

Blinding Blast: 3 AET

Targets of your *eldritch blast* must make a Constitution saving throw or take the damage as necrotic damage and be blinded until the end of your next turn. On a successful saving throw, targets take half damage. This Constitution saving throw replaces the attack.

Draining Blast: 5 AET, greater

Your eldritch blast deals necrotic damage. Targets hit your *eldritch blast* take additional necrotic damage equal to your Charisma bonus and you regain hit points equal to half the necrotic damage dealt. If this affects multiple creatures, each creature takes the damage but you only heal once.

Elemental Blast: 1 AET

When you finish a long or short rest, choose one damage type from the following list: acid, cold, fire, lightning. When you use your eldritch blast, you can choose to deal the chosen damage type instead of bludgeoning.

Frightening Blast: 3 AET

Targets of your *eldritch blast* must make a Wisdom saving throw instead of you making an attack roll. On a failed save, they are frightened of you until the end of your next turn and take the full damage. On a successful save they take half damage as psychic damage and are not frightened.

Hellfire Blast: 5 AET, greater

Your eldritch blast deals fire damage. Targets hit by your *eldritch blast* take additional fire damage equal to twice your Charisma bonus and the same amount again at the start of their next turn. This damage pierces resistance and immunity to fire damage.

Repelling Blast: 1+ AET

Targets hit by your *eldritch blast* are pushed 5 feet away from you for every aether spent. If they are more than two sizes larger than you are, they can makea Strength saving throw to halve the distance they are moved.

Clinging Lightning Blast: 5 AET, greater

Your eldritch blast deals lightning damage and deals additional damage equal to twice your Charisma bonus, and requires a Dexterity saving throw instead of an attack roll. On a failed save, targets take the full damage and are paralyzed until the end of your next turn. On a successful save, targets take half damage and are not paralyzed.

Blast Shapes

Blast shapes alter the form of the *eldritch blast* and may alter it from a spell attack to a saving throw.

Eldritch Arc: 3 AET

When you use your *eldritch blast*, you can instead choose to make it take the shape of a circular arc with a 10 ft radius centered on you. All creatures within the area must make a Dexterity saving throw. On a failed save, they take damage equal to the eldritch blast damage and are affected by any blast effects. On a success, they take half damage and are not affected by the non-damaging blast effects. Damaging blast effects apply the additional damage (halved on a success) to all targets in the area.

Eldritch Cone: 4 AET, greater

When you use your *eldritch blast*, you can instead choose to make it take the shape of a 30 ft cone. All creatures in the area must make a Dexterity saving throw. On a failed save, they take damage equal to the eldritch blast damage and are affected by any blast effects. On a success, they take half damage and are not affected by the non-damaging blast effects. Damaging blast effects apply the additional damage (halved on a success) to all targets in the area.

Eldritch Spear: 1 AET

The range of your *eldritch blast* doubles. Additionally, you do not have disadvantage on ranged attacks with it against prone targets or on ranged attacks with enemies within 5 ft of you.

Eldritch Sphere: 6 AET, greater

When you use your *eldritch blast*, you can instead choose to make it take the shape of a spherical orb that erupts from a point of your choice within the spells' normal range. All creatures within a 20 ft radius of the chosen point must make a Dexterity saving throw. On a failed save, they take damage equal to the eldritch blast damage and are affected by any blast effects. On a success, they take half damage and are not affected by the non-damaging blast effects. Damaging blast effects apply the additional damage (halved on a success) to all targets in the area. Blast effects that push or pull the target use the center point of the effect as the reference point.

Eldritch Claws: 1 AET

Make an unarmed attack using Charisma as your weapon attack modifier. On a hit, apply your *eldritch blast* damage. This counts as slashing damage from a magical weapon.

Split Bolts: 2 AET

When you use your *eldritch blast*, you can choose to split the attack into a number of separate attacks equal to the number of damage dice. If you do, make separate attack rolls for each one. On a hit, each bolt deals 1d8 damage of the appropriate attacks. The additional damage from your Charisma modifier only applies to one of them. Blast effects affect all targets hit. This cannot be used with blast effects that replace the attack roll by a saving throw.

Otherworldly Patrons

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return.

Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

Pact of Destruction

Patrons who proffer pacts of Destruction do so for many reasons, but all of them desire to see their enemies (which list may include all creation) crushed before them. Some do so out of a desire to see new systems grow in the wake of the consuming fire; others desire power or just want to see the world burn. Their servants are warriors, their goals are to reduce their enemies to ash.

Expanded Spell List

The Pact of Destruction grants some particular spells to its warlocks at specific points in your career. These spells count as warlock spells for you and you can cast them using aether.

Destruction Spells (table)

Destruction Spells

Warlock Level	Spells
3rd	false life
5th	flaming sphere
9th	vampiric touch
13th	wall of fire
17th	dispel evil and good

Destroyer's Blessing

Starting at 1st level, when you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier + your warlock level (minimum of 1).

Unravel

Starting at 6th level, you can call on your patron to unravel the threads of aether. As a reaction when a creature you can see casts a spell or uses a magical ability that requires a saving throw, you can cause all targets of that spell or effect to make the saving throw at advantage and gain resistance to any damage caused by the effect. You can do so after seeing the initial roll but before any of the roll's effects occur.

Once you use this feature, you can't use it again until you finish a short or long rest.

Resilience

Starting at 10th level, you can choose one damage type when you finish a short or long rest. You gain resistance to that damage type until you choose a different one with this feature.

Retribution

Starting at 14th level, when you take damage from an attack or ability, you can force the caster to make a Constitution saving throw. On a failed save, the creature takes damage equal to being hit by two of your eldritch blasts. You can apply any single blast effect you know to this damage without expending aether; the creature counts as having failed any required saving throws. On a success, the creature takes half as much damage and is considered to have succeeded on any requisite saving throw (the damage is not halved again).

> **Your Pact Boon**
>
> Each Pact Boon option produces a special creature or an object that reflects your patron's nature.
>
> **Pact of the Chain..** Your familiar is more cunning than a typical familiar. Its default form can be a reflection of your patron, with sprites and pseudodragons tied to the Archfey and imps and quasits tied to the Fiend. Because the Great Old One's nature is inscrutable, any familiar form is suitable for it.
>
> **Pact of the Blade..** If your patron is the Archfey, your weapon might be a slender blade wrapped in leafy vines. If you serve the Fiend, your weapon could be an axe made of black metal and adorned with decorative flames. If your patron is the Great Old One, your weapon might be an ancient-looking spear, with a gemstone embedded in its head, carved to look like a terrible unblinking eye.
>
> **Pact of the Tome..** Your Book of Shadows might be a fine, gilt-edged tome with spells of enchantment and illusion, gifted to you by the lordly Archfey. It could be a weighty tome bound in demon hide studded with iron, holding spells of conjuration and a wealth of forbidden lore about the sinister regions of the cosmos, a gift of the Fiend. Or it could be the tattered diary of a lunatic driven mad by contact with the Great Old One, holding scraps of spells that only your own burgeoning insanity allows you to understand and cast.

Chapter 4: Using Ability Scores

Six abilities provide a quick description of every creature's physical and mental characteristics:

- **Strength**, measuring physical power
- **Dexterity**, measuring agility
- **Constitution**, measuring endurance
- **Intelligence**, measuring reasoning and memory
- **Wisdom**, measuring perception and insight
- **Charisma**, measuring force of personality

Is a character muscle-bound and insightful? Brilliant and charming? Nimble and hardy? Ability scores define these qualities—a creature's assets as well as weaknesses.

The three main rolls of the game—the ability check, the saving throw, and the attack roll—rely on the six ability scores. The book's introduction describes the basic rule behind these rolls: roll a d20, add an ability modifier derived from one of the six ability scores, and compare the total to a target number.

Ability Scores and Modifiers

Each of a creature's abilities has a score, a number that defines the magnitude of that ability. An ability score is not just a measure of innate capabilities, but also encompasses a creature's training and competence in activities related to that ability. In essence, an ability score is a measure of aptitude in a given approach to life. Those with high Strength are good at things that require forceful, direct physical approaches. Those with high Dexterity are nimble, quick to react, and good at things requiring a deft, subtle, or precise physical approach. Those with high Constitution are tough and hearty, good at things that benefit from endurance and resilience. Those with high Intelligence are quick of thought and knowledgeable, able to put the pieces together quickly and accurately. Those with high Wisdom are perceptive and "in tune" with events around them; they are good at understanding people and animals as well as more esoteric things like spirits. Those with high Charisma are forceful of personality, able to take charge and have people listen to them; they also often have the magical force of will to compel the universe to bend to them, even if only slightly.

For player characters, the score can range between -5 and +5, with 0 representing the human average in that area. Some powerful monsters such as giants, dragons, and beings of the planes might have ability scores above +5; no ability score can be greater than +10.

Ability scores (also called "modifiers") are added to ability checks, saving throws, attack rolls, and weapon damage rolls.

Advantage and Disadvantage

Sometimes a special ability or spell tells you that you have advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage. For example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don't roll more than one additional d20. If two favorable situations grant advantage, for example, you still roll only one additional d20.

If circumstances cause a roll to have both advantage and disadvantage, you are considered to have neither of them, and you roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice versa. In such a situation, you have neither advantage nor disadvantage.

When you have advantage or disadvantage and something in the game, such as the halfling's Lucky trait, lets you reroll the d20, you can reroll only one of the dice. You choose which one. For example, if a halfling has advantage or disadvantage on an ability check and rolls a 1 and a 13, the halfling could use the Lucky trait to reroll the 1.

You usually gain advantage or disadvantage through the use of special abilities, actions, or spells. Inspiration can also give a character advantage. The

GM can also decide that circumstances influence a roll in one direction or the other and grant advantage or impose disadvantage as a result.

Proficiency Bonus

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

used in the rules on ability checks, saving throws, and attack rolls.

Your proficiency bonus can't be added to a single die roll or other number more than once. For example, if two different rules say you can add your proficiency bonus to a Wisdom saving throw, you nevertheless add the bonus only once when you make the save.

Occasionally, your proficiency bonus might be multiplied or divided (doubled or halved, for example) before you apply it. For example, the rogue's Expertise feature doubles the proficiency bonus for certain ability checks. If a circumstance suggests that your proficiency bonus applies more than once to the same roll, you still add it only once and multiply or divide it only once unless the feature specifically says otherwise (such as the Exert and Focus special actions).

By the same token, if a feature or effect allows you to multiply your proficiency bonus when making an ability check that wouldn't normally benefit from your proficiency bonus, you still don't add the bonus to the check. For that check your proficiency bonus is 0, given the fact that multiplying 0 by any number is still 0. For instance, if you lack proficiency in the History skill, you gain no benefit from a feature that lets you double your proficiency bonus when you make Intelligence (History) checks.

In general, you don't multiply your proficiency bonus for attack rolls or saving throws. If a feature or effect allows you to do so, these same rules apply.

STAMINA (STA) AND AETHER (AET)

Player characters have reserves of extraordinary stamina and magic (called aether). They can expend these reserves to accomplish feats beyond their norm. The size of the pools depends on your class–physically-oriented classes tend to have (and use) more stamina while spell-casting classes tend to have (and use) more aether. Classes that do both tend to have more evenly balanced pools. Every character has access to a few common uses; classes, lineages, and feats may grant extra ways.

Deflect: When you are targeted by an attack while you are wearing armor or are affected by mage armor, you can use your reaction and spend 2 STA to add your proficiency bonus to your AC against that attack. You must use this reaction before you know the outcome of the attack, but if you take this action and the attack misses, you can immediately make either a melee attack against them with a weapon or

shield you are wielding or attempt to Shove them as part of the reaction. If you attack them with a shield, it counts as a melee weapon with a 1d4 damage die for that attack. If you do not have a weapon or shield in hand, you cannot make this special attack.

Exert: By spending 1 STA when you make an ability check that uses Strength, Dexterity, or Constitution, you can add your proficiency bonus to the check even if you are already adding your proficiency bonus or a multiple of your proficiency bonus to that check.

Focus: By spending 1 AET when you make an ability check that uses Intelligence, Wisdom, or Charisma, you can add your proficiency bonus to the check even if you are already adding your proficiency bonus or a multiple of your proficiency bonus to that check.

ABILITY CHECKS

An ability check tests a character's or monster's innate talent and training in an effort to overcome a challenge. The GM calls for an ability check when a character or monster attempts an action (other than an attack) that has a chance of failure. When the outcome is uncertain, the dice determine the results.

For every ability check, the GM decides which of the six abilities is relevant to the task at hand and the difficulty of the task, represented by a Difficulty Class.

The more difficult a task, the higher its DC. The Typical Difficulty Classes table shows the most common DCs. As a note, the names are calibrated around someone with a +4 bonus in the required ability score (possibly including proficiency).

Typical Difficulty Classes (table)

To make an ability check, roll a d20 and add the relevant ability modifier. As with other d20 rolls, apply bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success—the creature overcomes the challenge at hand. Otherwise, it's a failure, which means the character or monster makes no progress toward the objective or makes progress combined with a setback determined by the GM.

Task Difficulty	DC
Very easy	5
Easy	10
Medium	15
Hard	20
Very hard	25
Nearly impossible	30

Table 4.1: Typical Difficulty Classes

Contests

Sometimes one character's or monster's efforts are directly opposed to another's. This can occur when both of them are trying to do the same thing and only one can succeed, such as attempting to snatch up a magic ring that has fallen on the floor. This situation also applies when one of them is trying to prevent the other one from accomplishing a goal— for example, when a monster tries to force open a door that an adventurer is holding closed. In situations like these, the outcome is determined by a special form of ability check, called a contest.

Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks. The participant with the higher check total wins the contest. That character or monster either succeeds at the action or prevents the other one from succeeding.

If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. If two characters tie in a contest to snatch a ring off the floor, neither character grabs it. In a contest between a monster trying to open a door and an adventurer trying to keep the door closed, a tie means that the door remains shut.

Skills

Each ability covers a broad range of capabilities, including skills that a character or a monster can be proficient in. A skill represents a specific aspect of an ability score, and an individual's proficiency in a skill demonstrates a focus on that aspect. (A character's starting skill proficiencies are determined at character creation, and a monster's skill proficiencies appear in the monster's stat block.)

For example, a Dexterity check might reflect a character's attempt to pull off an acrobatic stunt, to palm an object, or to stay hidden. Each of these aspects of Dexterity has an associated skill: Acrobatics, Sleight of Hand, and Stealth, respectively. So a character who has proficiency in the Stealth skill is particularly good at Dexterity checks related to sneaking and hiding.

The skills related to each ability score are shown in the following list. (No skills are related to Constitution.) See an ability's description in the later sections of this section for examples of how to use a skill associated with an ability.

Strength
• Athletics

Dexterity
• Acrobatics
• Sleight of Hand
• Stealth

Intelligence
• Arcana
• History
• Investigation
• Nature
• Religion

Wisdom
• Animal Handling
• Insight
• Medicine
• Perception
• Survival

Charisma
• Deception
• Intimidation
• Performance
• Persuasion

Sometimes, the GM might ask for an ability check using a specific skill—for example, "Make a Wisdom (Perception) check." At other times, a player might ask the GM if proficiency in a particular skill applies to a check. In either case, proficiency in a skill means an individual can add his or her proficiency bonus to ability checks that involve that skill. Without proficiency in the skill, the individual makes a normal ability check.

For example, if a character attempts to climb up a dangerous cliff, the GM might ask for a Strength (Athletics) check. If the character is proficient in Athletics, the character's proficiency bonus is added to the Strength check. If the character lacks that proficiency, he or she just makes a Strength check.

Variant: Skills with Different Abilities

Normally, your proficiency in a skill applies only to a specific kind of ability check. Proficiency in Athletics, for example, usually applies to Strength checks. In some situations, though, your proficiency might reasonably apply to a different kind of check. In such cases, the GM might ask for a check using an unusual combination of ability and skill, or you might ask your GM if you can apply a proficiency to a different check. For example, if you have to swim from an offshore island to the mainland, your GM might call for a Constitution check to see if you have the stamina to make it that far. In this case, your GM might allow you to apply your

proficiency in Athletics and ask for a Constitution (Athletics) check. So if you're proficient in Athletics, you apply your proficiency bonus to the Constitution check just as you would normally do for a Strength (Athletics) check. Similarly, when your half-orc barbarian uses a display of raw strength to intimidate an enemy, your GM might ask for a Strength (Intimidation) check, even though Intimidation is normally associated with Charisma.

Passive Checks

A passive check is a special kind of ability check that doesn't involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as searching for secret doors over and over again, or can be used when the GM wants to secretly determine whether the characters succeed at something without rolling dice, such as noticing a hidden monster.

Here's how to determine a character's total for a passive check:

10 + all modifiers that normally apply to the check

If the character has advantage on the check, add 5. For disadvantage, subtract 5. The game refers to a passive check total as a **score**.

For example, if a 1st-level character has a Wisdom of 15 and proficiency in Perception, he or she has a passive Wisdom (Perception) score of 14.

The rules on hiding in the "Dexterity" section below rely on passive checks, as do the exploration rules.

Working Together

Sometimes two or more characters team up to attempt a task. The character who's leading the effort—or the one with the highest ability modifier—can make an ability check with advantage, reflecting the help provided by the other characters. In combat, this requires the Help action.

A character can only provide help if the task is one that he or she could attempt alone. For example, trying to open a lock requires proficiency with thieves' tools, so a character who lacks that proficiency can't help another character in that task. Moreover, a character can help only when two or more individuals working together would actually be productive. Some tasks, such as threading a needle, are no easier with help.

Group Checks

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

To make a group ability check, everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails.

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

Using Each Ability

Every task that a character or monster might attempt in the game is covered by one of the six abilities. This section explains in more detail what those abilities mean and the ways they are used in the game.

Strength

Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force.

Strength Checks

A Strength check can model any attempt to lift, push, pull, or break something, to force your body through a space, or to otherwise apply brute force to a situation. The Athletics skill reflects aptitude in certain kinds of Strength checks.

Athletics.. Your Strength (Athletics) check covers difficult situations you encounter while climbing, jumping, or swimming. Examples include the following activities:

- You attempt to climb a sheer or slippery cliff, avoid hazards while scaling a wall, or cling to a surface while something is trying to knock you off.
- You try to jump an unusually long distance or pull off a stunt midjump.
- You struggle to swim or stay afloat in treacherous currents, storm-tossed waves, or areas of thick seaweed. Or another creature tries to push or pull you underwater or otherwise interfere with your swimming.

Other Strength Checks.. The GM might also call for a Strength check when you try to accomplish tasks like the following:

- Force open a stuck, locked, or barred door
- Break free of bonds

- Push through a tunnel that is too small
- Hang on to a wagon while being dragged behind it
- Tip over a statue
- Keep a boulder from rolling

ATTACK ROLLS AND DAMAGE

You add your Strength modifier to your attack roll and your damage roll when attacking with a melee weapon such as a mace, a battleaxe, or a javelin. You use melee weapons to make melee attacks in hand* to-hand combat, and some of them can be thrown to make a ranged attack.

LIFTING AND CARRYING

Your Strength score determines the amount of weight you can bear. The following terms define what you can lift or carry.

Carrying Capacity.. Your carrying capacity is 150 + your Strength score multiplied by 30. This is the weight (in pounds) that you can carry, which is high enough that most characters don't usually have to worry about it.

Push, Drag, or Lift.. You can push, drag, or lift a weight in pounds up to twice your carrying capacity (or 300 lbs + 60 times your Strength score). While pushing or dragging weight in excess of your carrying capacity, your speed drops to 5 feet.

Size and Strength.. Larger creatures can bear more weight, whereas Tiny creatures can carry less. For each size category above Medium, double the creature's carrying capacity and the amount it can push, drag, or lift. For a Tiny creature, halve these weights.

DEXTERITY

Dexterity measures agility, reflexes, and balance.

DEXTERITY CHECKS

A Dexterity check can model any attempt to move nimbly, quickly, or quietly, or to keep from falling on tricky footing. The Acrobatics, Sleight of Hand, and Stealth skills reflect aptitude in certain kinds of Dexterity checks.

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

Sleight of Hand.. Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Dexterity (Sleight of Hand) check. The GM might

also call for a Dexterity (Sleight of Hand) check to determine whether you can lift a coin purse off another person or slip something out of another person's pocket.

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

Other Dexterity Checks.. The GM might call for a Dexterity check when you try to accomplish tasks like the following:

- Control a heavily laden cart on a steep descent
- Steer a chariot around a tight turn
- Pick a lock
- Disable a trap
- Securely tie up a prisoner
- Wriggle free of bonds
- Play a stringed instrument
- Craft a small or detailed object

ATTACK ROLLS AND DAMAGE

You add your Dexterity modifier to your attack roll and your damage roll when attacking with a ranged weapon, such as a sling or a longbow. You can also add your Dexterity modifier to your attack roll and your damage roll when attacking with a melee weapon that has the finesse property, such as a dagger or a rapier.

ARMOR CLASS

Depending on the armor you wear, you might add some or all of your Dexterity modifier to your Armor Class.

INITIATIVE

At the beginning of every combat, you roll initiative by making a Dexterity check. Initiative determines the order of creatures' turns in combat.

CONSTITUTION

Constitution measures health, stamina, and vital force.

CONSTITUTION CHECKS

Constitution checks are uncommon, and no skills apply to Constitution checks, because the endurance this ability represents is largely passive rather than involving a specific effort on the part of a character or monster. A Constitution check can model your attempt to push beyond normal limits, however.

The GM might call for a Constitution check when you try to accomplish tasks like the following:

- Hold your breath
- March or labor for hours without rest

- Go without sleep
- Survive without food or water
- Quaff an entire stein of ale in one go

Hit Points

Your Constitution modifier contributes to your hit points. Typically, you add your Constitution modifier to each Hit Die you roll for your hit points.

If your Constitution modifier changes, your hit point maximum changes as well, as though you had the new modifier from 1st level. For example, if you raise your Constitution score when you reach 4th level and your Constitution modifier increases from +1 to +2, you adjust your hit point maximum as though the modifier had always been +2. So you add 3 hit points for your first three levels, and then roll your hit points for 4th level using your new modifier. Or if you're 7th level and some effect lowers your Constitution score so as to reduce your Constitution modifier by 1, your hit point maximum is reduced by 7.

Intelligence

Intelligence measures mental acuity, accuracy of recall, and the ability to reason.

Intelligence Checks

An Intelligence check comes into play when you need to draw on logic, education, memory, or deductive reasoning. The Arcana, History, Investigation, Nature, and Religion skills reflect aptitude in certain kinds of Intelligence checks.

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

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

Investigation.. When you look around for clues and make deductions based on those clues, you make an Intelligence (Investigation) check. You might deduce the location of a hidden object, discern from the appearance of a wound what kind of weapon dealt it, or determine the weakest point in a tunnel that could cause it to collapse. Poring through ancient scrolls in search of a hidden fragment of knowledge might also call for an Intelligence (Investigation) check.

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

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

Other Intelligence Checks.. The GM might call for an Intelligence check when you try to accomplish tasks like the following:

- Communicate with a creature without using words
- Estimate the value of a precious item
- Pull together a disguise to pass as a city guard
- Forge a document
- Recall lore about a craft or trade
- Win a game of skill

Spellcasting Ability

Wizards use Intelligence as their spellcasting ability, which helps determine the saving throw DCs of spells they cast.

Wisdom

Wisdom reflects how attuned you are to the world around you and represents perceptiveness and intuition.

Wisdom Checks

A Wisdom check might reflect an effort to read body language, understand someone's feelings,

notice things about the environment, or care for an injured person. The Animal Handling, Insight, Medicine, Perception, and Survival skills reflect aptitude in certain kinds of Wisdom checks.

Animal Handling.. When there is any question whether you can calm down a domesticated animal, keep a mount from getting spooked, or intuit an animal's intentions, the GM might call for a Wisdom (Animal Handling) check. You also make a Wisdom (Animal Handling) check to control your mount when you attempt a risky maneuver.

Insight.. Your Wisdom (Insight) check decides whether you can determine the true intentions of a creature, such as when searching out a lie or predicting someone's next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms.

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

Perception.. Your Wisdom (Perception) check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses. For example, you might try to hear a conversation through a closed door, eavesdrop under an open window, or hear monsters moving stealthily in the forest. Or you might try to spot things that are obscured or easy to miss, whether they are orcs lying in ambush on a road, thugs hiding in the shadows of an alley, or candlelight under a closed secret door.

Survival.. The GM might ask you to make a Wisdom (Survival) check to follow tracks, hunt wild game, guide your group through frozen wastelands, identify signs that owlbears live nearby, predict the weather, or avoid quicksand and other natural hazards.

Other Wisdom Checks.. The GM might call for a
Wisdom check when you try to accomplish tasks like the following:

- Get a gut feeling about what course of action to follow
- Discern whether a seemingly dead or living creature is undead

Spellcasting Ability

Clerics, druids, and rangers use Wisdom as their spellcasting ability, which helps determine the saving throw DCs of spells they cast.

Charisma

Charisma measures your ability to interact effectively with others. It includes such factors as confidence and eloquence, and it can represent a charming or commanding personality.

Charisma Checks

A Charisma check might arise when you try to influence or entertain others, when you try to make an impression or tell a convincing lie, or when you are navigating a tricky social situation. The Deception, Intimidation, Performance, and Persuasion skills reflect aptitude in certain kinds of Charisma checks.

Deception.. Your Charisma (Deception) check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast* talk a guard, con a merchant, earn money through gambling, pass yourself off in a disguise, dull someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie.

Intimidation.. When you attempt to influence someone through overt threats, hostile actions, and physical violence, the GM might ask you to make a Charisma (Intimidation) check. Examples include trying to pry information out of a prisoner, convincing street thugs to back down from a confrontation, or using the edge of a broken bottle to convince a sneering vizier to reconsider a decision.

Performance.. Your Charisma (Performance) check determines how well you can delight an audience with music, dance, acting, storytelling, or some other form of entertainment.

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

Other Charisma Checks.. The GM might call for a Charisma check when you try to accomplish tasks like the following:

- Find the best person to talk to for news, rumors, and gossip
- Blend into a crowd to get the sense of key topics of conversation

Spellcasting Ability

Bards, paladins, sorcerers, and warlocks use Charisma as their spellcasting ability, which helps determine the saving throw DCs of spells

they cast. Saving Throws A saving throw—also called a save—represents an attempt to resist a spell, a trap, a poison, a disease, or a similar threat. You don't normally decide to make a saving throw; you are forced to make one because your character or monster is at risk of harm.

To make a saving throw, roll a d20 and add the appropriate ability modifier. For example, you use your Dexterity modifier for a Dexterity saving throw.

A saving throw can be modified by a situational bonus or penalty and can be affected by advantage and disadvantage, as determined by the GM.

Each class gives proficiency in at least two saving throws. The wizard, for example, is proficient in Intelligence saves. As with skill proficiencies, proficiency in a saving throw lets a character add his or her proficiency bonus to saving throws made using a particular ability score. Some monsters have saving throw proficiencies as well.

The Difficulty Class for a saving throw is determined by the effect that causes it. For example, the DC for a saving throw allowed by a spell is determined by the caster's spellcasting ability and proficiency bonus.

The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually, a successful save means that a creature suffers no harm, or reduced harm, from an effect.

TIME

In situations where keeping track of the passage of time is important, the GM determines the time a task requires. The GM might use a different time scale depending on the context of the situation at hand. In a dungeon environment, the adventurers' movement happens on a scale of **minutes**. It takes them about a minute to creep down a long hallway, another minute to check for traps on the door at the end of the hall, and a good ten minutes to search the chamber beyond for anything interesting or valuable.

In a city or wilderness, a scale of **hours** is often more appropriate. Adventurers eager to reach the lonely tower at the heart of the forest hurry across those fifteen miles in just under four hours' time.

For long journeys, a scale of **days** works best.

Following the road from Baldur's Gate to Waterdeep, the adventurers spend four uneventful days before a goblin ambush interrupts their journey.

In combat and other fast-paced situations, the game relies on **rounds**, a 6-second span of time.

MOVEMENT

Swimming across a rushing river, sneaking down a dungeon corridor, scaling a treacherous mountain slope—all sorts of movement play a key role in fantasy gaming adventures.

The GM can summarize the adventurers' movement without calculating exact distances or travel times: "You travel through the forest and find the dungeon entrance late in the evening of the third day." Even in a dungeon, particularly a large dungeon or a cave network, the GM can summarize movement between encounters: "After killing the guardian at the entrance to the ancient dwarven stronghold, you consult your map, which leads you through miles of echoing corridors to a chasm bridged by a narrow stone arch."

Sometimes it's important, though, to know how long it takes to get from one spot to another, whether the answer is in days, hours, or minutes. The rules for determining travel time depend on two factors: the speed and travel pace of the creatures moving and the terrain they're moving over.

SPEED

Every character and monster has a speed, which is the distance in feet that the character or monster can walk in 1 round. This number assumes short bursts of energetic movement in the midst of a life* threatening situation.

The following rules determine how far a character or monster can move in a minute, an hour, or a day.

TRAVEL PACE

While traveling, a group of adventurers can move at a normal, fast, or slow pace, as shown on the Travel Pace table. The table states how far the party can move in a period of time and whether the pace has any effect. A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak around and to search an area more carefully.

Forced March.. The Travel Pace table assumes that characters travel for 8 hours in day. They can push on beyond that limit, at the risk of exhaustion.

For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, and each character must make a Constitution saving throw at the end of the hour. The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of exhaustion (see appendix A).

Mounts and Vehicles.. For short spans of time (up to an hour), many animals move much faster than humanoids. A mounted character can ride at a gallop for about an hour, covering twice the usual distance for a fast pace. If fresh mounts are available every 8 to 10 miles, characters can cover larger distances at this pace, but this is very rare except in densely populated areas.

Characters in wagons, carriages, or other land vehicles choose a pace as normal. Characters in a waterborne vessel are limited to the speed of the vessel, and they don't suffer penalties for a fast pace or gain benefits from a slow pace. Depending on the vessel and the size of the crew, ships might be able to travel for up to 24 hours per day.

Certain special mounts, such as a pegasus or griffon, or special vehicles, such as a *carpet of flying*, allow you to travel more swiftly.

Travel Pace (table)

TRAVEL PACE

Pace	Distance per: Minute	Hour	Day	Effect
Fast	400 feet	4 miles	32 miles	−5 penalty to passive Wisdom (Perception) scores
Normal	300 feet	3 miles	24 miles	–
Slow	200 feet	2 miles	16 miles	Able to use stealth

DIFFICULT TERRAIN

The travel speeds given in the Travel Pace table assume relatively simple terrain: roads, open plains, or clear dungeon corridors. But adventurers often face dense forests, deep swamps, rubble-filled ruins, steep mountains, and ice-covered ground—all considered difficult terrain.

You move at half speed in difficult terrain—moving 1 foot in difficult terrain costs 2 feet of speed—so you can cover only half the normal distance in a minute, an hour, or a day.

SPECIAL TYPES OF MOVEMENT

Movement through dangerous dungeons or wilderness areas often involves more than simply walking. Adventurers might have to climb, crawl, swim, or jump to get where they need to go.

CLIMBING, SWIMMING, AND CRAWLING

While climbing or swimming, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain), unless a creature has a climbing or swimming speed. At the GM's option, climbing a slippery vertical surface or one with few handholds requires a successful Strength (Athletics) check. Similarly, gaining any distance in rough water might require a successful Strength (Athletics) check.

JUMPING

Your Strength determines how far you can jump.

Long Jump.. When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of movement.

This rule assumes that the height of your jump doesn't matter, such as a jump across a stream or chasm. At your GM's option, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit it.

When you land in difficult terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check to land on your feet. Otherwise, you land prone.

High Jump.. When you make a high jump, you leap into the air a number of feet equal to 3 + your Strength modifier if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear on the jump costs a foot of movement. In some circumstances, your GM might allow you to make a Strength (Athletics) check to jump higher than you normally can.

You can extend your arms half your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 1½ times your height.

THE ENVIRONMENT

By its nature, adventuring involves delving into places that are dark, dangerous, and full of mysteries to be explored. The rules in this section cover some of the most important ways in which adventurers interact with the environment in such places.

FALLING

A fall from a great height is one of the most common hazards facing an adventurer. At the end of a fall, a creature takes 1d6 bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.

Suffocating

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

Vision and Light

The most fundamental tasks of adventuring—noticing danger, finding hidden objects, hitting an enemy in combat, and targeting a spell, to name just a few—rely heavily on a character's ability to see. Darkness and other effects that obscure vision can prove a significant hindrance.

A given area might be lightly or heavily obscured. In a **lightly obscured** area, such as dim light, patchy fog, or moderate foliage, creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

A **heavily obscured** area—such as darkness, opaque fog, or dense foliage—blocks vision entirely. A creature effectively suffers from the blinded condition (see appendix A) when trying to see something in that area.

The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.

Bright light lets most creatures see normally. Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.

Dim light, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might bathe the land in dim light.

Darkness creates a heavily obscured area. Characters face darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon or a subterranean vault, or in an area of magical darkness.

Blindsight

A creature with blindsight can perceive its surroundings without relying on sight, within a specific radius. Creatures without eyes, such as oozes, and creatures with echolocation or heightened senses, such as bats and true dragons, have this sense.

Darkvision

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

Truesight

A creature with truesight can, out to a specific range, see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceives the original form of a shapechanger or a creature that is transformed by magic. Furthermore, the creature can see into the Ethereal Plane.

Food and Water

Characters who don't eat or drink suffer the effects of exhaustion (see appendix A). Exhaustion caused by lack of food or water can't be removed until the character eats and drinks the full required amount.

Food

A character needs one pound of food per day and can make food last longer by subsisting on half rations. Eating half a pound of food in a day counts as half a day without food.

A character can go without food for a number of days equal to 3 + his or her Constitution modifier (minimum 1). At the end of each day beyond that limit, a character automatically suffers one level of exhaustion.

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

Water

A character needs one gallon of water per day, or two gallons per day if the weather is hot. A character who drinks only half that much water must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion at the end of the day. A character with access to even less water automatically suffers one level of exhaustion at the end of the day.

If the character already has one or more levels of exhaustion, the character takes two levels in either case.

Interacting with Objects

A character's interaction with objects in an environment is often simple to resolve in the

game. The player tells the GM that his or her character is doing something, such as moving a lever, and the GM describes what, if anything, happens.

For example, a character might decide to pull a lever, which might, in turn, raise a portcullis, cause a room to flood with water, or open a secret door in a nearby wall. If the lever is rusted in position, though, a character might need to force it. In such a situation, the GM might call for a Strength check to see whether the character can wrench the lever into place. The GM sets the DC for any such check based on the difficulty of the task.

Characters can also damage objects with their weapons and spells. Objects are immune to poison and psychic damage, but otherwise they can be affected by physical and magical attacks much like creatures can. The GM determines an object's Armor Class and hit points, and might decide that certain objects have resistance or immunity to certain kinds of attacks. (It's hard to cut a rope with a club, for example.) Objects always fail Strength and Dexterity saving throws, and they are immune to effects that require other saves. When an object drops to 0 hit points, it breaks.

A character can also attempt a Strength check to break an object. The GM sets the DC for any such check.

Resting

Heroic though they might be, adventurers can't spend every hour of the day in the thick of exploration, social interaction, and combat. They need rest—time to sleep and eat, tend their wounds, refresh their minds and spirits for spellcasting, and brace themselves for further adventure.

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

Short Rest

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

A character can spend one or more Hit Dice at the end of a short rest, up to the character's maximum number of Hit Dice, which is equal to the character's level. For each Hit Die spent in this way, the player rolls the die and adds the character's Constitution modifier to it. The character regains hit points equal to the total. The player can decide to spend an additional Hit Die after each roll. A character regains some

spent Hit Dice upon finishing a long rest, as explained below.

Additionally, characters recover their expended Stamina (see Stamina (STA) and Aether (AET)) when they finish a short rest.

Long Rest

A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than 2 hours. If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, fighting, casting spells, or similar adventuring activity—the characters must begin the rest again to gain any benefit from it.

At the end of a long rest, a character regains all lost hit points and aether (see Stamina (STA) and Aether (AET)). The character also regains spent Hit Dice, up to a number of dice equal to half of the character's total number of them (minimum of one die). For example, if a character has eight Hit Dice, he or she can regain four spent Hit Dice upon finishing a long rest.

A character can't benefit from more than one long rest in a 24-hour period, and a character must have at least 1 hit point at the start of the rest to gain its benefits.

Between Adventures

Between trips to dungeons and battles against ancient evils, adventurers need time to rest, recuperate, and prepare for their next adventure. Many adventurers also use this time to perform other tasks, such as crafting arms and armor, performing research, or spending their hard-earned gold.

In some cases, the passage of time is something that occurs with little fanfare or description. When starting a new adventure, the GM might simply declare that a certain amount of time has passed and allow you to describe in general terms what your character has been doing. At other times, the GM might want to keep track of just how much time is passing as events beyond your perception stay in motion.

Lifestyle Expenses

Between adventures, you choose a particular quality of life and pay the cost of maintaining that lifestyle.

Living a particular lifestyle doesn't have a huge effect on your character, but your lifestyle can affect the way other individuals and groups react to you. For example, when you lead an aristocratic lifestyle, it might be easier for you to

influence the nobles of the city than if you live in poverty.

DOWNTIME ACTIVITIES

Between adventures, the GM might ask you what your character is doing during his or her downtime. Periods of downtime can vary in duration, but each downtime activity requires a certain number of days to complete before you gain any benefit, and at least 8 hours of each day must be spent on the downtime activity for the day to count. The days do not need to be consecutive. If you have more than the minimum amount of days to spend, you can keep doing the same thing for a longer period of time, or switch to a new downtime activity.

Downtime activities other than the ones presented below are possible. If you want your character to spend his or her downtime performing an activity not covered here, discuss it with your GM.

CRAFTING

You can craft nonmagical objects, including adventuring equipment and works of art. You must be proficient with tools related to the object you are trying to create (typically artisan's tools). You might also need access to special materials or locations necessary to create it. For example, someone proficient with smith's tools needs a forge in order to craft a sword or suit of armor.

For every day of downtime you spend crafting, you can craft one or more items with a total market value not exceeding 5 gp, and you must expend raw materials worth half the total market value. If something you want to craft has a market value greater than 5 gp, you make progress every day in 5* gp increments until you reach the market value of the item. For example, a suit of plate armor (market value 1,500 gp) takes 300 days to craft by yourself.

Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all have proficiency with the requisite tools and are working together in the same place. Each character contributes 5 gp worth of effort for every day spent helping to craft the item. For example, three characters with the requisite tool proficiency and the proper facilities can craft a suit of plate armor in 100 days, at a total cost of 750 gp.

While crafting, you can maintain a modest lifestyle without having to pay 1 gp per day, or a comfortable lifestyle at half the normal cost.

PRACTICING A PROFESSION

You can work between adventures, allowing you to maintain a modest lifestyle without having to pay 1 gp per day. This benefit lasts as long you continue to practice your profession.

If you are a member of an organization that can provide gainful employment, such as a temple or a thieves' guild, you earn enough to support a comfortable lifestyle instead.

If you have proficiency in the Performance skill and put your performance skill to use during your downtime, you earn enough to support a wealthy lifestyle instead.

RECUPERATING

You can use downtime between adventures to recover from a debilitating injury, disease, or poison.

After three days of downtime spent recuperating, you can make a DC 15 Constitution saving throw. On a successful save, you can choose one of the following results:

- End one effect on you that prevents you from regaining hit points.
- For the next 24 hours, gain advantage on saving throws against one disease or poison currently affecting you.

RESEARCHING

The time between adventures is a great chance to perform research, gaining insight into mysteries that have unfurled over the course of the campaign. Research can include poring over dusty tomes and crumbling scrolls in a library or buying drinks for the locals to pry rumors and gossip from their lips.

When you begin your research, the GM determines whether the information is available, how many days of downtime it will take to find it, and whether there are any restrictions on your research (such as needing to seek out a specific individual, tome, or location). The GM might also require you to make one or more ability checks, such as an Intelligence (Investigation) check to find clues pointing toward the information you seek, or a Charisma (Persuasion) check to secure someone's aid. Once those conditions are met, you learn the information if it is available.

For each day of research, you must spend 1 gp to cover your expenses. This cost is in addition to your normal lifestyle expenses.

TRAINING

You can spend time between adventures learning a new language or training with a set of tools. Your GM might allow additional training options.

First, you must find an instructor willing to teach you. The GM determines how long it takes, and whether one or more ability checks are required.

The training lasts for 250 days and costs 1 gp per day. After you spend the requisite amount of

time and money, you learn the new language or gain proficiency with the new tool.

Chapter 5: The Order of Combat

A typical combat encounter is a clash between two sides, a flurry of weapon swings, feints, parries, footwork, and spellcasting. The game organizes the chaos of combat into a cycle of rounds and turns. A **round** represents about 6 seconds in the game world. During a round, each participant in a battle takes a **turn**. The order of turns is determined at the beginning of a combat encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

Combat Step by Step

1. **Determine surprise.** The GM determines whether anyone involved in the combat encounter is surprised.

2. **Establish positions.** The GM decides where all the characters and monsters are located. Given the adventurers' marching order or their stated positions in the room or other location, the GM figures out where the adversaries are–how far away and in what direction.

3. **Roll initiative.** Everyone involved in the combat encounter rolls initiative, determining the order of combatants' turns.

4. **Take turns.** Each participant in the battle takes a turn in initiative order.

5. **Begin the next round.** When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

Surprise

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

The GM determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the GM compares the Dexterity (Stealth) checks of anyone hiding with the passive Wisdom (Perception) score of each creature on the opposing side. Any character or monster that doesn't notice a threat is surprised at the start of the encounter.

If you're surprised, you can't move or take an action on your first turn of the combat, and you can't take a reaction until that turn ends. A member of a group can be surprised even if the other members aren't.

Initiative

Initiative determines the order of turns during combat. When combat starts, every participant makes a Dexterity check to determine their place in the initiative order. The GM makes one roll for an entire group of identical creatures, so each member of the group acts at the same time.

The GM ranks the combatants in order from the one with the highest Dexterity check total to the one with the lowest. This is the order (called the initiative order) in which they act during each round. The initiative order remains the same from round to round.

If a tie occurs, the GM decides the order among tied GM-controlled creatures, and the players decide the order among their tied characters. The GM can decide the order if the tie is between a monster and a player character. Optionally, the GM can have the tied characters and monsters each roll a d20 to determine the order, highest roll going first.

Your Turn

On your turn, you can **move** a distance up to your speed and **take one action**. You decide whether to move first or take your action first. Your speed— sometimes called your walking speed—is noted on your character sheet.

The most common actions you can take are described in the "Actions in Combat" section later in this chapter. Many class features and other abilities provide additional options for your action.

The Movement and Position section later in this chapter gives the rules for your move.

You can forgo moving, taking an action, or doing anything at all on your turn. If you can't decide what to do on your turn, consider taking the Guard or Ready action, as described in "Actions in Combat."

Bonus Actions

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

You can take only one bonus action on your turn, so you must choose which bonus action to use when you have more than one available.

You choose when to take a bonus action during your turn, unless the bonus action's timing is specified, and anything that deprives

you of your ability to take actions also prevents you from taking a bonus action.

OTHER ACTIVITY ON YOUR TURN

Your turn can include a variety of flourishes that require neither your action nor your move.

You can communicate however you are able, through brief utterances and gestures, as you take your turn.

You can also interact with one object or feature of the environment for free, during either your move or your action. For example, you could open a door during your move as you stride toward a foe, or you could draw your weapon as part of the same action you use to attack.

If you want to interact with a second object, you need to use your action. Some magic items and other special objects always require an action to use, as stated in their descriptions.

The GM might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the GM could reasonably expect you to use an action to open a stuck door or turn a crank to lower a drawbridge.

REACTIONS

Certain special abilities, spells, and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The opportunity attack, described later in this chapter, is the most common type of reaction.

When you take a reaction, you can't take another one until the start of your next turn. If the reaction interrupts another creature's turn, that creature can continue its turn right after the reaction.

MOVEMENT AND POSITION

In combat, characters and monsters are in constant motion, often using movement and position to gain the upper hand.

On your turn, you can move a distance up to your speed. You can use as much or as little of your speed as you like on your turn, following the rules here.

Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire move. However you're moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

BREAKING UP YOUR MOVE

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

MOVING BETWEEN ATTACKS

If you take an action that includes more than one weapon attack, you can break up your movement even further by moving between those attacks. For example, a fighter who can make two attacks with the Extra Attack feature and who has a speed of 25 feet could move 10 feet, make an attack, move 15 feet, and then attack again.

USING DIFFERENT SPEEDS

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

For example, if you have a speed of 30 and a flying speed of 60 because a wizard cast the *fly* spell on you, you could fly 20 feet, then walk 10 feet, and then leap into the air to fly 30 feet more.

DIFFICULT TERRAIN

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

Every foot of movement in difficult terrain costs 1 extra foot. This rule is true even if multiple things in a space count as difficult terrain.

Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of difficult terrain. The space of another creature, whether hostile or not, also counts as difficult terrain.

BEING PRONE

Combatants often find themselves lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are prone, a condition described in appendix A.

You can **drop prone** without using any of your speed. **Standing up** takes more effort; doing so costs an amount of movement equal to half your

speed. For example, if your speed is 30 feet, you must spend

15 feet of movement to stand up. You can't stand up if you don't have enough movement left or if your speed is 0.

To move while prone, you must **crawl** or use magic such as teleportation. Every foot of movement while crawling costs 1 extra foot. Crawling 1 foot in difficult terrain, therefore, costs 3 feet of movement.

INTERACTING WITH OBJECTS AROUND YOU

Here are a few examples of the sorts of thing you can do in tandem with your movement and action:

- draw or sheathe a sword
- open or close a door
- withdraw a potion from your backpack
- pick up a dropped axe
- take a bauble from a table
- remove a ring from your finger
- stuff some food into your mouth
- plant a banner in the ground
- fish a few coins from your belt pouch
- drink all the ale in a flagon
- throw a lever or a switch
- pull a torch from a sconce
- take a book from a shelf you can reach
- extinguish a small flame
- don a mask
- pull the hood of your cloak up and over your head
- put your ear to a door
- kick a small stone
- turn a key in a lock
- tap the floor with a 10-foot pole
- hand an item to another character

MOVING AROUND OTHER CREATURES

You can move through a nonhostile creature's space. In contrast, you can move through a hostile creature's space only if the creature is at least two sizes larger or smaller than you. Remember that another creature's space is difficult terrain for you.

Whether a creature is a friend or an enemy, you can't willingly end your move in its space.

If you leave a hostile creature's reach during your move, you provoke an opportunity attack, as explained later in the chapter.

FLYING MOVEMENT

Flying creatures enjoy many benefits of mobility, but they must also deal with the danger of

falling. If a flying creature is knocked prone, has its speed reduced to 0, or is otherwise deprived of the ability to move, the creature falls, unless it has the ability to hover or it is being held aloft by magic, such as by the *fly* spell.

CREATURE SIZE

Each creature takes up a different amount of space. The Size Categories table shows how much space a creature of a particular size controls in combat. Objects sometimes use the same size categories.

SIZE CATEGORIES

Size	Space
Tiny	2.5 by 2.5 ft. or smaller
Small	5 by 5 ft.
Medium	5 by 5 ft.
Large	10 by 10 ft.
Huge	15 by 15 ft.
Gargantuan	20 by 20 ft. or larger

SPACE

A creature's space is the area in feet that it effectively controls in combat, not an expression of its physical dimensions. A typical Medium creature isn't 5 feet wide, for example, but it does control a space that wide. If a Medium hobgoblin stands in a 5* foot-wide doorway, other creatures can't get through unless the hobgoblin lets them.

A creature's space also reflects the area it needs to fight effectively. For that reason, there's a limit to the number of creatures that can surround another creature in combat. Assuming Medium combatants, eight creatures can fit in a 5-foot radius around another one.

Because larger creatures take up more space, fewer of them can surround a creature. If five Large creatures crowd around a Medium or smaller one, there's little room for anyone else. In contrast, as many as twenty Medium creatures can surround a Gargantuan one.

SQUEEZING INTO A SMALLER SPACE

A creature can squeeze through a space that is large enough for a creature one size smaller than it. Thus, a Large creature can squeeze through a passage that's only 5 feet wide. While squeezing through a space, a creature must spend 1 extra foot for every foot it moves there, and it has disadvantage on attack rolls and Dexterity saving throws. Attack rolls against the creature have advantage while it's in the smaller space.

EFFECTS THAT TRIGGER ON MOVEMENT

Some spells, abilities, or environmental effects have clauses such as "when the target moves" or

"when a creature enters the area for the first time on a turn", etc. These trigger regardless of whether the movement was voluntary or not. Being shoved, pulled, or otherwise forced to move without using your action, reaction, or movement will trigger the effect.

If the condition is "if the target *voluntarily* moves...", this requires the same trigger as Opportunity Attacks–the target must use their action, reaction, or movement to do so.

ACTIONS IN COMBAT

When you take your action on your turn, you can take one of the actions presented here, an action you gained from your class or a special feature, or an action that you improvise. Many monsters have action options of their own in their stat blocks.

When you describe an action not detailed elsewhere in the rules, the GM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

ATTACK

The most common action to take in combat is the Attack action, whether you are swinging a sword, firing an arrow from a bow, or brawling with your fists.

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

Certain features, such as the Extra Attack feature of the fighter, allow you to make more than one attack with this action.

CAST A SPELL

Spellcasters such as wizards and clerics, as well as many monsters, have access to spells and can use them to great effect in combat. Each spell has a casting time, which specifies whether the caster must use an action, a reaction, minutes, or even hours to cast the spell. Casting a spell is, therefore, not necessarily an action. Most spells do have a casting time of 1 action, so a spellcaster often uses his or her action in combat to cast such a spell.

DASH

When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers. With a speed of 30 feet, for example, you can move up to 60 feet on your turn if you dash.

Any increase or decrease to your speed changes this additional movement by the same amount. If your speed of 30 feet is reduced to 15

feet, for instance, you can move up to 30 feet this turn if you dash.

DISENGAGE

If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.

GUARD

When you take the Guard action, you focus entirely on avoiding attacks. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated (as explained in appendix A) or if your speed drops to 0.

HELP

You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

HIDE

When you take the Hide action, you make a Dexterity (Stealth) check in an attempt to hide, following the rules for hiding. If you succeed, you gain certain benefits, as described in the "Unseen Attackers and Targets" section later in this chapter. Unless you take the Hide action and succeed, enemies in combat are generally aware of your location (to within 5 feet) as long as they could conceivably perceive you (via hearing, sight, smell, or other forms of perception).

READY

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can take the Ready action on your turn, which lets you act using your reaction before the start of your next turn.

First, you decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it. Examples include "If the

cultist steps on the trapdoor, I'll pull the lever that opens it," and "If the goblin steps next to me, I move away."

When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. Remember that you can take only one reaction per round. Reactions happen after the action completes; each 5 feet of movement is considered a separate "action" for this purpose.

When you ready a spell, you cast it as normal but hold its energy, which you release with your reaction when the trigger occurs. To be readied, a spell must have a casting time of 1 action, and holding onto the spell's magic requires concentration. If your concentration is broken, the spell dissipates without taking effect. For example, if you are concentrating on the *web* spell and ready *magic missile*, your *web* spell ends, and if you take damage before you release *magic missile* with your reaction, your concentration might be broken.

SEARCH

When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the GM might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

USE AN OBJECT

You normally interact with an object while doing something else, such as when you draw a sword as part of an attack. When an object requires your action for its use, you take the Use an Object action. This action is also useful when you want to interact with more than one object on your turn.

MAKING AN ATTACK

Whether you're striking with a melee weapon, firing a weapon at range, or making an attack roll as part of a spell, an attack has a simple structure.

1. **Choose a target.** Pick a target within your attack's range: a creature, an object, or a location.

2. **Determine modifiers.** The GM determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, spells, special abilities, and other effects can apply penalties or bonuses to your attack roll.

3. **Resolve the attack.** You make the attack roll. On a hit, you roll damage, unless the

particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

If there's ever any question whether something you're doing counts as an attack, the rule is simple: if you're making an attack roll, you're making an attack. And vice versa–attacks require attack rolls unless the ability specifically describes itself as an attack and calls for some other resolution method (such as the Grapple or Shove special attacks below).

ATTACK ROLLS

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits. The AC of a character is determined at character creation, whereas the AC of a monster is in its stat block.

MODIFIERS TO THE ROLL

When a character makes an attack roll, the two most common modifiers to the roll are an ability modifier and the character's proficiency bonus. When a monster makes an attack roll, it uses whatever modifier is provided in its stat block.

Ability Modifier. The ability modifier used for a melee weapon attack is Strength, and the ability modifier used for a ranged weapon attack is Dexterity. Weapons that have the finesse or thrown property break this rule.

Some spells also require an attack roll. The ability modifier used for a spell attack depends on the spellcasting ability of the spellcaster.

Proficiency Bonus. You add your proficiency bonus to your attack roll when you attack using a weapon with which you have proficiency, as well as when you attack with a spell.

ROLLING 1 OR 20

Sometimes fate blesses or curses a combatant, causing the novice to hit and the veteran to miss.

If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC. This is called a critical hit, which is explained later in this chapter.

If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC.

UNSEEN ATTACKERS AND TARGETS

Combatants often try to escape their foes' notice by hiding, casting the invisibility spell, or lurking in darkness.

When you attack a target that you can't see, you have disadvantage on the attack roll. This is true whether you're guessing the target's location or you're targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss, but the GM typically just says that the attack missed, not whether you guessed the target's location correctly. As a general rule, characters are assumed to be able to locate other creatures within 30 ft of them via sound, smell, or other senses even if they can't see them and do not need to guess their locations. A DM may rule otherwise in particular environments.

When a creature can't see you, you have advantage on attack rolls against it. If you are hidden—both unseen and unheard—when you make an attack, you give away your location when the attack hits or misses.

RANGED ATTACKS

When you make a ranged attack, you fire a bow or a crossbow, hurl a handaxe, or otherwise send projectiles to strike a foe at a distance. A monster might shoot spines from its tail. Many spells also involve making a ranged attack.

If the target of a ranged attack is concealed by opaque heavy obscurement (such as dense fog), the attack is made with disadvantage. This overrides the Unseen Attackers and Targets rules.

RANGE

You can make ranged attacks only against targets within a specified range.

If a ranged attack, such as one made with a spell, has a single range, you can't attack a target beyond this range.

Some ranged attacks, such as those made with a longbow or a shortbow, have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

RANGED ATTACKS IN CLOSE COMBAT

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack with a weapon, a spell, or some other means, you have disadvantage on the attack roll if you are within 5 feet of a hostile creature who can see you and who isn't incapacitated.

MELEE ATTACKS

Used in hand-to-hand combat, a melee attack allows you to attack a foe within your reach. A melee attack typically uses a handheld weapon such as a sword, a warhammer, or an axe. A typical monster makes a melee attack when it strikes with its claws, horns, teeth, tentacles, or other body part. A few spells also involve making a melee attack.

Most creatures have a 5-foot **reach** and can thus attack targets within 5 feet of them when making a melee attack. Certain creatures (typically those larger than Medium) have melee attacks with a greater reach than 5 feet, as noted in their descriptions.

Instead of using a weapon to make a melee weapon attack, you can use an **unarmed strike**: a punch, kick, head-butt, or similar forceful blow (none of which count as manufactured weapons). On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier. You are proficient with your unarmed strikes.

OPPORTUNITY ATTACKS

In a fight, everyone is constantly watching for a chance to strike an enemy who is fleeing or passing by. Such a strike is called an opportunity attack.

You can make an opportunity attack when a hostile creature that you can see moves out of your reach. To make the opportunity attack, you use your reaction to make one melee attack against the provoking creature. The attack occurs right before the creature leaves your reach.

You can avoid provoking an opportunity attack by taking the Disengage action. You also don't provoke an opportunity attack when you teleport or when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

TWO-WEAPON FIGHTING

When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can make an additional attack with a different light melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the additional attack, unless that modifier is negative.

If either weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it.

GRAPPLING

When you want to grab a creature or wrestle with it, you can use the Attack action to make a special melee attack, a grapple. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your grapple must be no more than one size larger than you and must be within your reach. Using at least one free hand, you try to seize the target by making a grapple check instead of an attack roll: a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you succeed, you subject the target to the grappled condition (see appendix A). The condition specifies the things that end it, and you can release the target whenever you like (no action required).

Escaping a Grapple. A grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check.

Moving a Grappled Creature. When you move, you can drag or carry the grappled creature with you, but your speed is halved, unless the creature is two or more sizes smaller than you. If the target is also being grappled by another creature and this movement would disrupt the grapple by moving the target out of their reach, treat it as an attempt to escape the grapple by the creature doing the movement. The mover and the other grappler make opposed checks as described. If the mover wins, the other person's grapple breaks. If the other grappler wins, no movement occurs.

Contests in Combat

Battle often involves pitting your prowess against that of your foe. Such a challenge is represented by a contest. This section includes the most common contests that require an action in combat: grappling and shoving a creature. The GM can use these contests as models for improvising others.

Shoving a Creature

Using the Attack action, you can make a special melee attack to shove a creature, either to knock it prone or push it away from you. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target must be no more than one size larger than you and must be within your reach. Instead of making an attack roll, you make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you win the contest, you either knock the target prone or push it 5 feet away from you.

Targets can choose to fail this context intentionally. If a friendly target is shoved while being grappled by a hostile creature, the hostile

creature makes the opposed check instead of the friendly target.

Cover

Walls, trees, creatures, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives half cover and a tree trunk that gives three-quarters cover, the target has three-quarters cover.

A target with **half cover** has a +2 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.

A target with **three-quarters cover** has a +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk.

A target with **total cover** can't be targeted directly by an attack or a spell, although some spells can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

Damage and Healing

Injury and the risk of death are constant companions of those who explore fantasy gaming worlds. The thrust of a sword, a well-placed arrow, or a blast of flame from a *fireball* spell all have the potential to damage, or even kill, the hardiest of creatures.

Hit Points

Hit points represent a combination of physical and mental durability, the will to live, and luck. Creatures with more hit points are more difficult to kill. Those with fewer hit points are more fragile.

A creature's current hit points (usually just called hit points) can be any number from the creature's hit point maximum down to 0. This number changes frequently as a creature takes damage or receives healing.

Whenever a creature takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a creature's

capabilities until the creature drops to 0 hit points.

Damage Rolls

Each weapon, spell, and harmful monster ability specifies the damage it deals. You roll the damage die or dice, add any modifiers, and apply the damage to your target. Magic weapons, special abilities, and other factors can grant a bonus to damage. With a penalty, it is possible to deal 0 damage, but never negative damage.

When attacking with a **weapon**, you add your ability modifier—the same modifier used for the attack roll—to the damage. A **spell** tells you which dice to roll for damage and whether to add any modifiers.

If a spell or other effect deals damage to **more than one target** at the same time, roll the damage once for all of them. For example, when a wizard casts *fireball* or a cleric casts *flame strike*, the spell's damage is rolled once for all creatures caught in the blast.

Critical Hits

When you score a critical hit, you get to roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal. To speed up play, you can roll all the damage dice at once.

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

Damage Types

Different attacks, damaging spells, and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as damage resistance, rely on the types.

The damage types follow, with examples to help a GM assign a damage type to a new effect.

Acid. The corrosive spray of a black dragon's breath and the dissolving enzymes secreted by a black pudding deal acid damage.

Bludgeoning. Blunt force attacks—hammers, falling, constriction, and the like—deal bludgeoning damage.

Cold. The infernal chill radiating from an ice devil's spear and the frigid blast of a white dragon's breath deal cold damage.

Fire. Red dragons breathe fire, and many spells conjure flames to deal fire damage.

Force. Force is pure magical energy focused into a damaging form. Most effects that deal force damage are spells, including *magic missile* and *spiritual weapon*.

Lightning. A *lightning bolt* spell and a blue dragon's breath deal lightning damage.

Necrotic. Necrotic damage, dealt by certain undead and a spell such as *chill touch*, withers matter and even the soul.

Piercing. Puncturing and impaling attacks, including spears and monsters' bites, deal piercing damage.

Poison. Venomous stings and the toxic gas of a green dragon's breath deal poison damage.

Psychic. Mental abilities such as a mind flayer's psionic blast deal psychic damage.

Radiant. Radiant damage, dealt by a cleric's *flame strike* spell or an angel's smiting weapon, sears the flesh like fire and overloads the spirit with power.

Slashing. Swords, axes, and monsters' claws deal slashing damage.

Thunder. A concussive burst of sound, such as the effect of the *thunderwave* spell, deals thunder damage.

Damage Resistance and Vulnerability

Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage.

If a creature or an object has **resistance** to a damage type, damage of that type is halved against it. If a creature or an object has **vulnerability** to a damage type, damage of that type is doubled against it.

Resistance and then vulnerability are applied after all other modifiers to damage. For example, a creature has resistance to bludgeoning damage and is hit by an attack that deals 25 bludgeoning damage. The creature is also within a magical aura that reduces all damage by 5. The 25 damage is first reduced by 5 and then halved, so the creature takes 10 damage.

Multiple instances of resistance or vulnerability that affect the same damage type count as only one instance. For example, if a creature has resistance to fire damage as well as resistance to all nonmagical damage, the damage of a nonmagical fire is reduced by half against the creature, not reduced by three* quarters.

Healing

Unless it results in death, damage isn't permanent. Even death is reversible through powerful magic. Rest can restore a creature's hit points, and magical methods such as a *cure*

wounds spell or a *potion of healing* can remove damage in an instant.

When a creature receives healing of any kind, hit points regained are added to its current hit points. A creature's hit points can't exceed its hit point maximum, so any hit points regained in excess of this number are lost. For example, a druid grants a ranger 8 hit points of healing. If the ranger has 14 current hit points and has a hit point maximum of 20, the ranger regains 6 hit points from the druid, not 8.

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

DROPPING TO 0 HIT POINTS

When you drop to 0 hit points, you either die outright or fall unconscious, as explained in the following sections.

INSTANT DEATH

Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum.

For example, a cleric with a maximum of 12 hit points currently has 6 hit points. If she takes 18 damage from an attack, she is reduced to 0 hit points, but 12 damage remains. Because the remaining damage equals her hit point maximum, the cleric dies.

FALLING UNCONSCIOUS

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

DEATH SAVING THROWS

Whenever you start your turn with 0 hit points, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. Unlike other saving throws, this one isn't tied to any ability score. You are in the hands of fate now, aided only by spells and features that improve your chances of succeeding on a saving throw.

Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable (see below). On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any hit points or become stable.

Rolling 1 or 20. When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point.

Damage at 0 Hit Points. If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

STABILIZING A CREATURE

The best way to save a creature with 0 hit points is to heal it. If healing is unavailable, the creature can at least be stabilized so that it isn't killed by a failed death saving throw.

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

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

MONSTERS AND DEATH

Most GMs have a monster die the instant it drops to 0 hit points, rather than having it fall unconscious and make death saving throws.

Mighty villains and special nonplayer characters are common exceptions; the GM might have them fall unconscious and follow the same rules as player characters.

KNOCKING A CREATURE OUT

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a creature to 0 hit points with a melee attack, the attacker can knock the creature out. The attacker can make this choice the instant the damage is dealt. The creature falls unconscious and is stable.

TEMPORARY HIT POINTS

Some spells and special abilities confer temporary hit points to a creature. Temporary hit points aren't actual hit points; they are a buffer against damage, a pool of hit points that protect you from injury.

When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage carries over to your normal hit points. For example, if you have 5 temporary hit points and take 7 damage, you

lose the temporary hit points and then take 2 damage.

Because temporary hit points are separate from your actual hit points, they can exceed your hit point maximum. A character can, therefore, be at full hit points and receive temporary hit points.

Healing can't restore temporary hit points, and they can't be added together. If you have temporary hit points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a spell grants you 12 temporary hit points when you already have 10, you can have 12 or 10, not 22.

If you have 0 hit points, receiving temporary hit points doesn't restore you to consciousness or stabilize you. They can still absorb damage directed at you while you're in that state, but only true healing can save you.

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

Mounted Combat

A knight charging into battle on a warhorse, a wizard casting spells from the back of a griffon, or a cleric soaring through the sky on a pegasus all enjoy the benefits of speed and mobility that a mount can provide.

A willing creature that is at least one size larger than you and that has an appropriate anatomy can serve as a mount, using the following rules.

Mounting and Dismounting

Once during your move, you can mount a creature that is within 5 feet of you or dismount. Doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to mount a horse. Therefore, you can't mount it if you don't have 15 feet of movement left or if your speed is 0.

If an effect moves your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing prone in a space within 5 feet of it. If you're knocked prone while mounted, you must make the same saving throw.

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

Controlling a Mount

While you're mounted, you have two options. You can either control the mount or allow it to act independently. Intelligent creatures, such as dragons, act independently.

You can control a mount only if it has been trained to accept a rider. Domesticated horses, donkeys, and similar creatures are assumed to have such training. The initiative of a controlled mount changes to match yours when you mount it. It moves as you direct it, and it has only three action options: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it.

An independent mount retains its place in the initiative order. Bearing a rider puts no restrictions on the actions the mount can take, and it moves and acts as it wishes. It might flee from combat, rush to attack and devour a badly injured foe, or otherwise act against your wishes.

In either case, if the mount provokes an opportunity attack while you're on it, the attacker can target you or the mount.

Underwater Combat

When adventurers pursue sahuagin back to their undersea homes, fight off sharks in an ancient shipwreck, or find themselves in a flooded dungeon room, they must fight in a challenging environment. Underwater the following rules apply.

When making a **melee weapon attack**, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident.

A **ranged weapon attack** automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).

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

Objects

When characters need to saw through ropes, shatter a window, or smash a vampire's coffin, the only hard and fast rule is this: given enough time and the right tools, characters can destroy any destructible object. Use common sense when determining a character's success at damaging an object. Can a fighter cut through a section of a stone wall with a sword? No, the sword is likely to break before the wall does.

For the purpose of these rules, an object is a discrete, inanimate item like a window, door, sword, book, table, chair, or stone, not a building or a vehicle that is composed of many

other objects.

STATISTICS FOR OBJECTS

When time is a factor, you can assign an Armor Class and hit points to a destructible object. You can also give it immunities, resistances, and vulnerabilities to specific types of damage.

Armor Class. . An object's Armor Class is a measure of how difficult it is to deal damage to the object when striking it (because the object has no chance of dodging out of the way). The Object Armor Class table provides suggested AC values for various substances.

OBJECT ARMOR CLASS

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

Hit Points. . An object's hit points measure how much damage it can take before losing its structural integrity. Resilient objects have more hit points than fragile ones. Large objects also tend to have more hit points than small ones, unless breaking a small part of the object is just as effective as breaking the whole thing. The Object Hit Points table provides suggested hit points for fragile and resilient objects that are Large or smaller.

OBJECT HIT POINTS

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

Huge and Gargantuan Objects. . Normal weapons are of little use against many Huge and Gargantuan objects, such as a colossal statue, towering column of stone, or massive boulder. That said, one torch can burn a Huge tapestry, and an *earthquake* spell can reduce a colossus to rubble. You can track a Huge or Gargantuan object's hit points if you like, or you can simply decide how long the object can withstand whatever weapon or force is acting against it. If you track hit points for the object, divide it into Large or smaller sections, and track each section's hit points separately. Destroying one of those sections could ruin the entire object. For example, a Gargantuan statue of a human might topple over when one of its Large legs is reduced to 0 hit points.

Objects and Damage Types. . Objects are immune to poison and psychic damage. You might decide that some damage types are more effective against a particular object or substance than others. For example, bludgeoning damage works well for smashing things but not for cutting through rope or leather. Paper or cloth objects might be vulnerable to fire and lightning damage. A pick can chip away stone but can't effectively cut down a tree. As always, use your best judgment.

Damage Threshold. . Big objects such as castle walls often have extra resilience represented by a damage threshold. An object with a damage threshold has immunity to all damage unless it takes an amount of damage from a single attack or effect equal to or greater than its damage threshold, in which case it takes damage as normal. Any damage that fails to meet or exceed the object's damage threshold is considered superficial and doesn't reduce the object's hit points.

CHAPTER 6: EQUIPMENT

Common coins come in several different denominations based on the relative worth of the metal from which they are made. The three most common coins are the gold piece (gp), the silver piece (sp), and the copper piece (cp).

With one gold piece, a character can buy a bedroll, 50 feet of good rope, or a goat. A skilled (but not exceptional) artisan can earn one gold piece a day. The old piece is the standard unit of measure for wealth, even if the coin itself is not commonly used. When merchants discuss deals that involve goods or services worth hundreds or thousands of gold pieces, the transactions don't usually involve the exchange of individual coins. Rather, the gold piece is a standard measure of value, and the actual exchange is in gold bars, letters of credit, or valuable goods.

One gold piece is worth ten silver pieces, the most prevalent coin among commoners. A silver piece buys a laborer's work for half a day, a flask of lamp oil, or a night's rest in a poor inn.

One silver piece is worth ten copper pieces, which are common among laborers and beggars. A single copper piece buys a candle, a torch, or a piece of chalk.

The the platinum piece (pp) is much more rarely used. A platinum piece is worth ten gold pieces.

The astral credit (ac) is the standard currency of the Astral and elemental planes. It is traditionally worth 100 gold pieces, but trading for it on the Mortal is difficult and purveyors on the other planes often want non-gold wealth in exchange. It's actually based on the excess energy produced by a standard human soul during a day.

A standard coin weighs about a third of an ounce, so fifty coins weigh a pound.

STANDARD EXCHANGE RATES

Coin	CP	SP	GP	PP	AC
Copper (cp)	1	1/10	1/100	1/1,000	1/10,000
Silver (sp)	10	1	1/10	1/100	1/1,000
Gold (gp)	100	10	1	1/10	1/100
Platinum (pp)	1,000	100	10	1	1/10
Astral credit (ac)	10,000	1,000	100	10	1

SELLING TREASURE

Opportunities abound to find treasure, equipment, weapons, armor, and more in the dungeons you explore. Normally, you can sell your treasures and trinkets when you return to a town or other settlement, provided that you can find buyers and merchants interested in your loot.

Arms, Armor, and Other Equipment.. As a general rule, undamaged weapons, armor, and other equipment fetch half their cost when sold in a market. Weapons and armor used by monsters are rarely in good enough condition to sell.

Magic Items.. Selling magic items is problematic. Finding someone to buy a potion or a scroll isn't too hard, but other items are out of the realm of most but the wealthiest nobles. Likewise, aside from a few common magic items, you won't normally come across magic items or spells to purchase. The value of magic is far beyond simple gold and should always be treated as such.

Gems, Jewelry, and Art Objects.. These items retain their full value in the marketplace, and you can either trade them in for coin or use them as currency for other transactions. For exceptionally valuable treasures, the GM might require you to find a buyer in a large town or larger community first.

Trade Goods.. On the borderlands, many people conduct transactions through barter. Like gems and art objects, trade goods—bars of iron, bags of salt, livestock, and so on—retain their full value in the market and can be used as currency.

ARMOR

Fantasy gaming worlds are a vast tapestry made up of many different cultures, each with its own technology level. For this reason, adventurers have access to a variety of armor types, ranging from leather armor to chain mail to costly plate armor, with several other kinds of armor in between. The Armor table collects the most commonly available types of armor found in the game and separates them into three categories: light armor, medium armor, and heavy armor. Many warriors supplement their armor with a shield.

The Armor table shows the cost, weight, and other properties of the common types of armor worn in fantasy gaming worlds.

Armor Proficiency.. Anyone can put on a suit of armor or strap a shield to an arm. Only those proficient in the armor's use know how to wear it effectively, however. Your class gives you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells.

Armor Class (AC).. Armor protects its wearer from attacks. The armor (and shield) you wear determines your base Armor Class.

Heavy Armor.. Heavier armor interferes with the wearer's ability to move quickly, stealthily, and freely. If the Armor table shows "Str 13" or "Str 15" in the Strength column for an armor type, the armor imposes disadvantage on attack rolls and Dexterity saving throws unless the wearer has a Strength score equal to or higher than the listed score. Wearing heavy armor halves the cost of the Deflect action but doubles the cost of the Dodge action.

Stealth.. If the Armor table shows "Disadvantage" in the Stealth column, the wearer has disadvantage on Dexterity (Stealth) checks.

Shields.. A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

Light Armor

Made from supple and thin materials, light armor favors agile adventurers since it offers some protection without sacrificing mobility. If you wear light armor, you add your Dexterity modifier to the base number from your armor type to determine your Armor Class. In addition, wearing light armor halves the cost of the Dodge action but doubles the cost of the Deflect action.

Padded.. Padded armor consists of quilted layers of cloth and batting.

Leather.. The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

Reinforced Leather.. Made from tough but flexible leather, reinforced leather is reinforced with plates in critical areas.

Medium Armor

Medium armor offers more protection than light armor, but it also impairs movement more. If you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class. Medium armor does not change the cost of either the Deflect or Dodge action.

Hide.. This crude armor consists of thick furs and pelts. It is commonly worn by barbarian tribes, evil humanoids, and other folk who lack access to the tools and materials needed to create better armor.

Chain Shirt.. Made of interlocking metal rings, a chain shirt is worn between layers of clothing or leather. This armor offers modest protection to the wearer's upper body and allows the sound of the rings rubbing against one another to be muffled by outer layers.

Scale Mail.. This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. The suit includes gauntlets.

Brigandine.. Also called a coat-of-plates, this armor consists of a heavy cloth cover with small plates riveted between the layers, much like a heavier version of Reinforced Leather.

Breastplate.. This armor consists of a fitted metal chest piece worn with supple leather. Although it leaves the legs and arms relatively unprotected, this armor provides good protection for the wearer's vital organs while leaving the wearer relatively unencumbered.

Heavy Armor

Of all the armor categories, heavy armor offers the best protection. These suits of armor cover the entire body and are designed to stop a wide range of attacks. Only proficient warriors can manage their weight and bulk.

Heavy armor doesn't let you add your Dexterity modifier to your Armor Class, but it also doesn't penalize you if your Dexterity modifier is negative.

Lamellar Armor.. This armor is made of metal strips or plates held together by leather cords. It generally covers only the torso, although a skirt of similar plates is often worn to cover the thighs.

Chain Mail.. Made of interlocking metal rings, chain mail includes a layer of quilted fabric worn underneath the mail to prevent chafing and to cushion the impact of blows. The suit includes gauntlets.

Half Plate.. Half plate consists of shaped metal plates that cover most of the wearer's body. It does not include leg protection beyond simple greaves that are attached with leather straps.

Plate.. Plate consists of shaped, interlocking metal plates to cover the entire body. A suit of plate includes gauntlets, heavy leather boots, a visored helmet, and thick layers of padding underneath the armor. Buckles and straps distribute the weight over the body.

Armor

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Light Armor					
Padded	5 gp	11 + Dex modifier	—	Disadvantage	8 lb.
Leather	10 gp	11 + Dex modifier	—	—	10 lb.
Reinforced leather	45 gp	12 + Dex modifier	—	—	13 lb.
Medium Armor					
Hide	10 gp	12 + Dex modifier (max 3)	—	—	12 lb.
Chain shirt	50 gp	12 + Dex modifier (max 3)	—	—	15 lb.
Scale mail	50 gp	13 + Dex modifier (max 2)	—	Disadvantage	15 lb.
Brigandine	400 gp	14 + Dex modifier (max 3)	—	—	15 lb.
Breastplate and chain	750 gp	15 + Dex modifier (max 2)	—	Disadvantage	20 lb.
Heavy Armor					
Lamelar armor	30 gp	14	—	Disadvantage	30 lb.
Chain mail	75 gp	16	Str 13	Disadvantage	35 lb.
Half plate	750 gp	17	Str 15	Disadvantage	30 lb.
Plate	1,500 gp	18	Str 15	Disadvantage	40 lb.
Shield					
Shield	10 gp	+2	—	—	6 lb.

GETTING INTO AND OUT OF ARMOR

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

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

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

DONNING AND DOFFING ARMOR

Category	Don	Doff
Light Armor	1 minute	1 minute
Medium Armor	5 minutes	1 minute
Heavy Armor	10 minutes	5 minutes
Shield	1 action	1 action

WEAPONS

Your class grants proficiency in certain weapons, reflecting both the class's focus and the tools you are most likely to use. Whether you favor a longsword or a longbow, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring.

The Weapons table shows the most common weapons used in the fantasy gaming worlds, their price and weight, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as either melee or ranged. A **melee weapon** is used to attack a target within 5 feet of you, whereas a **ranged weapon** is used to attack a target at a distance.

WEAPON PROFICIENCY

Your race, class, and feats can grant you proficiency with certain weapons or categories of weapons. The two categories are **simple** and **martial**. Most people can use simple weapons with proficiency. These weapons include clubs, maces, and other weapons often found in the hands of commoners. Martial weapons, including swords, axes, and polearms, require more specialized training to use effectively. Most warriors use martial weapons because these weapons put their fighting style and training to best use.

Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you do not add your proficiency bonus to the attack roll.

WEAPON PROPERTIES

Many weapons have special properties related to their use, as shown in the Weapons table.

Ammunition.. You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack (you need a free hand to load a one-handed weapon). At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield.

If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon (see "Improvised Weapons" later in the section). A sling must be loaded to deal any damage when used in this way.

Battering.. When you miss on an attack with a Battering weapon and do not roll a 1, the target still takes damage equal to your proficiency bonus.

Cleaving.. Once per turn when you hit with a Cleaving weapon, you can attempt to carry some of the damage onto another target within your reach. If you do so, compare the initial attack roll to the new target's AC. If it hits, they take the same damage as the initial target.

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

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

Light.. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons. When you wield a light weapon in each hand and take the Attack action, you can make an extra attack as long as you make attacks with each weapon. This extra attack does not add your ability modifier to the damage dealt.

Loading.. Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

Parrying.. When you take the Deflect action while wielding a parrying weapon, you also add +2 to your AC against that attack.

Precise.. These weapons are well adapted to finding the gaps in heavily-armored foes. When you make an attack with a precise weapon and

have advantage, you score a critical hit on a 19 or 20.

Range.. A weapon that can be used to make a ranged attack has a range in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's long range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

Reach.. This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it.

Special.. A weapon with the special property has unusual rules governing its use, explained in the weapon's description (see "Special Weapons" later in this section).

Thrown.. If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

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

Versatile.. This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

IMPROVISED WEAPONS

Sometimes characters don't have their weapons and have to attack with whatever is at hand. An improvised weapon includes any object you can wield in one or two hands, such as broken glass, a table leg, a frying pan, a wagon wheel, or a dead goblin.

Often, an improvised weapon is similar to an actual weapon and can be treated as such. For example, a table leg is akin to a club. At the GM's option, a character proficient with a weapon can use a similar object as if it were that weapon and use his or her proficiency bonus.

An object that bears no resemblance to a weapon deals 1d4 damage (the GM assigns a damage type appropriate to the object). If a character uses a ranged weapon to make a melee attack, or throws a melee weapon that does not have the thrown property, it also deals 1d4 damage. An improvised thrown weapon has a

normal range of 20 feet and a long range of 60 feet.

SILVERED WEAPONS

Some monsters that have immunity or resistance to nonmagical weapons are susceptible to silver weapons, so cautious adventurers invest extra coin to plate their weapons with silver. You can silver a single weapon or ten pieces of ammunition for 100 gp. This cost represents not only the price of the silver, but the time and expertise needed to add silver to the weapon without making it less effective.

SPECIAL WEAPONS

Weapons with special rules are described here.

Blowgun.. These needles don't do much damage by themselves but make excellent vehicles for poison and are particularly hard to notice. When you make an attack with a blowgun and are Hidden, you do not reveal yourself if you miss. In addition, you can poison up to 20 blowgun darts with a single vial of poison and do so as part of the action required to make the attack.

Lance.. You have disadvantage when you use a lance to attack a target within 5 feet of you. Also, a lance requires two hands to wield when you aren't mounted.

Net.. A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.

Trident.. Critical hits made with this weapon restrain the enemy until the end of your next turn.

Weapons

Name	Cost	Damage	Weight	Properties
Simple Melee Weapons				
Club	1 sp	1d4 bludgeoning	2 lb.	Light
Dagger	2 gp	1d4 piercing	1 lb.	Finesse, light, precise, thrown (range 20/60)
Greatclub	2 sp	1d8 bludgeoning	10 lb.	Battering, two-handed
Handaxe	5 gp	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Javelin	5 sp	1d6 piercing	2 lb.	Thrown (range 30/120)
Light hammer	2 gp	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60)
Mace	5 gp	1d6 bludgeoning	Battering	
Quarterstaff	2 sp	1d6 bludgeoning	Versatile (1d8)	
Sickle	1 gp	1d4 slashing	2 lb	Cleaving, light
Spear	1 gp	1d6 piercing	Thrown (range 20/60), versatile (1d8)	
Simple Ranged Weapons				
Crossbow, light	25 gp	1d8 piercing	5 lb.	Ammunition (range 80/320), loading, two-handed
Dart	5 cp	1d4 piercing	1/4 lb.	Finesse, thrown (range 20/60)
Shortbow	15 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
Sling	1 sp	1d6 bludgeoning	—	Ammunition (range 30/120), battering
Martial Melee Weapons				
Battleaxe	10 gp	1d8 slashing	4 lb.	Cleaving, versatile (1d10)
Glaive	20 gp	1d10 slashing	6 lb.	Cleaving, heavy, reach, two-handed
Greataxe	15 gp	1d12 slashing	7 lb.	Cleaving, heavy, two-handed
Greatsword	50 gp	1d12 slashing	6 lb.	Heavy, parrying, two-handed
Halberd	20 gp	1d10 slashing	6 lb.	Heavy, parrying, reach, two-handed
Lance	10 gp	1d12 piercing	6 lb.	Reach, special
Longsword	15 gp	1d8 slashing	3 lb.	Parrying, versatile (1d10)
Maul	10 gp	1d12 bludgeoning	10 lb.	Battering, heavy, two-handed
Morningstar	15 gp	1d8 piercing	4 lb.	Battering, versatile (1d10)
Pike	5 gp	1d10	18 lb.	Heavy, precise, reach, two-handed
Rapier	25 gp	1d8 piercing	2 lb.	Finesse, precise
Scimitar	15 gp	1d6 slashing	3 lb.	Finesse, cleaving, light
Shortsword	10 gp	1d6 piercing	2 lb.	Finesse, light, precise
War pick	5 gp	1d8 piercing	2 lb.	Precise, versatile (1d10)
Warhammer	15 gp	1d8 bludgeoning	Battering, versatile (1d10)	
Whip	2gp	1d4 slashing	3 lb.	Finesse, reach
Martial Ranged Weapons				
Blowgun	10 gp	1 piercing	1 lb.	Ammunition (range 25/100), loading, special
Crossbow, hand	75 gp	1d4 piercing	3 lb.	Ammunition (range 30/120), light, loading
Crossbow, heavy	75 gp	1d10 piercing	18 lb.	Ammunition (range 100/400), heavy, loading, two-handed
Longbow	50 gp	1d8 piercing	2 lb.	Ammunition (range 150/600), heavy, piercing, two-handed
Net	1 gp	—	3 lb.	Special, thrown (range 5/15)

ADVENTURING GEAR

This section describes items that have special rules or require further explanation.

Acid.. As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 2d6 acid damage.

Alchemist's Fire.. This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the alchemist's fire as an improvised weapon. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Antitoxin.. A creature that drinks this vial of liquid gains advantage on saving throws against poison for 1 hour. It confers no benefit to undead or constructs.

Arcane Focus.. An arcane focus is a special item—an orb, a crystal, a rod, a specially constructed staff, a wand-like length of wood, or some similar item— designed to channel the power of arcane spells. A sorcerer, warlock, or wizard can use such an item as a spellcasting focus.

Ball Bearings.. As an action, you can spill these tiny metal balls from their pouch to cover a level, square area that is 10 feet on a side. A creature moving across the covered area must succeed on a DC 10 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the save.

Block and Tackle.. A set of pulleys with a cable threaded through them and a hook to attach to objects, a block and tackle allows you to hoist up to four times the weight you can normally lift.

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

Caltrops.. As an action, you can spread a bag of caltrops to cover a square area that is 5 feet on a side. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving this turn and take 1 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. A creature moving through the area at half speed doesn't need to make the save.

Candle.. For 1 hour, a candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

Case, Crossbow Bolt.. This wooden case can hold up to twenty crossbow bolts.

Case, Map or Scroll.. This cylindrical leather case can hold up to ten rolled-up sheets of paper or five rolled-up sheets of parchment.

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

Climber's Kit.. A climber's kit includes special pitons, boot tips, gloves, and a harness. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

Component Pouch.. A component pouch is a small, watertight leather belt pouch that has compartments to hold all the material components and other special items you need to cast your spells, except for those components that have a specific cost (as indicated in a spell's description).

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

Druidic Focus.. A druidic focus might be a sprig of mistletoe or holly, a wand or scepter made of yew or another special wood, a staff drawn whole out of a living tree, or a totem object incorporating feathers, fur, bones, and teeth from sacred animals. A druid can use such an object as a spellcasting focus.

Fishing Tackle.. This kit includes a wooden rod, silken line, corkwood bobbers, steel hooks, lead sinkers, velvet lures, and narrow netting. Healer's Kit. This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

Holy Symbol.. A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol representing a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic. To use the symbol as a focus, the caster must hold it in hand, wear it visibly, or bear it on a shield.

Holy Water.. As an action, you can splash the contents of this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a ranged attack

against a target creature, treating the holy water as an improvised weapon. If the target is a fiend or undead, it takes 2d6 radiant damage. A cleric or paladin may create holy water by performing a special ritual. The ritual takes 1 hour to perform and consumes 25 gp worth of powdered silver.

Hunting Trap.. When you use your action to set it, this trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

Lamp.. A lamp casts bright light in a 15-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. Lantern, Bullseye. A bullseye lantern casts bright light in a 60-foot cone and dim light for an additional 60 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. Lantern, Hooded. A hooded lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. As an action, you can lower the hood, reducing the light to dim light in a 5-foot radius.

Lock.. A key is provided with the lock. Without the key, a creature proficient with thieves' tools can pick this lock with a successful DC 15 Dexterity check. Your GM may decide that better locks are available for higher prices.

Magnifying Glass.. This lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and about 5 minutes for the fire to ignite. A magnifying glass grants advantage on any ability check made to appraise or inspect an item that is small or highly detailed.

Manacles.. These metal restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of manacles comes with one key. Without the key, a creature proficient with thieves' tools can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have 15 hit points.

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

Oil.. Oil usually comes in a clay flask that holds 1 pint. As an action, you can splash the oil in this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5-foot-square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.

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

Potion of Healing.. A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.

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

Quiver.. A quiver can hold up to 20 arrows.

Ram, Portable.. You can use a portable ram to break down doors. When doing so, you gain a +4 bonus on the Strength check. One other character can help you use the ram, giving you advantage on this check.

Rations.. Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

Rope.. Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.

Scale, Merchant's.. A scale includes a small balance, pans, and a suitable assortment of weights up to 2 pounds. With it, you can measure the exact weight of small objects, such as raw precious metals or trade goods, to help determine their worth.

Spellbook.. Essential for wizards, a spellbook is a leather-bound tome with 100 blank vellum

pages suitable for recording spells.

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

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

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

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

ADVENTURING GOODS

Item	Cost	Weight
Abacus	2 gp	2 lb.
Acid (vial)	25 gp	1 lb.
Alchemist's fire (flask)	50 gp	1 lb.
Ammunition		
— Arrows (20)	1 gp	1 lb.
— Blowgun needles (50)	1 gp	1 lb.
— Crossbow bolts (20)	1 gp	1½ lb.
— Sling bullets (20)	4 cp	1½ lb.
Antitoxin (vial)	50 gp	—
Arcane focus		
— Crystal	10 gp	1 lb.
— Orb	20 gp	3 lb.
— Rod	10 gp	2 lb.
— Staff	5 gp	4 lb.
— Wand	10 gp	1 lb.
Backpack	2 gp	5 lb.
Ball bearings (bag of 1,000)	1 gp	2 lb.
Barrel	2 gp	70 lb.
Basket	4 sp	2 lb.
Bedroll	1 gp	7 lb.
Bell	1 gp	—
Blanket	5 sp	3 lb.
Block and tackle	1 gp	5 lb.
Book	25 gp	5 lb.
Bottle, glass	2 gp	2 lb.
Bucket	5 cp	2 lb.
Caltrops (bag of 20)	1 gp	2 lb.
Candle	1 cp	—
Case, crossbow bolt	1 gp	1 lb.
Case, map or scroll	1 gp	1 lb.
Chain (10 feet)	5 gp	10 lb.
Chalk (1 piece)	1 cp	—
Chest	5 gp	25 lb.
Climber's kit	25 gp	12 lb.
Clothes, common	5 sp	3 lb.
Clothes, costume	5 gp	4 lb.
Clothes, fine	15 gp	6 lb.
Clothes, traveler's	2 gp	4 lb.
Component pouch	25 gp	2 lb.
Crowbar	2 gp	5 lb.
Druidic focus		
— Sprig of mistletoe	1 gp	—
— Totem	1 gp	—
— Wooden staff	5 gp	4 lb.
— Yew wand	10 gp	1 lb.
Fishing tackle	1 gp	4 lb.
Flask or tankard	2 cp	1 lb.
Grappling hook	2 gp	4 lb.
Hammer	1 gp	3 lb.
Hammer, sledge	2 gp	10 lb.
Healer's kit	5 gp	3 lb.
Holy symbol		
— Amulet	5 gp	1 lb.
— Emblem	5 gp	—
— Reliquary	5 gp	2 lb.
Holy water (flask)	25 gp	1 lb.
Hourglass	25 gp	1 lb.
Hunting trap	5 gp	25 lb.
Ink (1 ounce bottle)	10 gp	—
Ink pen	2 cp	—
Jug or pitcher	2 cp	4 lb.
Ladder (10-foot)	1 sp	25 lb.
Lamp	5 sp	1 lb.
Lantern, bullseye	10 gp	2 lb.
Lantern, hooded	5 gp	2 lb.
Lock	10 gp	1 lb.
Magnifying glass	100 gp	—

Container	Capacity
Backpack	1 cubic foot/30 pounds of gear
Barrel	40 gallons liquid, 4 cubic feet solid
Basket	2 cubic feet/40 pounds of gear
Bottle	1½ pints liquid
Bucket	3 gallons liquid, 1/2 cubic foot solid
Chest	12 cubic feet/300 pounds of gear
Flask or tankard	1 pint liquid
Jug or pitcher	1 gallon liquid
Pot, iron	1 gallon liquid
Pouch	1/5 cubic foot/6 pounds of gear
Sack	1 cubic foot/30 pounds of gear
Vial	4 ounces liquid
Waterskin	4 pints liquid

You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack. This does not count against the weight limit.

EQUIPMENT PACKS

The starting equipment you get from your class includes a collection of useful adventuring gear, put together in a pack. The contents of these packs are listed here. If you are buying your starting equipment, you can purchase a pack for the price shown, which might be cheaper than buying the items individually.

Burglar's Pack (16 gp).. Includes a backpack, a bag of 1,000 ball bearings, 10 feet of string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a hooded lantern, 2 flasks of oil, 5 days rations, a tinderbox, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

Diplomat's Pack (39 gp).. Includes a chest, 2 cases for maps and scrolls, a set of fine clothes, a bottle of ink, an ink pen, a lamp, 2 flasks of oil, 5 sheets of paper, a vial of perfume, sealing wax, and soap.

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

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

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

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

Scholar's Pack (40 gp).. Includes a backpack, a book of lore, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of sand, and a small knife.

TOOLS

A tool helps you to do something you couldn't otherwise do, such as craft or repair an item, forge a document, or pick a lock. Your race, class, background, or feats give you proficiency with certain tools. Proficiency with a tool allows you to add your proficiency bonus to any ability check you make using that tool. Tool use is not tied to a single ability, since proficiency with a tool represents broader knowledge of its use. For example, the GM might ask you to make a Dexterity check to carve a fine detail with your woodcarver's tools, or a Strength check to make something out of particularly hard wood.

Tools

Item	Cost	Weight
Artisan's tools		
— Alchemist's supplies	50 gp	8 lb.
— Brewer's supplies	20 gp	9 lb.
— Calligrapher's supplies	10 gp	5 lb.
— Carpenter's tools	8 gp	6 lb.
— Cartographer's tools	15 gp	6 lb.
— Cobbler's tools	5 gp	5 lb.
— Cook's utensils	1 gp	8 lb.
— Glassblower's tools	30 gp	5 lb.
— Jeweler's tools	25 gp	2 lb.
— Leatherworker's tools	5 gp	5 lb.
— Mason's tools	10 gp	8 lb.
— Painter's supplies	10 gp	5 lb.
— Potter's tools	10 gp	3 lb.
— Smith's tools	20 gp	8 lb.
— Tinker's tools	50 gp	10 lb.
— Weaver's tools	1 gp	5 lb.
— Woodcarver's tools	1 gp	5 lb.
Disguise kit	25 gp	3 lb.
Forgery kit	15 gp	5 lb.
Gaming set		
— Dice set	1 sp	—
— Playing card set	5 sp	—
— Herbalism kit	5 gp	3 lb.
Musical instrument		
— Bagpipes	30 gp	6 lb.
— Drum	6 gp	3 lb.
— Dulcimer	25 gp	10 lb.
— Flute	2 gp	1 lb.
— Lute	35 gp	2 lb.
— Lyre	30 gp	2 lb.
— Horn	3 gp	2 lb.
— Pan flute	12 gp	2 lb.
— Shawm	2 gp	1 lb.
— Viol	30 gp	1 lb.
Navigator's tools	25 gp	2 lb.
Poisoner's kit	50 gp	2 lb.
Thieves' tools	25 gp	1 lb.
Vehicles (land or water)		

* See the "Mounts and Vehicles" section.

Artisan's Tools.. These special tools include the items needed to pursue a craft or trade. The table shows examples of the most common types of tools, each providing items related to a single craft. Proficiency with a set of artisan's tools lets you add your proficiency bonus to any ability checks you make using the tools in your craft.

Each type of artisan's tools requires a separate proficiency.

Disguise Kit.. This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.

Forgery Kit.. This small box contains a variety of papers and parchments, pens and inks, seals and sealing wax, gold and silver leaf, and other supplies necessary to create convincing forgeries of physical documents. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a physical forgery of a document.

Gaming Set.. This item encompasses a wide range of game pieces, including dice and decks of cards (for games such as Three-Dragon Ante). A few common examples appear on the Tools table, but other kinds of gaming sets exist. If you are proficient with a gaming set, you can add your proficiency bonus to ability checks you make to play a game with that set. Each type of gaming set requires a separate proficiency.

Herbalism Kit.. This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to create remedies and potions. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify or apply herbs. Also, proficiency with this kit is required to create antitoxin and potions of healing.

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

Navigator's Tools.. This set of instruments is used for navigation at sea. Proficiency with navigator's tools lets you chart a ship's course and follow navigation charts. In addition, these tools allow you to add your proficiency bonus to any ability check you make to avoid getting lost at sea.

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

Thieves' Tools.. This set of tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of

narrow-bladed scissors, and a pair of pliers. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or open locks.

MOUNTS AND VEHICLES

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

An animal pulling a carriage, cart, chariot, sled, or wagon can move weight up to five times its base carrying capacity, including the weight of the vehicle. If multiple animals pull the same vehicle, they can add their carrying capacity together.

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

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

Saddles.. A military saddle braces the rider, helping you keep your seat on an active mount in battle. It gives you advantage on any check you make to remain mounted. An exotic saddle is required for riding any aquatic or flying mount.

Vehicle Proficiency.. If you have proficiency with a certain kind of vehicle (land or water), you can add your proficiency bonus to any check you make to control that kind of vehicle in difficult circumstances.

Rowed Vessels.. Keelboats and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores. A rowboat weighs 100 pounds, in case adventurers carry it over land.

MOUNTS AND OTHER ANIMALS

Item	Cost	Speed	Carrying Capacity
Camel	50 gp	50 ft.	480 lb.
Donkey or mule	8 gp	40 ft.	420 lb.
Elephant	200 gp	40 ft.	1,320 lb.
Horse, draft	50 gp	40 ft.	540 lb.
Horse, riding	75 gp	60 ft.	480 lb.
Mastiff	25 gp	40 ft.	195 lb.
Pony	30 gp	40 ft.	225 lb.
Warhorse	400 gp	60 ft.	540 lb.

TACK HARNESS AND DRAWN VEHICLES

Item	Cost	Weight
Barding	×4	×2
Bit and bridle	2 gp	1 lb.
Carriage	100 gp	600 lb.
Cart	15 gp	200 lb.
Chariot	250 gp	100 lb.
Feed (per day)	5 cp	10 lb.
Saddle		
— Exotic	60 gp	40 lb.
— Military	20 gp	30 lb.
— Pack	5 gp	15 lb.
— Riding	10 gp	25 lb.
Saddlebags	4 gp	8 lb.
Sled	20 gp	300 lb.
Stabling (per day)	5 sp	—
Wagon	35 gp	400 lb.

WATERBORNE VEHICLES

Item	Cost	Speed
Galley	30,000 gp	4 mph
Keelboat	3,000 gp	1 mph
Longship	10,000 gp	3 mph
Rowboat	50 gp	1½ mph
Sailing ship	10,000 gp	2 mph
Warship	25,000 gp	2½ mph

TRADE GOODS

Most wealth is not in coins. It is measured in livestock, grain, land, rights to collect taxes, or rights to resources (such as a mine or a forest).

Guilds, nobles, and royalty regulate trade. Chartered companies are granted rights to conduct trade along certain routes, to send merchant ships to various ports, or to buy or sell specific goods. Guilds set prices for the goods or services that they control, and determine who may or may not offer those goods and services. Merchants commonly exchange trade goods without using currency. The Trade Goods table shows the value of commonly exchanged goods.

Trade Goods

Cost	Goods
1 cp	1 lb. of wheat
2 cp	1 lb. of flour or one chicken
5 cp	1 lb. of salt
1 sp	1 lb. of iron or 1 sq. yd. of canvas
5 sp	1 lb. of copper or 1 sq. yd. of cotton cloth
1 gp	1 lb. of ginger or one goat
2 gp	1 lb. of cinnamon or pepper, or one sheep
3 gp	1 lb. of cloves or one pig
5 gp	1 lb. of silver or 1 sq. yd. of linen
10 gp	1 sq. yd. of silk or one cow
15 gp	1 lb. of saffron or one ox
50 gp	1 lb. of gold
500 gp	1 lb. of platinum

EXPENSES

When not descending into the depths of the earth, exploring ruins for lost treasures, or waging war against the encroaching darkness, adventurers face more mundane realities. Even in a fantastical world, people require basic necessities such as shelter, sustenance, and clothing. These things cost money, although some lifestyles cost more than others.

LIFESTYLE EXPENSES

Lifestyle expenses provide you with a simple way to account for the cost of living in a fantasy world. They cover your accommodations, food and drink, and all your other necessities. Furthermore, expenses cover the cost of maintaining your equipment so you can be ready when adventure next calls.

At the start of each week or month (your choice), choose a lifestyle from the Expenses table and pay the price to sustain that lifestyle. The prices listed are per day, so if you wish to calculate the cost of your chosen lifestyle over a thirty-day period, multiply the listed price by 30. Your lifestyle might change from one period to the next, based on the funds you have at your disposal, or you might maintain the same lifestyle throughout your character's career.

Your lifestyle choice can have consequences. Maintaining a wealthy lifestyle might help you make contacts with the rich and powerful, though you run the risk of attracting thieves. Likewise, living frugally might help you avoid criminals, but you are unlikely to make powerful connections.

Lifestyle Expenses

Lifestyle	Price/Day	Price/Week
Wretched	—	—
Squalid	1 sp	8 sp
Poor	2 sp	16 sp
Modest	1 gp	8 gp
Comfortable	2 gp	16 gp
Wealthy	4 gp	64 gp
Aristocratic	10 gp minimum	80 gp minimum

Wretched.. You live in inhumane conditions. With no place to call home, you shelter wherever you can, sneaking into barns, huddling in old crates, and relying on the good graces of people better off than you. A wretched lifestyle presents abundant dangers. Violence, disease, and hunger follow you wherever you go. Other wretched people covet your armor, weapons, and adventuring gear, which represent a fortune by their standards. You are beneath the notice of most people.

Squalid.. You live in a leaky stable, a mud-floored hut just outside town, or a vermin-infested boarding house in the worst part of town. You have shelter from the elements, but you live in a desperate and often violent environment, in places rife with disease, hunger, and misfortune. You are beneath the notice of most people, and you have few legal protections. Most people at this lifestyle level have suffered some terrible setback. They might be disturbed, marked as exiles, or suffer from disease.

Poor.. A poor lifestyle means going without the comforts available in a stable community. Simple food and lodgings, threadbare clothing, and unpredictable conditions result in a sufficient, though probably unpleasant, experience. Your accommodations might be a room in a flophouse or in the common room above a tavern. You benefit from some legal protections, but you still have to contend with violence, crime, and disease. People at this lifestyle level tend to be unskilled laborers, costermongers, peddlers, thieves, mercenaries, and other disreputable types.

Modest.. A modest lifestyle keeps you out of the slums and ensures that you can maintain your equipment. You live in an older part of town, renting a room in a boarding house, inn, or temple. You don't go hungry or thirsty, and your living conditions are clean, if simple. Ordinary people living modest lifestyles include soldiers with families, laborers, students, priests, hedge wizards, and the like.

Comfortable.. Choosing a comfortable lifestyle means that you can afford nicer clothing and can easily maintain your equipment. You live in a small cottage in a middle-class neighborhood or in a private room at a fine inn. You associate

with merchants, skilled tradespeople, and military officers.

Wealthy.. Choosing a wealthy lifestyle means living a life of luxury, though you might not have achieved the social status associated with the old money of nobility or royalty. You live a lifestyle comparable to that of a highly successful merchant, a favored servant of the royalty, or the owner of a few small businesses. You have respectable lodgings, usually a spacious home in a good part of town or a comfortable suite at a fine inn. You likely have a small staff of servants.

Aristocratic.. You live a life of plenty and comfort. You move in circles populated by the most powerful people in the community. You have excellent lodgings, perhaps a townhouse in the nicest part of town or rooms in the finest inn. You dine at the best restaurants, retain the most skilled and fashionable tailor, and have servants attending to your every need. You receive invitations to the social gatherings of the rich and powerful, and spend evenings in the company of politicians, guild leaders, high priests, and nobility. You must also contend with the highest levels of deceit and treachery. The wealthier you are, the greater the chance you will be drawn into political intrigue as a pawn or participant.

SELF-SUFFICIENCY

The expenses and lifestyles described here assume that you are spending your time between adventures in town, availing yourself of whatever services you can afford—paying for food and shelter, paying townspeople to sharpen your sword and repair your armor, and so on. Some characters, though, might prefer to spend their time away from civilization, sustaining themselves in the wild by hunting, foraging, and repairing their own gear.

Maintaining this kind of lifestyle doesn't require you to spend any coin, but it is time-consuming. If you spend your time between adventures practicing a profession, you can eke out the equivalent of a poor lifestyle. Proficiency in the Survival skill lets you live at the equivalent of a comfortable lifestyle.

FOOD, DRINK, AND LODGING

The Food, Drink, and Lodging table gives prices for individual food items and a single night's lodging. These prices are included in your total lifestyle expenses.

FOOD DRINK AND LODGING

Item	Cost
Ale	
— Gallon	2 sp
— Mug	4 cp
Banquet (per person)	10 gp
Bread, loaf	2 cp
Cheese, hunk	1 sp
Inn stay (per day)	
— Squalid	7 cp
— Poor	1 sp
— Modest	5 sp
— Comfortable	8 sp
— Wealthy	2 gp
— Aristocratic	4 gp
Meals (per day)	
— Squalid	3 cp
— Poor	6 cp
— Modest	3 sp
— Comfortable	5 sp
— Wealthy	8 sp
— Aristocratic	2 gp
Meat, chunk	3 sp
Wine	
— Common (pitcher)	2 sp
— Fine (bottle)	10 gp

SERVICES

Adventurers can pay nonplayer characters to assist them or act on their behalf in a variety of circumstances. Most such hirelings have fairly ordinary skills, while others are masters of a craft or art, and a few are experts with specialized adventuring skills.

Some of the most basic types of hirelings appear on the Services table. Other common hirelings include any of the wide variety of people who inhabit a typical town or city, when the adventurers pay them to perform a specific task. For example, a wizard might pay a carpenter to construct an elaborate chest (and its miniature replica) for use in the *secret chest* spell. A fighter might commission a blacksmith to forge a special sword. A bard might pay a tailor to make exquisite clothing for an upcoming performance in front of the duke.

Other hirelings provide more expert or dangerous services. Mercenary soldiers paid to help the adventurers take on a hobgoblin army are hirelings, as are sages hired to research ancient or esoteric lore. If a high-level adventurer establishes a stronghold of some kind, he or she might hire a whole staff of servants and agents to run the place, from a castellan or steward to menial laborers to keep the stables clean. These hirelings often enjoy a long-term contract that includes a place to live within the stronghold as part of the offered compensation.

Skilled hirelings include anyone hired to perform a service that involves a proficiency (including weapon, tool, or skill): a mercenary, artisan, scribe, and so on. The pay shown is a minimum; some expert hirelings require more pay and hazardous situations generally require a danger bonus. Untrained hirelings are hired for menial work that requires no particular skill and can include laborers, porters, maids, and similar workers. They generally will not accompany a party into especially dangerous situations

Service Pay

Service	Pay
Coach cab	
— Between towns	3 cp per mile
— Within a city	1 cp
Hireling	
— Skilled	2 gp per day
— Untrained	2 sp per day
Messenger	2 cp per mile
Road or gate toll	1 cp
Ship's passage	1 sp per mile

SPELLCASTING SERVICES

People who are able to cast spells don't fall into the category of ordinary hirelings. It might be possible to find someone willing to cast a spell in exchange for coin or favors, but it is rarely easy and no established pay rates exist. As a rule, the higher the power of the desired spell, the harder it is to find someone who can cast it and the more it costs.

Hiring someone to cast a relatively common spell or incantation, such as *cure wounds* or *identify*, is easy enough in a city or town, and might cost 10 to 50 gold pieces (plus the cost of any expensive material components). Finding someone able and willing to cast a higher-power spell might involve traveling to a large city, perhaps one with a university or prominent temple. Once found, the spellcaster might ask for a service instead of payment—the kind of service that only adventurers can provide, such as retrieving a rare item from a dangerous locale or traversing a monster-infested wilderness to deliver something important to a distant settlement.

Chapter 7: Skill Tricks

Those who are particularly adept at certain aspects of adventuring often learn ways to use their talents to perform tricks that seem supernatural or magical to outside observers. While they are not magical in the same sense as spells or invocations, per se, they do produce effects not normally possible.

Each skill trick detailed below shares some common characteristics:

- **A cost**. Most skill tricks cost something, whether expending a replaceable tool, damaging a weapon or armor, or (most commonly) expending Stamina or Aether or both.
- **An ability score**. Every skill trick is tied to a particular ability score. That ability score sets its DC.
- **A prerequisite**. Every skill trick has one or more prerequisites before it can be learned. These are generally either a particular level of proficiency (numerical value, which does not includes expertise) for those that are tied to a particular skill or tool, or a character level for those marked as General.
- **A target or targets**. Many skill tricks target either an object or one or more creatures. A few target a particular area.
- **An effect**. The text of the skill trick describes the effect, as well as any saving throws required.

Skill Trick DCs

The DC for any saving throws required by skill tricks is given by

8 + the relevant ability score + your proficiency

regardless of whether the trick involves a proficiency or not. If you have expertise in the relevant skill or tool, targets have disadvantage on the saving throw.

Acquiring Skill Tricks

Some classes get native access to Skill Tricks as a class feature. If they grant access to more advanced skill tricks beyond the basic ones at particular levels, that access overrides any prerequisites in the skill trick. Everyone else can choose a skill trick that they qualify for whenever they acquire an Ability Score Improvement from their class. At the same time, they can trade out one skill trick they've learned for a different one they qualify for.

Basic Skill Tricks

Basic skill tricks only require a +2 proficiency or level 4 characters.

Alert

Wisdom(Perception) Basic Skill Trick You have advantage on Wisdom (Perception) checks against being surprised.

Arcane Initiate

Intelligence Basic Skill Trick You learn one cantrip of your choice from the Arcanist list, as well as one spell costing no more than 2 AET from that same list. Intelligence is your casting ability for these spells. You can pick this skill trick more than once. Each time you do, pick a different cantrip and spell.

Divine Initiate

WisdomReligion Basic Skill Trick You learn one cantrip of your choice from the Priest list, as well as one spell costing no more than 2 AET from that same list. Wisdom is your casting ability for these spells. You can pick this skill trick more than once. Each time you do, pick a different cantrip and spell.

Feint

Charisma(Deception) Basic Skill Trick You fake an attack as a bonus action, trying to misdirect the enemy. Expend 1 STA. The opponent must make a Wisdom saving throw. On a failed save, you have advantage on your next attack roll against them.

Frighten

Charisma(Intimidation) Basic Skill Trick As an action, you can expend 1 STA to threaten one enemy that can hear you. The target must make a Charisma saving throw. On a failed save, they are frightened of you until the end of your next turn.

Jump

Strength(Athletics) Basic Skill Trick You always count as having a running start when jumping. Additionally, you can fall an additional 10 ft. before taking fall damage. Start counting fall damage from 20 ft = 1d6 instead of 10 ft = 1d6.

Linguist

Intelligence Skill Trick When you listen to conversation in a language you don't speak for at

least 10 minutes, you can pick up the rudiments. Enough to be understood, but not enough to convey subtle details.

Additionally, you can make out the basic sense of any text written in a script for which you are fluent in at least one language. This does not help you decipher intentionally obfuscated or encoded messages.

LUNG CAPACITY

Constitution Skill Trick You can hold your breath for twice as long. In addition, you can spend 1 STA when you are exposed to a source of poison gas (such as Clairvoyance or a dretch's Stench ability) that requires a Constitution saving throw to gain advantage on the Constitution saving throw.

MEDIC

Wisdom(Medicine) Basic Skill Trick When you make a Wisdom (Medicine) check to stabilize someone at 0 HP and succeed, the target regains 1 hit point and is conscious instead.

MISDIRECT

Dexterity(Stealth) Basic Skill Trick When you are hidden, you can spend 1 STA to force a number of creatures equal to your proficiency bonus to make a Wisdom saving throw. On a failure, they do not notice you even if you move out of heavy obscurement, as long as you end your turn behind heavy obscurement.

PRIMAL INITIATE

Wisdom Basic Skill Trick You learn one cantrip of your choice from the Shaman list, as well as one spell costing no more than 2 AET. Wisdom is your casting ability for these spells. You can pick this skill trick more than once. Each time you do, pick a different cantrip and spell.

SCHOLAR: RELIGION

Intelligence(Religion) Basic Skill Trick You automatically recognize holy symbols of currently-active ascendants and know at least the basic tenants of that religion. Additionally, when you make an Intelligence (Religion) check to know information about dead or obscure religions or their worshippers, you have advantage on the check.

SENSE BALEFUL MAGIC

Intelligence(Arcana) Basic Skill Trick You are sensitive to the presence of hostile magics in your proximity. When you are within 30 ft. of a magical trap, spell glyph, or other hostile magical environment, you can use your passive

Intelligence (Arcana) instead of your passive Wisdom (Perception) to determine their location and nature.

Additionally, you have advantage on checks made to determine the spell being cast.

SHIELD BASH

Strength(Shield) Basic Skill Trick You lash out with your shield. Expend 1 STA and make an attack with a proficient melee weapon. On a hit, the opponent takes 1d4 bludgeoning damage and is Staggered until the end of their next turn. If you score a critical hit, the target is Staggered until the end of your next turn. This can replace an attack when you take the Attack action.

SOOTHE DOMESTICATED ANIMAL

Animal Handling Basic Skill Trick You can make a Wisdom (Animal Handling) check against a DC of 10 to alter the disposition of a domesticated animal to friendly toward you or prevent a domesticated animal from panicking. Trained guard animals have a DC of 15 if they were hostile toward you. This effect lasts for one hour unless you or your allies attack the animals or their friends.

TUMBLE

Dexterity (Acrobatics) Basic Skill Trick You can move through opponents spaces if they are only one size larger than you, not two by expending 1 STA. They count as difficult terrain and you cannot willingly end your movement in their space.

ADVANCED SKILL TRICKS

Advanced skill tricks require a +4 proficiency or level 9 characters.

ARCANE JOURNEYMAN

Intelligence Basic Skill Trick You learn one cantrip of your choice from the Arcanist list, as well as one spell costing no more than 3 AET from the same list. Intelligence is your casting ability for these spells. You can pick this skill trick more than once. Each time you do, pick a different cantrip and spell.

ATHLETE

Strength(Athletics) Advanced Skill Trick You can climb at full speed without making checks even on surfaces with few handholds or slick surfaces. You can expend 1 STA to climb even magically slick surfaces without needing hands or a check; if you are still on this surface at the start of your

next turn, you must expend additional STA or use your hands.

Additionally, you gain a swimming speed equal to your normal speed and no longer need to make checks to swim even in very rough or fast waters.

Additionally, the distance you can jump doubles and the height at which you start taking fall damage increases to 30 ft (taking 1d6 for the first 30 ft you fall and 1d6 for every 10 ft above that).

BEFRIEND WILD ANIMAL

Wisdom(Animal Handling) Advanced Skill Trick As an action, you can attempt to soothe an angry creature that does not speak any language or befriend a wary one. The creature must make a Charisma saving throw, at advantage if it is actively hostile to you. On a failure, the creature becomes friendly. Originally non-hostile creatures may follow you and protect you as long as you feed them and do not harm them, although they are still wild animals and they are not under your control.

BOND BREAKER

Strength Advanced Skill Trick You can spend 2 STA to break any non-magical shackles or bonds without a check. If the shackles are magical, you gain +10 on the Strength check to break free.

DELAY UNCONSCIOUSNESS

Constitution Advanced Skill Trick As a reaction when you are brought to zero hit points, you can expend 3 STA and gain a level of exhaustion. If you do, you do not gain the Unconscious condition and can act normally. You still make death saving throws as normal, including when you take damage. If you are still at 0 HP at the end of your next turn, you go unconscious at that point.

DEMORALIZE

Charisma(Intimidation) Advanced Skill Trick As an action, you expend 3 STA. You can either threaten a single enemy that can hear and see you or a group. If you threaten a single enemy, they must make a Wisdom saving throw. On a failed save, they suffer the consequences of failing a morale check and are Broken. If you threaten a group of creature, they all are affected as if you used the Frighten skill trick on them.

DIVINE JOURNEYMAN

Wisdom Basic Skill Trick You learn one cantrip of your choice from the Priest list, as well as one spell costing no more than 3 AET from the same

list. Wisdom is your casting ability for these spells. You can pick this skill trick more than once. Each time you do, pick a different cantrip and spell.

FASCINATE

Performance Advanced Skill Trick As an action, you begin a distracting performance. Expend 1 STA. Any number of creatures of your choice within 60 ft of you that can hear and see you must make a Wisdom saving throw. On a failure, they can't focus on anything but you and are effectively blinded and deafened to all other occurrences. Taking any damage breaks the effect, as does being shaken awake by someone else as an action. This effect lasts until you stop performing (using your action each round to maintain the distraction).

FIND WEAKNESS

Intelligence(Investigation) Advanced Skill Trick As a bonus action, you can search for flaws in your opponent. Expend 2 STA and make an Intelligence (Investigation) check against a DC of 10 + half the target's CR. On a success, you learn three of the following of your choice.

- Their highest and lowest saving throw modifiers
- Any resistances or immunities they have.
- Any vulnerabilities they have (whether ot damage particularly or things like Sunlight Sensitivity)
- Their current goals

Alternatively on a success, you can temporarily remove any one damage resistance you know about by informing your allies how to bypass it.

LIKE A SOLID SNAKE

Dexterity(Stealth) Advanced Skill Trick You can attempt to hide even if only lightly obscured. Additionally, missing with an attack does not remove the hidden or invisible status.

MENTAL TOUGHNESS

Charisma Advanced Skill Trick When you are afflicted by the Charmed, Frightened, or Incapacitated conditions at the beginning of your turn due to an effect that caused a Wisdom saving throw, you can spend 2 STA to ignore the effects of those conditions until the end of your turn.

PEOPLE WHISPERER

Wisdom(Insight) Advanced Skill Trick When you make a Wisdom (Insight) check and the result is above a 15, you gain one pertinent, specific

detail about the target's mental or emotional state for every 5 higher you rolled (ie 1 at 15, 2 at 20, etc.).

PRIMAL JOURNEYMAN

Wisdom Basic Skill Trick You learn one cantrip of your choice from the Shaman list, as well as one spell costing no more than 3 AET from the same list. Wisdom is your casting ability for these spells. You can pick this skill trick more than once. Each time you do, pick a different cantrip and spell.

POCKET SAND

Dexterity(Sleight of Hand) Advanced Skill Trick As a bonus action, you can expend 1 STA and attempt to throw sand or dust into an opponent's eyes. The target must make a Dexterity saving throw. On a failed save, they are blinded until the end of your next turn. This does not work on targets that have non-standard vision (ie don't use eyes to see).

RESUCCITATION

Wisdom(Medicine) Advanced Skill Trick As an action, you can attempt to resuscitate someone who died within the last minute. Make a Wisdom (Medicine) check against a DC of 15 + the number of rounds since they died. On a success, the creature is restored to 1 HP and any mortal wounds are closed, but gains a permanent injury. Both you and the target gain one level of Exhaustion.

SNOW JOB

Charisma(Deception) Advanced Skill Trick When you make a Charisma (Deception) check to convince someone you know something you don't or are someone you are not, you do so at advantage. In addition, if you succeed by more than 5, the target willingly tells you the missing information.

SUNDER

Strength(Carpentry, Mason's, or Blacksmith's Tools) Advanced Skill Trick When you make an attack against an unattended object and hit, you ignore its Damage Threshold and deal double damage.

Alternatively, you can target attended objects as follows, expending 2 STA:

- **Armor**: Make an attack against the target's AC. On a hit, the target takes half damage from the attack but any other attacks against the target have advantage until the target uses an action to realign the damaged piece.

- **Weapons**: Make an attack against the target's AC. On a hit, the target takes half damage from the attack and has disadvantage on all attacks made with that weapon.
- **Wielded Spell Foci or other objects in hand**: Make an attack at disadvantage against the target's AC. On a hit, the focus is knocked from their grasp and lands 1d6 ×5 ft away in a random direction.

WRESTLER

Strength(Athletics) Advanced Skill Trick You can grapple and shove creatures two sizes larger than yourself. If you expend 1 STA, you can remove the size limit entirely.

Additionally, when you start your turn with a creature grappled, you can expend 1 STA and attempt a second grapple check. If you succeed, the target is restrained until the grapple ends.

EXPERT SKILL TRICKS

Expert skill tricks require a +5 proficiency or level 13 characters.

BLINDFIGHTER

Wisdom(Perception) Expert Skill Trick Invisible or unseen enemies no longer have advantage to hit you. In addition, you do not have disadvantage to hit invisible or unseen enemies and gain blindsight out to 10 ft. If you already have blindsight or gain it later, this stacks.

BREAK WILL

Charisma(Intimidation) Expert Skill Trick This skill trick acts like Demoralize except that you can force any number of creatures that can see and hear you to make a Wisdom saving throw, becoming Broken on a failure and Frightened of you on a success. The frightened state lasts for 1 minute.

COMPREHEND DWEOMER

Intelligence(Arcana) Expert Skill Trick You gain the following benefits:

- You can determine the nature of any arcane phenomena you encounter, including spell glyphs, illusions, etc.
- You can detect spellcasting within 60 ft. of you even if there are no components.
- You can expend 3 AET as a reaction to attempt to disrupt spellcasting by a creature you can see within 60 ft. of you. Make an Intelligence (Arcana) check against a DC of 10 + the spell level. On a success, the spell fails. If you have the Spellcasting feature, you can substitute your spellcasting ability for Intelligence.

DUNGEONCRASHER

Strength(Athletics) Expert Skill Trick When you move at least 10 feet before attempting to shove a creature, you can shove any size of creature. In addition, the distance you can shove creatures increases by 5 ft. for every STA you expend when making the check. If the creature is stopped short of the full distance by a hard surface, they must make a Constitution saving throw. On a failure, they are stunned until the end of their next turn. If they are stopped by running into a creature of their size or smaller, the other creature is knocked prone unless they succeed on a Strength saving throw.

FIND PORTAL

Wisdom(Survival) Expert Skill Trick You search for signs of an accessible planar portal within 1 mile of you. Make a Wisdom (Survival) check and expend 2 AET, with advantage if you also are proficient in Arcana. The result determines your success:

FIND PORTAL RESULTS

Check Total	Result
< 10	You find a portal to a plane of the DM's choosing. The location on that plane that it leads to is dangerous.
10-14	You find a portal to a plane of the DM's choosing. The location on that plane that it leads to is not inherently dangerous.
15-19	You find a portal to a plane of your choosing. The location on that plane that it leads to is chosen by the DM, but is not inherently dangerous.
20+	You find a portal to a plane of your choosing. You can choose the approximate location that it leads to.

LIKE A GHOST

Dexterity(Stealth) Expert Skill Trick When you are hidden, you no longer need to be concealed to remain hidden, but you must expend 1 STA for every turn you spend hidden without concealment. Missing with an attack no longer breaks stealth, although casting a spell with verbal components or hitting with an attack does reveal your position.

SLIPPERY

Dexterity(Acrobatics) Expert Skill Trick You can no longer be grappled or restrained by

non-legendary effects as long as you spend 1 STA when the effect is applied.

MASTER SKILL TRICKS

Master skill tricks require a +6 proficiency or level 17 characters.

BALANCE ON THIN AIR

Dexterity(Acrobatics) Master Skill Trick You can expend 1 AET per turn to walk on air as if it was solid ground.

DRAGON'S FEAR

Charisma(Intimidation) Master Skill Trick This skill trick works as Break Will, but with the addition that creatures whose CR is less than half your level automatically fail the saving throw and creatures higher than that have disadvantage on the saving throw.

FRIEND TO ALL

Charisma(Persuasion) Master Skill Trick As an action, you can magically call for a truce even during combat, expending 3 AET. All creatures that can understand your language must make a Wisdom saving throw. On a failure, they become non-hostile until someone takes a hostile action. This ability does not work on mindless creatures, including zombies and skeletons.

Alternatively, if you are not actively fighting someone, you can force them to make a Wisdom saving throw. On a failure, their disposition to you increases by one step for 10 minutes or until you take hostile action against them. Once the effect ends, they will still follow through on any bargains struck during that time, but their disposition toward you may change.

FORCE PORTAL

Wisdom(Survival) Master Skill Trick As an action and expending 4 AET, you force a micro-fissure in the fabric of the planes to form a full-fledged portal that lasts for 6 seconds. You can choose what plane it exits to, but only a rough description of the location on that plane.

HEALING HANDS

Wisdom(Medicine) Master Skill Trick As an action you can expend 4 AET to magically do one of the following to a creature you touch:

- Heal the creature to half of its maximum hit points.
- Remove any condition from a living creature.
- Cure any disease and remove any poison or curse affecting the creature.
- Break one spell affecting the creature.

- Restore a dead body to life as long as it has been dead less than 1 hour. Taking this benefit causes both you and the target 3 levels of exhaustion.

Chapter 8: Incantations

A repeated issue is that "utility" and "spells" have become virtually synonymous. This means that for a martial to gain "utility", he has to gain something indistinguishable from spells...which casters already do better.

My proposal is to break this link entirely by turning many of the "utility" spells into incantations that anyone of the appropriate level who discovers the ceremony can enact. The spells they're based on no longer exist on anyone's list. These are balanced by tier and components. These components may include consumable expensive items, required places, time, bloodlines, or number of casters. Note that since incantations are not spells, components must be provided explicitly and cannot be provided by a focus or component pouch.

Spells eligible to be converted to incantations include those used for information gathering, those with either permanent or long-lasting (hours or more) effects, those that allow the party to travel quickly between locations or enable new movement modes (underwater, flying, etc), and those that raise the dead or remove strong conditions

- Abjure Espionage (Uncommon)
- Alarm (Common)
- Animal Messenger (Common)
- Antipathy/Sympathy (Very Rare)
- Arcane Lock (Common)
- Astral Projection (Legendary)
- Augment Fertility (Uncommon)
- Augury (Common)
- Awaken Beast or Plant (Rare)
- Binding Circle (Rare)
- Clairvoyance (Uncommon)
- Commune (Rare)
- Create Food and Water (Uncommon)
- Continual Flame (Common)
- Divination (Uncommon)
- Dream Messenger (Uncommon)
- Earthquake (Very Rare)
- Enthrall (Common)
- Extradimensional Refuge (Rare)
- Extradimensional Refuge, Minor (Common)
- Fabricate (Rare)
- Find the Path (Uncommon)
- Fly (Rare)
- Floating Disk (Common)
- Forbiddance (Rare)
- Gate (Legendary)
- Geas (Rare)
- Gentle Repose (Common)
- Gift of Tongues, Greater (Uncommon)
- Gift of Tongues, Lesser (Common)
- Guards and Wards (Rare)
- Hallow (Rare)
- Identify (Common)
- Illusory Script (Common)
- Instant Summons (Uncommon)
- Irresistible Summons (Legendary)
- Legend Lore (Uncommon)
- Lock-breaker's Boon (Common)
- Magic Aura (Common)
- Magic Mouth (Common)
- Mending (Common)
- Mind Blank (Very Rare)
- Modify Memory (Rare)
- Nondetection (Common)
- Phantom Steed (Rare)
- Planar Ally (Rare)
- Plane Shift (Rare)
- Private Sanctum (Uncommon)
- Programmed Illusion (Rare)
- Project Image (Very Rare)
- Purify Food and Drink (Common)
- Rapid Fortifications (Uncommon)
- Restoration (Common)
- Resurrection (Uncommon)
- Scrying (Rare)
- Secure Shelter (Uncommon)
- Sending (Uncommon)
- Sense Location (Uncommon)
- Shadow Creation (Rare)
- Spell Trap (Uncommon)
- Telepathic Bond (Uncommon)
- Teleport (Rare)
- Teleportation Circle (Uncommon)
- Teleport Trap (Uncommon)
- Total Transformation (Legendary)
- Transport via Plants (Uncommon)
- Unseen Servant (Common)
- Voice the Voiceless (Common)
- Water Breathing (Common)
- Water Walk (Common)
- Zone of Truth (Uncommon)

Finding and Learning Incantations

The knowledge to perform an incantation is encoded into Ritual Scrolls. These are similar to spell scrolls of the same rarity, with the difference that they are not consumed on use but that performing the incantation requires reading from the enchanted scroll. Characters can prepare a Ritual Scroll following the same rules as crafting a spell scroll; the rarity of the incantation matches the rarity of the "spell scroll" created.

Successfully performing an incantation requires a certain strength of will above all. Mechanically, this translates into level requirements. Incantations come in similar rarities to magic items, with corresponding level

requirements to perform.

Common incantations can be learned by anyone. They correspond to spells with costs between 2 and 4 aether as well as cantrips.

Uncommon incantations require at least someone of level 5. They generally correspond to spells with costs between 5 and 12 aether.

Rare incantations require at least someone of level 11. They generally correspond to lower-tier legendary effects.

Very Rare incantations require level 15 to perform. They generally correspond to mid-tier legendary effects.

Legendary incantations require someone of level 17 to perform. They correspond to highest-tier legendary effects.

INCANTATION TAGS AND COSTS

Each incantation has one or more tags that summarize the costs associated with performing the ritual. The exact details are explained in the text of the incantation entry. The tags are listed below:

Cooldown (X): This incantation can only be performed once every X amount of time. This cooldown is per participant.

Costly (X): This incantation requires a component with value of at least X gp, and that component is consumed per casting.

Debilitating (X): Performing this incantation is exhausting. If you perform it again before finishing a long rest, anyone participating gains X levels of exhaustion, with subsequent performances causing stacking penalties.

Debilitating (Major, X): Like Debilitating, except takes place immediately on first use per long rest as well as subsequent uses.

Exclusive: The effects of this incantation immediately end if the incantation is performed again or if the target of the incantation is targeted by any other incantation.

Focus (X): This incantation requires a component with value of at least X gp, but that component is not consumed in the casting.

Group (N): This incantation requires N people who all know the incantation. All share in any negative effects/costs.

Immobile: Those performing the incantation cannot move more than 5 feet during the time required to perform the incantation and for the duration of the incantation; if they do, the incantation fails.

Location: This incantation can only be performed at specific locations as described in the text. Implies Immobile.

Each incantation also requires a certain amount of time to perform (generally more than one action). Since these are not spells, that does not trigger the need for concentration. Incantations that are not Group (2) or larger can be performed by multiple celebrants simultaneously. Having one or more extra participants reduces the time required by 1 step (see below) with a minimum of a full-round action. Each participant shares in the restrictions and penalties and must know the incantation to participate.

TIME STEPS

Full Round (takes effect at the beginning of the performer's next turn, requires action, bonus action, and reaction and is interrupted by any damage) -> 1 minute -> 10 minutes -> 1 hour -> 4 hours -> 8 hours -> 24 hours.

DURATION

Some incantations have effects that naturally expire. Those will have a Duration tag in their summary line. This duration starts once the incantation's effects begin (so a 1 hr performance time and a 1 hour duration mean that the effect will end 2 hours after the incantation began).

INCANTATIONS BY RARITY

The spell name in brackets is the spell replaced by this incantation if the incantation's name doesn't match an existing spell; it no longer appears on any spell list and cannot be cast via a spell slot.

COMMON INCANTATIONS

ALARM

Common, 10 minutes, duration 8 hours.

You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the incantation effect, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the incantation, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible.

A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping. An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

Animal Messenger

Common, 1 minute, Exclusive, Costly (Special). Duration 24 hours (Special). By means of this incantation, you use an animal to deliver a message. Choose a Tiny beast you can see within range, such as a squirrel, a blue jay, or a bat. You specify a location, which you must have visited, and a recipient who matches a general description, such as "a man or woman dressed in the uniform of the town guard" or "a red-haired dwarf wearing a pointed hat." You also speak a message of up to twenty-five words. The target beast travels for the duration of the incantation toward the specified location, covering about 50 miles per 24 hours for a flying messenger, or 25 miles for other animals.

When the messenger arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you gave. If the messenger doesn't reach its destination before the incantation ends, the message is lost, and the beast makes its way back to where you cast this incantation.

Special: By burning a sachet of costly herbs worth at least 10 gp while performing this incantation, you can extend the duration by 24 hours for the first 10 gp worth of herbs and 24 hours for every 50 gp of herbs after that.

Arcane Lock

Common, 1 minute, Exclusive, Costly (25 gp of gold dust)

You touch a closed door, window, gate, chest, or other entryway, and it becomes locked for the duration. You and the creatures you designate when you cast this incantation can open the object normally. You can also set a password that, when spoken within 5 feet of the object, suppresses this effect for 1 minute. Use of the lockpicks created by lockbreaker's boon suppresses this effect for that pick attempt.

While affected by this incantation, the object is more difficult to break or force open; the DC to break it or pick any locks on it increases by 10.

Augury

Common, 10 minutes, Focus (specially marked sticks, bones, or other tokens worth at least 25 gp), Special (see text).

By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen from an otherwise uninterested otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes. The GM chooses from the following possible omens:

- Weal, for good results
- Woe, for bad results
- Weal and woe, for both good and bad results
- Nothing, for results that aren't especially good or bad

The incantation doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

If you perform the incantation two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The GM makes this roll in secret.

Continual Flame

Common, 1 minute, Costly (ruby dust worth 50 gp), Cooldown (1 hour)

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered or hidden but not smothered or quenched.

Enthrall

Common, Full round (see text), Focus (a gold pendant worth at least 100 gp).

You weave a distracting string of words, causing creatures of your choice that you can see within range and that can hear you to make a Wisdom saving throw with a DC of 8 + your proficiency bonus + your Charisma modifier. Any creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting a creature, it has advantage on the save. On a failed save, the target is blinded and deafened to all creatures other than you until one minute has passed or you stop performing the ritual (by incapacitation or otherwise). Once the effect ends for a target, they cannot be affected by it for 48 hours regardless of the source.

Extradimensional Refuge, Minor

Common, 1 minute, Debilitating (1)

You touch a length of rope that is up to 60 feet long. One end of the rope then rises into the air until the whole rope hangs perpendicular to the ground. At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until the incantation ends. The extradimensional space can be reached by climbing to the top of the rope. The space can hold as many as eight Medium or smaller creatures. The rope can be pulled into the space, making the rope disappear from view outside the space. Attacks and spells can't cross through the entrance into or out of the extradimensional

space, but those inside can see out of it as if through a 3-foot-by-5 foot window centered on the rope. This window and the space beyond is invisible to creatures outside unless they have Truesight.

Anything inside the extradimensional space drops out when the incantation ends. This extradimensional space does not interact with Bags of Holding or other similar objects.

FLOATING DISK

Common, 10 minutes, Immobile. Duration 1 hour

This incantation creates a circular, horizontal plane of force, 3 feet in diameter and 1 inch thick, that floats 3 feet above the ground in an unoccupied space of your choice that you can see within range. The disk remains for the duration, and can hold up to 500 pounds. If more weight is placed on it, the incantation ends, and everything on the disk falls to the ground.

The disk is immobile while you are within 20 feet of it. If you move more than 20 feet away from it, the disk follows you so that it remains within 20 feet of you. It can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot-deep pit, nor could it leave such a pit if it was created at the bottom. If you move more than 100 feet from the disk (typically because it can't move around an obstacle to follow you), the effect ends.

GENTLE REPOSE

Common, Full round, Costly (2 cp). Duration 10 days

This incantation prevents the decay of corpses for the duration, prolonging the time over which the Resurrection incantation can be performed while still counting as an uncommon effect. This also increases the time that the Revivify spell will work. While in effect, it also prevents the raising of the target as undead.

GIFT OF TONGUES, LESSER

Common, Full round action, Costly (a small fish worth 1 gp). Duration 1 minute

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This incantation doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

IDENTIFY

Common, 10 minutes, Focus (a pearl worth 100 gp and an owl feather).

You choose one object that you must touch throughout the casting of the incantation. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it. If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

ILLUSORY SCRIPT

Common, 10 minutes, Costly (a lead based ink worth at least 10 gp), Duration 10 days

You write on parchment, paper, or some other suitable writing material and imbue it with a potent illusion that lasts for the duration. To you and any creatures you designate when you cast the incantation, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know. Should the incantation be dispelled, the original script and the illusion both disappear. A creature with truesight can read the hidden message.

LOCK-BREAKER'S BOON

Common, 1 minute, Exclusive. Duration 10 minutes

One creature touched gains proficiency with Thieves Tools for the duration. If the target already has proficiency, they gain expertise instead. The incantation also creates a set of thieves' tools made of solid force. When these tools are used on a door that was locked via Arcane Lock, the magical lock is suppressed for the duration of the attempt.

MAGIC AURA

Common, 10 minutes, Costly (silk worth 10 gp). Duration 24 hours You place an illusion on a creature or an object you touch so that divination spells reveal false information about it. The target can be a willing creature or an object that isn't being carried or worn by another creature.

When you cast the incantation, choose one or both of the following effects. The effect lasts for the duration. If you cast this incantation on the same creature or object every day for 30 days, placing the same effect on it each time, the illusion lasts until it is dispelled.

False Aura. You change the way the target appears to spells and magical effects, such as detect magic, that detect magical auras. You can make a nonmagical object appear magical, a magical object appear nonmagical, or change the object's magical aura so that it appears to belong to a specific school of magic that you choose. When you use this effect on an object, you can make the false magic apparent to any creature that handles the item.

Mask. You change the way the target appears to spells and magical effects that detect creature types, such as a paladin's Divine Sense or the trigger of a symbol spell. You choose a creature type and other spells and magical effects treat the target as if it were a creature of that type or of that alignment. This does allow bypassing such things as glyphs of warding keyed to creature type.

Magic Mouth
Common, 10 minutes, Costly (10gp, a small bit of honeycomb and jade dust)

You implant a message within an object in range, a message that is uttered when a trigger condition is met. Choose an object that you can see and that isn't being worn or carried by another creature. Then speak the message, which must be 25 words or less, though it can be delivered over as long as 10 minutes. Finally, determine the circumstance that will trigger the incantation to deliver your message.

When that circumstance occurs, a magical mouth appears on the object and recites the message in your voice and at the same volume you spoke. If the object you chose has a mouth or something that looks like a mouth (for example, the mouth of a statue), the magical mouth appears there so that the words appear to come from the object's mouth. When you cast this incantation, you can have the incantation end after it delivers its message, or it can remain and repeat its message whenever the trigger occurs.

The triggering circumstance can be as general or as detailed as you like, though it must be based on visual or audible conditions (the mouth has passive perception of 10 and no special senses such as darkvision) that occur within 30 feet of the object and cannot be triggered by another magic mouth effect. Triggering circumstances that involve significant logic may be rejected by the DM.

Mending
Common, 1 minute.

This incantation repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This incantation can physically repair a magic item or construct, but the incantation can't restore magic to such an object.

Purify Food and Drink
Common, 10 minutes

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within 10 ft is purified and rendered free of poison and disease.

Restoration
Common (see text), Variable time (see text), Costly (see text).

This incantation removes afflictions. The power depends on the time spent and the components expended:

Lesser Restoration (Full round, diamond dust worth 10 gp): The creature touched at the end of this ritual is cured of one disease afflicting it or one of the following conditions: blinded, deafened, paralyzed, or poisoned.

Greater Restoration (1 hour, 100 gp of diamond dust, requires 5th level): The creature touched at the end of this ritual either reduces their exhaustion level by one or has one of the following effects ended:

- One effect that charmed or petrified the target
- One curse, including the target's attunement to a cursed magic item
- Any reduction in one of the target's ability scores
- One effect reducing the target's hit point maximum

Unseen Servant
Common, 10 minutes, Costly (1 gp). Duration 1 hour.

This incantation creates an invisible, mindless, shapeless force that performs simple tasks at your command until the incantation ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the effect ends. Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command. It cannot take any action that would directly or

foreseeably cause damage to another creature (as decided by the DM). If a command is rejected due to causing harm, you can give it a different command with that same bonus action. If you command the servant to perform a task that would move it more than 60 feet away from you, the effect ends.

VOICE THE VOICELESS
Common (see text), 10 minutes, Debilitating (1, see text). Duration 10 minutes

Animal. You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.

Plants. You imbue plants within 30 feet of you with limited sentience and animation, giving them the ability to communicate with you and follow your simple commands. You can question plants about events in the incantation's area within the past day, gaining information about creatures that have passed, weather, and other circumstances. You can also turn difficult terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or you can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration, causing vines and branches to hinder pursuers, for example. Plants might be able to perform other tasks on your behalf, at the GM's discretion. The incantation doesn't enable plants to uproot themselves and move about, but they can freely move branches, tendrils, and stalks.

If a plant creature is in the area, you can communicate with it as if you shared a common language, but you gain no magical ability to influence it. This incantation can cause the plants created by the entangle spell to release a restrained creature.

Corpse. (requires level 5 and imposes Debilitating (1)): You grant the semblance of life and intelligence to a corpse of your choice within range, allowing it to answer the questions you pose. The corpse must still have a mouth and can't be undead. The incantation fails if the corpse was the target of this incantation within the last 10 days. Until the incantation ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are

hostile to it or it recognizes you as an enemy. This incantation doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

WATER BREATHING
Common, 10 minutes, Exclusive. Duration 24 hours This incantation grants up to ten willing creatures you can see within range the ability to breathe underwater until the incantation ends. Affected creatures also retain their normal mode of respiration.

WATER WALK
Common, 10 minutes. Duration 1 hour

This incantation grants the ability to move across any liquid surface—such as water, acid, mud, snow, quicksand, or lava—as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures you can see within range gain this ability for the duration. If you target a creature submerged in a liquid, the incantation carries the target to the surface of the liquid at a rate of 60 feet per round.

UNCOMMON INCANTATIONS

ABJURE ESPIONAGE
Uncommon, 1 minute, Exclusive, Debilitating (1). Duration 1 hour

You ward a 30' sphere around you against spying magics for 1 hour. Any spell or effect that would allow someone not in the area to see or hear the interior fails; no sound or vision can see into the area from the outside.

Special if you expend a pearl worth at least 100 gp while performing this incantation, you can instead cause any foiled scrying attempt to see or hear a scene that you designate when you cast the incantation. This scene can last up to 10 minutes, after which it loops to the beginning.

AUGMENT FERTILITY
Uncommon, 8 hours, Cooldown (1 week), Location (the place to be enriched)

You enrich the land. All plants in a half-mile radius centered on your location become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

CLAIRVOYANCE
Uncommon, 10 minutes, Focus (a focus worth at least 100 gp, either a jeweled horn for hearing or

a glass eye for seeing), Costly (herbs and incense worth 25 gp), Immobile. Duration 10 minutes.

You create an invisible sensor within 1 mile in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The sensor remains in place for the duration, and it can't be interacted with except as below. When you cast the incantation, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As an action you can switch between seeing and hearing.

A creature that can see the sensor (such as a creature benefiting from see invisibility or truesight) sees a luminous, intangible orb about the size of your fist and can attack it. It counts as an object with AC 10, 1 HP, and is immune to all damage except from weapon attacks. If it is reduced to zero HP, the effect immediately ends.

CREATE FOOD AND WATER
Uncommon, 1 minute, Costly (45 sp), Exclusive, Cooldown (1 day)

You create 45 pounds of food and 30 gallons of water on the ground or in containers within range, enough to sustain up to fifteen humanoids or five steeds for 24 hours. The food is bland but nourishing, and spoils if uneaten after 24 hours. The water is clean and doesn't go bad.

DIVINATION
Uncommon, 10 minutes, Costly (incense and an appropriate sacrificial offering worth at least 25 gp), Cooldown (8 hours).

Your magic and an offering put you in contact with a god or a god's servants with whom you have a pre-existing relationship (which could be as simple as being in a shrine sanctified to them). You ask a single question concerning a specific goal, event, or activity to occur within 7 days. The GM offers a truthful reply, but the reply might be slanted to fit that entity's interests or knowledge or concerns. The reply might be a short phrase, a cryptic rhyme, or an omen.

The incantation doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

DREAM MESSENGER
Uncommon, 10 minutes, Focus (a body part, lock of hair, nail clipping, or some similar portion of the intended target).

This incantation shapes a creature's dreams. Choose a creature known to you as the target of this incantation. The target must be on the same plane of existence as you. Creatures that don't sleep, such as elves, can't be contacted by this incantation. You, or a willing creature you touch, enters a trance state, acting as a messenger. While in the trance, the messenger is aware of his or her surroundings, but can't take actions or move.

If the target is asleep, the messenger appears in the target's dreams and can converse with the target as long as it remains asleep, through the duration of the incantation. The messenger can also shape the environment of the dream, creating landscapes, objects, and other images. The messenger can emerge from the trance at any time, ending the effect of the incantation early. The target recalls the dream perfectly upon waking. If the target is awake when you cast the incantation, the messenger knows it, and can either end the trance (and the incantation) or wait for the target to fall asleep, at which point the messenger appears in the target's dreams.

The target is aware of the identity of the messenger and can choose to reject the message. If they do so, the incantation immediately ends.

FIND THE PATH
Uncommon, 10 minutes, Focus (a set of divinatory tools—-such as bones, ivory sticks, cards, teeth, or carved runes–worth 100 gp and an object from the location you wish to find). Duration 1 day.

This incantation allows you to find the shortest, most direct physical route to a specific fixed location that you are familiar with on the same plane of existence. If you name a destination on another plane of existence, a destination that moves (such as a mobile fortress), or a destination that isn't specific (such as "a green dragon's lair"), the incantation fails.

For the duration, as long as you are on the same plane of existence as the destination, you know how far it is and in what direction it lies. While you are traveling there, whenever you are presented with a choice of paths along the way, you automatically determine which path is the shortest and most direct route (but not necessarily the safest route) to the destination.

GIFT OF TONGUES, GREATER
Uncommon, 10 minutes, Focus (a golden tongue worth 100 gp). Duration 1 hour

This incantation grants the creature you touch the ability to understand any spoken language it hears for one hour. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says.

INSTANT SUMMONS

Uncommon, 10 minutes, Focus (sapphire worth 1000 gp)

You touch an object weighing 10 pounds or less whose longest dimension is 6 feet or less. The incantation leaves an invisible mark on its surface and invisibly inscribes the name of the item on the sapphire you use as the material component. Each time you cast this incantation, you must use a different sapphire. At any time thereafter, you can use your action to speak the item's name and crush the sapphire. The item instantly appears in your hand regardless of physical or planar distances, and the incantation ends.

If another creature is holding or carrying the item, crushing the sapphire doesn't transport the item to you, but instead you learn who the creature possessing the object is and roughly where that creature is located at that moment. Dispel magic or a similar effect successfully applied to the sapphire ends this incantation's effect.

LEGEND LORE

Uncommon, 1 hour, Focus (four ivory strips worth at least 50 gp each), Costly (incense worth at least 250 gp).

Name or describe a person, place, or object. The incantation brings to your mind a brief summary of the significant lore about the thing you named. The lore might consist of current tales, forgotten stories, or even secret lore that has never been widely known. If the thing you named isn't of legendary importance, you gain no information. The more information you already have about the thing, the more precise and detailed the information you receive is.

The information you learn is accurate but might be couched in figurative language. For example, if you have a mysterious magic axe on hand, the incantation might yield this information: "Woe to the evildoer whose hand touches the axe, for even the haft slices the hand of the evil ones. Only a true Child of Stone, lover and beloved of the Lord of the Anvil, may awaken the true powers of the axe, and only with the sacred word Rudnogg on the lips."

NONDETECTION

Uncommon, 10 minutes, Costly (a pinch of diamond dust worth 25 gp sprinkled over the target), Exclusive. Duration 8 hours.

For the duration, you hide a target that you touch from divination magic. The target can be a willing creature or a place or an object no larger than 10 feet in any dimension. The target can't be targeted by any divination magic or perceived through magical scrying sensors.

PRIVATE SANCTUM

Uncommon, 1 hour, Exclusive, Debilitating (1). Duration 24 hours

You make an area within range magically secure. The area is a cube that can be as small as 5 feet to as large as 100 feet on each side. The effect lasts for the duration or until you use an action to dismiss it. When you cast the spell, you decide what sort of security the spell provides, choosing any or all of the following properties:

- Sound can't pass through the barrier at the edge of the warded area.
- The barrier of the warded area appears dark and foggy, preventing vision (including darkvision) through it.
- Sensors created by divination spells can't appear inside the protected area or pass through the barrier at its perimeter.
- Creatures in the area can't be targeted by divination spells.
- Nothing can teleport into or out of the warded area.
- Planar travel is blocked within the warded area. Casting this spell on the same spot every day for a year makes this effect permanent.

RAPID FORTIFICATIONS

Uncommon, 10 minutes, Cooldown (10 minutes), Immobile

A non magical, permanent wall of solid stone forms at a point you choose within 120 ft over the duration of the incantation. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick. If the incantation is interrupted, the wall disappears.

The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on any firm foundation. It must, however, merge with and be solidly supported by existing stone. Thus, you can use this incantation to bridge a chasm or create a ramp.

If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements, and so on.

The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 30 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the GM's discretion.

RESURRECTION

Uncommon (see text), Time varies (see text), Costly (see text), Group (see text), Location (see text)

This ritual is capable of restoring life to the dead. The cost and requirements depend on the condition of the target. The target must be a creature that did not die of old age and is not undead. Mortal wounds are healed, as well as any disease or poison that affected the target.

If the target has been dead less than 10 days and the body is intact, this ritual counts as an Uncommon incantation, with a minimum casting level of 5. Enacting this incantation requires an hour of casting and consumes 500 gold pieces worth of diamonds but no other requirements.

If the target has been dead more than 10 days but less than 100 years, this ritual counts as a Rare incantation with a minimum casting level of 11. Enacting this incantation requires 8 hours of casting and consumes 5,000 gold pieces worth of diamonds. Unless performed in a sanctified location or by a cleric with the Life domain, enacting this form requires Group (2).

If the target has been dead for more than 100 years or the body is destroyed, this ritual counts as a Legendary tier incantation with a minimum casting level of 17. Enacting this incantation requires a group of 4 eligible casters, 24 hours, and 15,000 gold pieces worth of diamonds. Unless one of the participants is a < life cleric > or the incantation is performed in a sanctified location (via the hallow location incantation), the target cannot regain hit points or spell slots for 8 days and all participants and the target gain 2 levels of exhaustion.

SENDING

Uncommon, Full round, Costly (gold-inlaid feathers of a blue bird worth at least 10 gp), Cooldown (1 hour)

You send a short message of twenty-five words or less to a creature with which you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The incantation enables creatures with Intelligence scores of at least 1 to understand the meaning of your message.

You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive. The cooldown applies per sender.

Special If both you and the target are willing, you can prolong the conversation by adding Debilitating (N), where N is 1 for every additional 25 word (in each direction) segment. This does not impose penalties on this conversation, but does on any subsequent performances before you finish a long rest. The hearer also suffers this penalty if they attempt the ritual again before finishing a long rest.

SENSE LOCATION

Uncommon, Full round, Debilitating (1), Focus (see text). Duration 1 hour

Choose either a type of animal or plant, a specific creature familiar to you, or an object that is familiar to you.

Animal or plant. Requires a focus of a carving of an animal or plant. Describe or name a specific kind of beast or plant. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.

Creature. A carving of an eye worth at least 25 gp. Describe or name a creature that is familiar to you. You sense the direction to the creature's location, as long as that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement.

The incantation can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or a unicorn), so long as you have seen such a creature up close—within 30 feet—at least once. If the creature you described or named is in a different form, such as being under the effects of a polymorph spell, this incantation doesn't locate the creature. This incantation can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.

Object. A short forked stick. Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement.

The incantation can locate a specific object known to you, as long as you have seen it up close—within 30 feet—at least once. Alternatively, the incantation can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon. This incantation can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

SECRET CHEST

Uncommon, 1 minute, Focus ((an exquisite chest, 3 feet by 2 feet by 2 feet, constructed from rare materials worth at least 5,000 gp, and a Tiny replica made from the same materials worth at least 50 gp))

You hide a chest and all its contents in the Border Shadow. You must touch the chest and the miniature replica that serves as a material component for the spell. The chest can contain up to 12 cubic feet of nonliving material (3 feet by 2 feet by 2 feet).

While the chest remains in the Border Shadow, you can use an action and touch the replica to recall the chest. It appears in an unoccupied space on the ground within 5 feet of you. You can send the chest back to the Border Shadow by using an action and touching both the chest and the replica.

This effect ends if you cast this incantation again, if the smaller replica chest is destroyed, or if you choose to end the effect as an action. If the effect ends and the larger chest is in the Border Shadow, it is irretrievably lost.

Secure Shelter

Uncommon, 10 minutes, Immobile, Duration 8 hours

A 10-foot-radius immobile dome of force springs into existence around and above you and remains stationary for the duration. The effect ends if you leave its area.

Nine creatures of Medium size or smaller can fit inside the dome with you. The incantation fails if its area includes a larger creature or more than nine creatures. Creatures and objects within the dome when you cast this incantation can move through it freely. All other creatures and objects are barred from passing through it. Spells and other magical effects can't target creatures or points on the other side of the dome, but this does not block teleportation effects such as dimension door. The atmosphere inside the space is comfortable and dry, regardless of the weather outside.

Until the effect ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside. The dome of force is an object with an AC of 10 and a damage threshold of 10. Any attack or effect dealing more damage to the dome than this forces the performer of the incantation to make a Constitution saving throw as if he were concentrating on a spell and had taken that amount of damage. On a failed save, the dome vanishes.

Spell Trap

Uncommon, 1 hour, Costly (incense and powdered diamond worth at least 500 gp), Immobile

When you cast this spell, you inscribe a glyph that harms other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered. The incantation cannot be performed in a demiplane or other extraplanar space. If the object on which it is inscribed is moved into such an extraplanar space, the effect immediately ends without being triggered.

The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found. You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, this spell ends. You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the ward could be set to affect aberrations or drow), or alignment. You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password. The glyph has no special senses and passive perception 10, but can detect creature types and counts as a divination effect for things like mind blank and nondetection. When you inscribe the glyph, choose explosive runes or a spell glyph.

Explosive Runes.. When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a DC 15 Dexterity saving throw. A creature takes 5d8 acid, cold, fire, lightning, or thunder damage on a failed saving throw (your choice when you create the glyph), or half as much damage on a successful one.

Spell Glyph.. You can store a prepared spell of 3rd level or lower in the glyph by casting it as part of creating the glyph. The spell must target a single creature or an area must either deal damage or conjure a creature hostile to the one who triggers it. The spell being stored has no immediate effect when cast in this way. When the glyph is triggered, the stored spell is cast. If

the spell has a target, it targets the creature that triggered the glyph. If the spell affects an area, the area is centered on that creature. If the spell summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it. If the spell requires concentration, it lasts until the end of its full duration.

TELEPATHIC BOND

Uncommon, 10 minutes, Group (2-8). Duration 1 hour.

You forge a telepathic link among up the participants, psychically linking each creature to all the others for the duration. Creatures with Intelligence scores of 2 or less aren't affected by this effect. Until the effect ends, the targets can communicate telepathically through the bond whether or not they have a common language. The communication is possible over any distance, though it can't extend to other planes of existence.

TELEPORTATION CIRCLE

Uncommon, 10 minutes, Costly (rare chalks and inks infused with precious gems with 50 gp, which the incantation consumes), Cooldown (8 hours), Immobile. Duration 1 round

As you cast the incantation, you draw a 10-foot-diameter circle on the ground inscribed with sigils that link your location to a permanent teleportation circle of your choice whose sigil sequence you know and that is on the same plane of existence as you. A shimmering portal opens within the circle you drew and remains open until the end of your next turn. Any creature that enters the portal instantly appears within 5 feet of the destination circle or in the nearest unoccupied space if that space is occupied.

Many major temples, guilds, and other important places have permanent teleportation circles inscribed somewhere within their confines. Each such circle includes a unique sigil sequence–a string of magical runes arranged in a particular pattern. When you first gain the ability to cast this incantation, you learn the sigil sequences for two destinations on the Material Plane, determined by the GM. You can learn additional sigil sequences during your adventures. You can commit a new sigil sequence to memory after studying it for 1 minute.

TELEPORT TRAP

Uncommon, 1 minute, Exclusive, Debilitating (1). Duration 24 hours

You ward an area up to 1000 sq ft by 20' tall against teleportation for 24 hours. Choose one of

the options below:

Imprison. When a creature attempts to teleport out of or within the area, they must make a DC 15 Charisma saving throw. On a failed save, they are teleported to an location you designate within the area and stunned for one minute. Stunned targets can repeat the saving throw at the end of each of their turns, ending the stun effect on a save. On a success, the teleport succeeds normally but you are aware that it happened.

Misdirect. When a creature attempts to teleport into the warded area, they must make a DC 15 Charisma saving throw. On a failed save, they instead are shunted to a false destination (see the teleport description). On a success, the teleport succeeds normally but you are aware that it happened and the creature does not appear until 1 minute after it should have normally appeared.

TRANSPORT VIA PLANTS

Uncommon, 1 minute, Immobile. Duration 1 minute

This incantation creates a magical link between a Large or larger inanimate plant within 10 ft and another plant, at any distance, on the same plane of existence. You must have seen or touched the destination plant at least once before. For the duration, any creature can step into the target plant and exit from the destination plant by using 5 feet of movement.

ZONE OF TRUTH

Uncommon, 1 minute, Immobile. Duration 10 minutes

You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the incantation ends, a creature that enters the incantation's area for the first time on a turn or starts its turn there must make a Charisma saving throw against a DC of 8 + your proficiency bonus + your Wisdom modifier. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the effect and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

RARE INCANTATIONS

AWAKEN BEAST OR PLANT

Rare, 8 hours, Costly (agate worth 1000 gp), Immobile, Debilitating, Major (3)

After spending the casting time tracing magical pathways within a precious gemstone (the consumed component), you touch a Huge or smaller beast or plant. The target must have either no Intelligence score or an Intelligence of 3 or less. The target gains an Intelligence of 10. The target also gains the ability to speak one language you know. If the target is a plant, it gains the ability to move its limbs, roots, vines, creepers, and so forth, and it gains senses similar to a human's. Your GM chooses statistics appropriate for the awakened plant, such as the statistics for the awakened shrub or the awakened tree.

The awakened beast or plant is charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the awakened creature chooses whether to remain friendly to you, based on how you treated it while it was charmed.

Binding Circle
Rare, Costly (a jewel worth at least 1000 gp), Immobile, Location (a prepared ritual circle large enough for the target creature), Exclusive, 1 hour. Duration 24 hours.

With this incantation, you attempt to bind a celestial, an elemental, a fey, or a fiend to your service. The creature must be within range for the entire casting of the incantation inside the prepared ritual circle. At the completion of the casting, the target must make a Charisma saving throw against a DC of 8 + your proficiency bonus + your Charisma modifier. On a failed save, it is bound to attempt a single task you specify at the end of the casting. If the creature was summoned or created by a spell, the other incantation immediately ends but the creature does not disappear until the incantation expires.

A bound creature must follow your instructions to the best of its ability. You might command the creature to guard a location, assassinate a target, or to deliver a message. The task must have a clear, fixed end condition and cannot be changed once assigned. The creature obeys the letter of your instructions, but if the creature is hostile to you, it strives to twist your words to achieve its own objectives. If the creature carries out your instructions completely before the incantation ends, it travels to you to report this fact if you are on the same plane of existence. If you are on a different plane of existence, it returns to the place where you bound it and remains there until the incantation ends.

A creature bound in this way cannot be bound again for a full year and a day after completing their binding. As binding a creature in this way involves compelling them by the True Words that comprise their essence, a very uncomfortable and agonizing process, creatures bound this way are almost invariably unfriendly to the performer after being released.

Note: The specificity of the task is a conversation between you and the DM. The intent is to make it clear when the task is over and avoid open-ended tasks.

Special: By increasing the sacrifice, you can increase the duration of the binding. If you sacrifice a gem (or gems) worth 10,000 gp, it lasts for 10 days, 50,000 gp buys you 30 days, 200,000 gp buys you 180 days, and a sacrifice of gems worth 500,000 gp buys you a year and a day.

Commune
Rare, 10 minutes, Location (See Text), Cooldown (see text).

You commune with a deity, primal spirits, or an non-deific otherworldly entity.

Deity:. You can ask up to three yes or no questions. You receive an honest answer, but the deity is not guaranteed to know the answer. Divine beings aren't necessarily omniscient, so you might receive "unclear" as an answer if a question pertains to information that lies beyond the deity's knowledge. In a case where a one-word answer could be misleading or contrary to the deity's interests, the DM might offer a short phrase as an answer instead.

This incantation requires a pre-existing relationship with a deity and an environment attuned to the deity in question (such as a shrine, consecrated location, or the presence of holy symbols of that deity). Contacting this same deity again before completing a long rest angers the deity and they will refuse to answer.

Primal Spirits (Nature):. You briefly become one with nature and gain knowledge of the surrounding territory. In the outdoors, the incantation gives you knowledge of the land within 3 miles of you. In caves and other underground settings or in towns, the radius is limited to 300 feet.

You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area:

- terrain and bodies of water
- prevalent plants, minerals, animals, or peoples
- powerful celestials, fey, fiends, elementals, or undead
- influence from other planes of existence
- buildings

For example, you could determine the location of powerful undead in the area, the location of major sources of safe drinking water, and the location of any nearby towns. Nature spirits are

capricious, and communing again before moving out of range of the initial communion (ie 3 miles outdoors or 300' in caverns, underground settings or settlements) results in at least one lie.

Other entity. You mentally contact a demigod, the spirit of a long-dead sage, or some other mysterious entity from another plane. Contacting this extraplanar intelligence can strain or even break your mind. When you cast this incantation, make a DC 15 Intelligence saving throw. On a failure, you take 6d6 psychic damage and are insane until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A greater restoration spell cast on you ends this effect.

On a successful save, you can ask the entity up to five questions. You must ask your questions within 1 minute of finishing the incantation. The GM answers each question with one word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if the entity doesn't know the answer to the question). Each time you perform this ritual again before finishing a long rest increases the DC of the saving throw by 5. The answers will generally be honest, but may be misleading depending on the entity's outlook and knowledge. If a one-word answer would be unintentionally misleading, the DM may answer as a short phrase instead.

EXTRADIMENSIONAL MANSION
Rare, 10 minutes, Focus (1500 gp), Immobile

You conjure an extradimensional dwelling in range that lasts for the duration. You choose where its one entrance is located. The entrance shimmers faintly and is 5 feet wide and 10 feet tall. You and any creature you designate when you cast the incantation can enter the extradimensional dwelling as long as the portal remains open. You can open or close the portal if you are within 30 feet of it. While closed, the portal is invisible. This extradimensional space does not interact with items such as the Bag of Holding.

Beyond the portal is a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm. You can create any floor plan you like, but the space can't exceed 50 cubes, each cube being 10 feet on each side. The place is furnished and decorated as you choose. It contains sufficient food to serve a nine-course banquet for up to 100 people. A staff of 100 near-transparent servants attends all who enter. You decide the visual appearance of these servants and their attire. They are completely obedient to your orders. Each servant can perform any task a normal human servant could perform, but they can't attack or take any action that would directly harm another creature. Thus the servants can fetch things, clean, mend, fold clothes, light fires, serve food, pour wine, and so on. The servants can go anywhere in the mansion but can't leave it. Furnishings and other objects created by this incantation dissipate into smoke if removed from the mansion. When the effect ends, any creatures inside the extradimensional space are expelled into the open spaces nearest to the entrance.

FABRICATE
Rare, 1 hour, Debilitating (2), Costly (Special)

You convert raw materials into products of the same material. For example, you can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, and clothes from flax or wool. If you are creating an item out of metal, the metal must have been refined from ore previously.

Choose raw materials that you can see within range. You can fabricate a Large or smaller object (contained within a 10-foot cube, or eight connected 5-foot cubes), given a sufficient quantity of raw material. If you are working with metal, stone, or another mineral substance, however, the fabricated object can be no larger than Medium (contained within a single 5-foot cube). The quality of objects made by the incantation is commensurate with the quality of the raw materials. No matter what you create, you can only create a single object at a time, and the entire object must be created out of the same material.

Creatures or magic items can't be created or transmuted by this incantation. You also can't use it to create items that ordinarily require a high degree of craftsmanship such as jewelry, exotic weapons (such as firearms), glass, or fitted armor (plate or half-plate).

Special: The costly component required is that the amount of materials required is 150% of the amount of material used in the final product.

FLY
Rare, 1 minute, Exclusive, Debilitating (1). Duration 10 minutes

Up to four willing creatures within 10 ft gain a flying speed of 60 feet for the duration. When the effect ends, the target falls if it is still aloft, unless it can stop the fall.

Special If you take 10 minutes and expend a golden feather worth 100 gp, it can affect up to 8 creatures.

FORBIDDANCE
Rare,1 hour Costly (a sprinkling of holy water, rare incense, and powdered ruby worth at least 1000 gp). Duration 1 day

You create a ward against magical travel that protects up to 40,000 square feet of floor space to a height of 30 feet above the floor. For the duration, creatures can't teleport into the area or use portals, such as those created by the gate or irresistible summons incantations, to enter the area. The incantation proofs the area against planar travel, and therefore prevents creatures from accessing the area by way of the Astral Plane, Border Shadow, Feywild, Shadowfell, or the plane shift effect (incantation or spell).

In addition, the spell damages types of creatures that you choose when you cast it. Choose one or more of the following: celestials, elementals, fey, fiends, and undead. When a chosen creature enters the spell's area for the first time on a turn or starts its turn there, the creature takes 5d10 radiant or necrotic damage (your choice when you cast this spell).

When you cast this spell, you can designate a password. A creature that speaks the password as it enters the area takes no damage from the spell.

The spell's area can't overlap with the area of another forbiddance incantation. If you cast forbiddance every day for 30 days in the same location, the spell lasts until it is dispelled.

GEAS

Rare, 1 minute, Debilitating (1). Duration 30 days.

You place a magical command on a creature that you can see within range, forcing it to carry out some service or refrain from some action or course of activity as you decide. The course of action must have clear boundaries–"give all your wealth to the poor within 30 days" is appropriate, but "serve me however I wish" isn't because it isn't clear what exactly would break it. If the creature can understand you, it must succeed on a DC 17 Wisdom saving throw or become charmed by you for the duration. A charmed creature who attempts to break the geas must make the saving throw again. On a failure, the creature is compelled to uphold the geas. On a success, the creature can act as it chooses, but suffers a consequence of your choosing from the list below:

- suffers the effect of any non-legendary spell without a saving throw. The effect must be negative for the creature in question, and it lasts for the entire duration without concentration.
- is wracked with pain, gaining 5 levels of exhaustion immediately.
- is tormented by guilt and is unable to benefit from a rest for 8 days.

After suffering the penalty, the geas ends and you become aware that the creature has broken the compulsion.

A creature that can't understand you is unaffected by the effect.

You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the effect ends.

You can end the effect early by using an action to dismiss it. A *remove curse* spell, or *restoration* incantation also end it.

Special You can choose to immediately take 2 levels of exhaustion to increase the duration to a year and a day.

GUARDS AND WARDS

Rare, 1 hour, Cooldown (12 hours), Focus (burning incense, a small measure of brimstone and oil, a knotted string, a small amount of umber hulk blood, and a small silver rod worth at least 10 gp). Duration 24 hours

You create a ward that protects up to 2,500 square feet of floor space (an area 50 feet square, or one hundred 5-foot squares or twenty-five 10-foot squares). The warded area can be up to 20 feet tall, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them, as long as you can walk into each contiguous area while you are casting the incantation.

When you cast this incantation, you can specify individuals that are unaffected by any or all of the effects that you choose. You can also specify a password that, when spoken aloud, makes the speaker immune to these effects.

This incantation creates the following effects within the warded area.

- Corridors. Fog fills all the warded corridors, making them heavily obscured. In addition, at each intersection or branching passage offering a choice of direction, there is a 50 percent chance that a creature other than you will believe it is going in the opposite direction from the one it chooses.
- Doors. All doors in the warded area are magically locked, as if sealed by an arcane lock effect. In addition, you can cover up to ten doors with an illusion (equivalent to the illusory object function of the minor illusion spell) to make them appear as plain sections of wall.
- Stairs. Webs fill all stairs in the warded area from top to bottom, as the web spell. These strands regrow in 10 minutes if they are burned or torn away while the guards and wards effect lasts.
- Other Spell Effect. You can place your choice of one of the following magical effects within the warded area of the stronghold.

- Place *dancing lights* in four corridors. You can designate a simple program that the lights repeat as long as guards and wards effect lasts.
- Place a *magic mouth* in two locations.
- Place a *stinking cloud* in two locations. The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while guards and wards lasts.
- Place a constant *gust of wind* in one corridor or room.
- Place a *suggestion* in one location. You select an area of up to 5 feet square, and any creature that enters or passes through the area receives the suggestion mentally.

The whole warded area radiates magic. A *dispel magic* cast on a specific effect, if successful, removes only that effect. You can create a permanently guarded and warded structure by casting this incantation there every day for one year.

Hallow

Rare, 24 hours, Group (2), Debilitating (Major, 2), Costly (herbs, oils, and incense worth at least 1,000 gp, which the incantation consumes)

You touch a point and infuse an area around it with holy (or unholy) power. The area can have a radius up to 60 feet. This effect does not stack even if different extra effects are chosen. The affected area is subject to the following effects.

First, celestials, elementals, fey, fiends, and undead can't enter the area, nor can such creatures charm, frighten, or possess creatures within it. Any creature charmed, frightened, or possessed by such a creature is no longer charmed, frightened, or possessed upon entering the area. You can exclude one or more of those types of creatures from this effect.

Second, you can bind an extra effect to the area. Choose the effect from the following list, or choose an effect offered by the GM. Some of these effects apply to creatures in the area; you can designate whether the effect applies to all creatures, creatures that follow a specific deity or leader, or creatures of a specific sort, such as orcs or trolls. When a creature that would be affected enters the incantations's area for the first time on a turn or starts its turn there, it can make a DC 17 Charisma saving throw. On a success, the creature ignores the extra effect until it leaves the area.

- Courage. Affected creatures can't be frightened while in the area.
- Darkness. Darkness fills the area. Normal light, as well as magical light created by spells of a 4th or lower level, can't illuminate the area.
- Daylight. Bright daylight fills the area. Magical darkness created by spells of 4th or lower level can't extinguish the light.
- Energy Protection. Affected creatures in the area have resistance to one damage type of your choice, except for bludgeoning, piercing, or slashing.
- Energy Vulnerability. Affected creatures in the area have vulnerability to one damage type of your choice, except for bludgeoning, piercing, or slashing.
- Everlasting Rest. Dead bodies interred in the area can't be turned into undead.
- Extradimensional Interference. Affected creatures can't move or travel using teleportation or by extradimensional or interplanar means.
- Fear. Affected creatures are frightened while in the area.
- Silence. No sound can emanate from within the area, and no sound can reach into it.
- Tongues. Affected creatures can communicate with any other creature in the area, even if they don't share a common language.

Special: Clerics and paladins in good standing ignore the immediate debilitating effect, treating it as Debilitating (2) instead.

Modify Memory

Rare, Full round, Focus (a gold and clockwork pendant worth at least 1000 gp), Immobile, Debilitating (Major, 1). Duration 1 minute

You attempt to reshape another creature's memories. One creature that you can see must make a DC 15 Wisdom saving throw. If you are fighting the creature, it has advantage on the saving throw. On a failed save, the target becomes charmed by you for the duration. The charmed target is incapacitated and unaware of its surroundings, though it can still hear you. If it takes any damage or is targeted by another spell, this incantation ends, and none of the target's memories are modified. On a success, the creature is immune to this effect for 24 hours.

While this charm lasts, you can affect the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the details of the event, or create a memory of some other event.

You must speak to the target to describe how its memories are affected, and it must be able to understand your language for the modified memories to take root. Its mind fills in any gaps

in the details of your description. If the effect ends before you have finished describing the modified memories, the creature's memory isn't altered. Otherwise, the modified memories take hold when the effect ends.

A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs. An illogical modified memory, such as implanting a memory of how much the creature enjoyed dousing itself in acid, is dismissed, perhaps as a bad dream. The GM might deem a modified memory too nonsensical to affect a creature in a significant manner.

A *remove curse* spell or *greater restoration* incantation cast on the target restores the creature's true memory.

Phantom Steed

Uncommon, 10 minutes, Exclusive. Duration 1 hour

A Large quasi-real, horselike creature appears on the ground in an unoccupied space of your choice within range. You decide the creature's appearance, but it is equipped with a saddle, bit, and bridle. Any of the equipment created by the incantation vanishes in a puff of smoke if it is carried more than 10 feet away from the steed.

For the duration, you or a creature you choose can ride the steed. The creature uses the statistics for a riding horse, except it has a speed of 100 feet and can travel 10 miles in an hour, or 13 miles at a fast pace. When the duration expires, the steed gradually fades, giving the rider 1 minute to dismount. The effect ends immediately without fading if you use an action to dismiss it or if the steed takes any damage.

Planar Ally

Rare, 1 hour, Immobile, Special (requires a pre-existing relationship with the entity providing the ally), Exclusive, Costly (see text). Duration special (see text)

You beseech an otherworldly entity for aid. The being must be known to you and you must have a pre-existing relationship with them: a god, a primordial, a demon prince, or some other being of cosmic power. That entity sends a celestial, an elemental, or a fiend loyal to it to aid you, making the creature appear in an unoccupied space within range. If you know a specific creature's name, you can speak that name when you cast this incantation to request that creature, though you might get a different creature anyway (GM's choice).

When the creature appears, it is under no compulsion to behave in any particular way. You can ask the creature to perform a service in exchange for payment, but it isn't obliged to do so. The requested task could range from simple (fly us across the chasm, or help us fight a battle) to complex (spy on our enemies, or protect us during our foray into the dungeon).

You must be able to communicate with the creature to bargain for its services. All tasks must have a clearly-defined duration and terms. Throughout its service, it acts as it sees fit and is not under your control, although it will follow through on the bargain to the best of its ability

Payment can take a variety of forms. A celestial might require a sizable donation of gold or magic items to an allied temple, while a fiend might demand a living sacrifice or a gift of treasure. Some creatures might exchange their service for a quest undertaken by you.

As a rule of thumb, a task that can be measured in minutes requires a payment worth 100 gp per minute. A task measured in hours requires 1,000 gp per hour. And a task measured in days (up to 10 days) requires 10,000 gp per day. The GM can adjust these payments based on the circumstances under which you cast the incantation. If the task is aligned with the creature's ethos, the payment might be halved or even waived. Nonhazardous tasks typically require only half the suggested payment, while especially dangerous tasks might require a greater gift. Creatures rarely accept tasks that seem suicidal.

After the creature completes the task, or when the agreed-upon duration of service expires, the creature returns to its home plane after reporting back to you, if appropriate to the task and if possible. If you are unable to agree on a price for the creature's service, the creature immediately returns to its home plane.

Plane Shift

Rare, 1 minute, Focus (a forked, metal rod worth at least 250 gp, attuned to the desired destination plane), Cooldown (1 day)

You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. You can specify a target destination in general terms and you appear in or near that destination. The exact location when used this way is up to the DM.

Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this incantation can take you to that circle. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle.

Note: the focus component counts as a magic item of varying rarity—forks attuned to the Material plane are Common while those attuned

elsewhere range from Uncommon (Feywild, Shadowfell, Astral, Ethereal) to Rare (other planes).

PROGRAMMED ILLUSION

Rare, 1 minute, Cooldown (8 hours), Costly (a bit of fleece and jade dust worth at least 25 gp), Exclusive (Special).

You create an illusion of an object, a creature, or some other visible phenomenon within range that activates when a specific condition occurs. The illusion is imperceptible until then. It must be no larger than a 30-foot cube, and you decide when you cast the incantation how the illusion behaves and what sounds it makes. This scripted performance can last up to 5 minutes.

When the condition you specify occurs, the illusion springs into existence and performs in the manner you described. Once the illusion finishes performing, it disappears and remains dormant for 10 minutes. After this time, the illusion can be activated again.

The triggering condition can be as general or as detailed as you like, though it must be based on visual or audible conditions (as if the area had a passive perception of 10 and no particular senses) that occur within 30 feet of the area. For example, you could create an illusion of yourself to appear and warn off others who attempt to open a trapped door, or you could set the illusion to trigger only when a creature says the correct word or phrase.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful DC 15 Intelligence (Investigation) check. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

Special: You can have a number of these equal to your proficiency bonus active at any given time. Performing the incantation again when you have the maximum number makes the oldest effect end immediately.

SEEMING

10 minutes, Exclusive. Duration 8 hours

This incantation allows you to change the appearance of any number of willing creatures that you can see within range. You give each target you choose a new, illusory appearance.

The incantation disguises physical appearance as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or in between. You can't change a target's body type, so you must choose a form that has the same

basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The incantation lasts for the duration, unless you use your action to dismiss it sooner.

The changes wrought by this incantation fail to hold up to physical inspection. For example, if you use this incantation to add a hat to a creature's outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature's head and hair. If you use this incantation to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

A creature can use its action to inspect a target and make an Intelligence (Investigation) check against a DC of 16. If it succeeds, it becomes aware that the target is disguised.

SCRYING

Rare, 10 minutes, Focus (an object such as a crystal ball, ornate basin of water or mirror worth at least 1000 gp). Cooldown (1 hour). Debilitating (1 special). Duration 10 minutes

You can see and hear a particular creature you choose that is on the same plane of existence as you. The target must make a DC 15 Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it. If a target knows you're casting this incantation, it can fail the saving throw voluntarily if it wants to be observed.

Knowledge	Save Modifier
Secondhand (you have heard of the target)	+5
Firsthand (you have met the target)	+0
Familiar (you know the target well)	−5

Connection	Save Modifier
Likeness or picture	−2
Possession or garment	−4
Body part, lock of hair, bit of nail, or the like	−10

On a successful save, the target isn't affected, and you can't use this incantation against it again for 24 hours.

On a failed save, the incantation creates an invisible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration. A creature that can see invisible objects sees the sensor as a luminous orb about the size of your fist and can use dispel magic to end the effect as if it was a 5th level incantation.

Instead of targeting a creature, you can choose a location you have seen before as the target of this incantation. When you do, the sensor appears at that location and doesn't move.

Special: The exhaustion penalty starts at the 3rd time you cast it between any two long rests, not the second.

SHADOW CREATION

Rare, 10 minutes, Focus (see text), Exclusive, Costly (see text). Duration special (see text)

You pull wisps of shadow material from the Shadowfell to create a nonliving object of vegetable matter within range: soft goods, rope, wood, or something similar. You can also use this incantation to create mineral objects such as stone, crystal, or metal. The object created must be no larger than a 5 ft foot cube, and the object must be of a form and material that you have seen before.

The duration depends on the object's material. If the object is composed of multiple materials, use the shortest duration.

SHADOW CREATION

Material	Duration	Cost
Vegetable Matter	1 day	0 gp
Stone, Crystal, or Regular Metals	12 hours	10 gp
Precious Metals	1 hour	50 gp
Gems	10 minutes	100 gp
Adamatine or mithral	1 minute	500 gp

Using any material created by this incantation as another spell's material component causes that spell to fail.

Special The focus is a small piece of the material being used. The cost of the component necessary depends on what is being made and can be any item with the indicated value (including currency or gems). If the object is made of multiple materials, use the most expensive.

TELEPORT

Rare, 1 minute, Cooldown (8 hours), Immobile

This incantation instantly transports you and up to eight willing creatures of your choice that you can see within range, or a single object that you can see within range, to a destination you select. If you target an object, it must be able to fit entirely inside a 10-foot cube, and it can't be held or carried by an unwilling creature. The destination you choose must be known to you, and it must be on the same plane of existence as you. Your familiarity with the destination determines whether you arrive there successfully. The GM rolls d100 and consults the table.

TELEPORT

Familiarity	Mishap	Similar Area	Off Target	On Target
Permanent circle	—	—	—	01-100
Associated object	—	—	—	01-100
Very familiar	01-05	06-13	14-24	25-100
Seen casually	01-33	34-43	44-53	54-100
Viewed once	01-43	44-53	54-73	74-100
Description	01-43	44-53	54-73	74-100
False destination	01-50	51-100	—	—

Familiarity. "Permanent circle" means a permanent teleportation circle whose sigil sequence you know. "Associated object" means that you possess an object taken from the desired destination within the last six months, such as a book from a wizard's library, bed linen from a royal suite, or a chunk of marble from a lich's secret tomb.

"Very familiar" is a place you have been very often, a place you have carefully studied, or a place you can see when you cast the incantation. "Seen casually" is someplace you have seen more than once but with which you aren't very familiar. "Viewed once" is a place you have seen once, possibly using magic. "Description" is a place whose location and appearance you know through someone else's description, perhaps from a map.

"False destination" is a place that doesn't exist. Perhaps you tried to scry an enemy's sanctum but instead viewed an illusion, or you are attempting to teleport to a familiar location that no longer exists.

On Target. You and your group (or the target object) appear where you want to.

Off Target. You and your group (or the target object) appear a random distance away from the destination in a random direction. Distance off target is 1d10 × 1d10 percent of the distance that was to be traveled. For example, if you tried to travel 120 miles, landed off target, and rolled a 5 and 3 on the two d10s, then you would be off target by 15 percent, or 18 miles. The GM determines the direction off target randomly by rolling a d8 and designating 1 as north, 2 as northeast, 3 as east, and so on around the points of the compass. If you were teleporting to a coastal city and wound up 18 miles out at sea, you could be in trouble.

Similar Area. You and your group (or the target object) wind up in a different area that's visually or thematically similar to the target area. If you are heading for your home laboratory, for

example, you might wind up in another wizard's laboratory or in an alchemical supply shop that has many of the same tools and implements as your laboratory. Generally, you appear in the closest similar place, but since the incantation has no range limit, you could conceivably wind up anywhere on the plane.

Mishap. The incantation's unpredictable magic results in a difficult journey. Each teleporting creature (or the target object) takes 3d10 force damage, and the GM rerolls on the table to see where you wind up (multiple mishaps can occur, dealing damage each time).

VERY RARE INCANTATIONS

ANTIPATHY/SYMPATHY
Very Rare, 1 hour, Cooldown (1 day), Exclusive. Duration 10 days

This incantation attracts or repels creatures of your choice. You target something within range, either a Huge or smaller object or creature or an area that is no larger than a 200-foot cube. Then specify a kind of intelligent creature, such as red dragons, goblins, or vampires. You invest the target with an aura that either attracts or repels the specified creatures for the duration. Choose antipathy or sympathy as the aura's effect.

Antipathy. The enchantment causes creatures of the kind you designated to feel an intense urge to leave the area and avoid the target. When such a creature can see the target or comes within 60 feet of it, the creature must succeed on a Wisdom saving throw or become frightened. The creature remains frightened while it can see the target or is within 60 feet of it. While frightened by the target, the creature must use its movement to move to the nearest safe spot from which it can't see the target. If the creature moves more than 60 feet from the target and can't see it, the creature is no longer frightened, but the creature becomes frightened again if it regains sight of the target or moves within 60 feet of it.

Sympathy. The enchantment causes the specified creatures to feel an intense urge to approach the target while within 60 feet of it or able to see it. When such a creature can see the target or comes within 60 feet of it, the creature must succeed on a Wisdom saving throw or use its movement on each of its turns to enter the area or move within reach of the target. When the creature has done so, it can't willingly move away from the target. If the target damages or otherwise harms an affected creature, the affected creature can make a Wisdom saving throw to end the effect, as described below.

Ending the Effect. If an affected creature ends its turn while not within 60 feet of the target or able to see it, the creature makes a DC 17 Wisdom saving throw. On a successful save, the creature is no longer affected by the target and recognizes the feeling of repugnance or attraction as magical. In addition, a creature affected by the incantation is allowed another Wisdom saving throw every 24 hours while the effect persists. A creature that successfully saves against this effect is immune to it for 1 minute, after which time it can be affected again.

EARTHQUAKE
Very Rare, 1 minute, Group (4), Debilitating (Major, 3). Duration 1 minute

You create a seismic disturbance at a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 100-foot-radius circle centered on that point and shakes creatures and structures in contact with the ground in that area. The ground in the area becomes difficult terrain.

Each creature on the ground that is concentrating must make a DC 17 Constitution saving throw. On a failed save, the creature's concentration is broken.

When you complete and for the duration, each creature on the ground in the area must make a DC 17 Dexterity saving throw. On a failed save, the creature is knocked prone. This incantation can have additional effects depending on the terrain in the area, as determined by the GM.

Fissures. Fissures open throughout the incantation's area at the start of your next turn after you cast the incantation. A total of 1d6 such fissures open in locations chosen by the GM. Each is 1d10 × 10 feet deep, 10 feet wide, and extends from one edge of the incantation's area to the opposite side. A creature standing on a spot where a fissure opens must succeed on a DC 17 Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens.

A fissure that opens beneath a structure causes it to automatically collapse (see below).

Structures. The tremor deals 50 bludgeoning damage to any structure in contact with the ground in the area when you cast the incantation and at the start of each of your turns until the incantation ends. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The GM can adjust the DC

higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.

MIND BLANK

Very Rare, 1 minute, Debilitating (3). Duration 24 hours.

Until the effect ends, one willing creature you touch is immune to psychic damage, any effect that would sense its emotions or read its thoughts, divination spells, and the charmed condition. The incantation even foils legendary effects used to affect the target's mind or to gain information about the target.

PROJECT IMAGE

Very Rare, 1 hour, Focus (a small replica of you made from materials worth at least 5 gp), Cooldown (1 day). Duration 1 day

You create an illusory copy of yourself that lasts for the duration. The copy can appear at any location within 500 miles that you have seen before, regardless of intervening obstacles. The illusion looks and sounds like you but is intangible. If the illusion takes any damage, it disappears, and the incantation ends.

You can use your action to move this illusion up to twice your speed, and make it gesture, speak, and behave in whatever way you choose. It mimics your mannerisms perfectly.

You can see through its eyes and hear through its ears as if you were in its space. On your turn as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful DC 18 Intelligence (Investigation) check. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

LEGENDARY INCANTATIONS

ASTRAL PROJECTION

Legendary, 8 hours, Group (1-8), Debilitating (5), Costly (each participant must provide a jacinth worth at least 1000 gp and an ornately carved bar of silver worth at least 100 gp).

You and up to eight willing creatures within 30' who participate in the incantation project your astral bodies into the Astral Plane (the incantation fails and the casting is wasted if you are already on that plane). The material body you leave behind is unconscious and in a state of suspended animation; it doesn't need food or air and doesn't age.

Your astral body resembles your mortal form in almost every way, replicating your game statistics and possessions. The principal difference is the addition of a silvery cord that extends from between your shoulder blades and trails behind you, fading to invisibility after 1 foot. This cord is your tether to your material body. As long as the tether remains intact, you can find your way home. If the cord is cut—something that can happen only when an effect specifically states that it does—your soul and body are separated, killing you instantly.

Your astral form can freely travel through the Astral Plane and can pass through portals there leading to any other plane. If you enter a new plane or return to the plane you were on when casting this effect, your body and possessions are transported along the silver cord, allowing you to re-enter your body as you enter the new plane. Any damage dealt to your astral form affects your real body as well and persists after the effect ends.

The effect ends for a participant when they use their action to end it. When the effect ends for an individual, the affected creature returns to its physical body, and it awakens.

The effect might also end early for you or one of your companions. A successful dispel magic spell used against an astral or physical body ends the effect for that creature. If a creature's original body or its astral form drops to 0 hit points, the effect ends for that creature. If the incantation ends and the silver cord is intact, the cord pulls the creature's astral form back to its body, ending its state of suspended animation.

GATE

Legendary, 1 hour, Costly (a diamond worth at least 5000 gp), Cooldown (1 day)

You conjure a portal linking an unoccupied space you can see within range to a precise location on a different plane of existence. The portal is a circular opening, which you can make 5 to 20 feet in diameter. You can orient the portal in any direction you choose. The portal lasts for one minute.

The portal has a front and a back on each plane where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal.

Deities and other planar rulers can prevent portals created by this incantation from opening in their presence or anywhere within their domains.

IRRESISTIBLE SUMMONS

Legendary, 1 hour, Group (4), Costly (a diamond worth at least 5000 gp), Cooldown (1 day)

When you perform this incantation, you speak the name of a specific creature (a pseudonym, title, or nickname doesn't work). If that creature is on a plane other than the one you are on, a portal up to 20 feet in diameter opens in the named creature's immediate vicinity and draws the creature through it to the nearest unoccupied space on your side of the portal. You gain no special power over the creature, and it is free to act as the GM deems appropriate. It might leave, attack you, or help you.

Deities and other planar rulers can prevent this incantation from working on any creature in their presence or anywhere in their domains.

TOTAL TRANSFORMATION

Legendary, 24 hours, duration special, Exclusive, Location (a prepared ritual circle)

Choose one creature. It must remain in the circle for the duration of the caster. At the conclusion of the incantation, the target is transformed into another creature or into a non-magical object (as described below). An unwilling creature can make a DC 19 Wisdom saving throw, and if it succeeds, it isn't affected by this incantation.

Duration. The effect lasts until dispelled (counts as a legendary effect) or unless the target is reduced to 0 HP, in which case it reverts to its original form with any excess damage carrying over. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

Creature into Creature. If you turn a creature into another kind of creature, the new form can be any kind you choose whose challenge rating is equal to or less than the target's (or its level, if the target doesn't have a challenge rating), but cannot be a specific unique individual. The target's game statistics, including mental ability scores, are replaced by the statistics of the new form, although it does not gain any of the listed equipment. It retains its alignment and personality. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

Creature into Object. If you turn a creature into an object, it transforms along with whatever it is wearing and carrying into that form, as long as the object's size is no larger than the creature's size. The creature's statistics become those of the object, and the creature has no memory of time spent in this form, after the effect ends and it returns to its normal form. Damaging the object in any way (including any alteration to its form) ends the incantation immediately.

Chapter 9: Spellcasting

Magic permeates fantasy gaming worlds and often appears in the form of a spell.

This chapter provides the rules for casting spells. Different character classes have distinctive ways of learning and preparing their spells, and monsters use spells in unique ways. Regardless of its source, a spell follows the rules here.

What Is a Spell?

A spell is a discrete magical effect, a single shaping of the magical energies that suffuse the multiverse into a specific, limited expression. In casting a spell, a character carefully plucks at the invisible strands of raw magic suffusing the world, pins them in place in a particular pattern, sets them vibrating in a specific way, and then releases them to unleash the desired effect—in most cases, all in the span of seconds.

Spells can be versatile tools, weapons, or protective wards. They can deal damage or undo it, impose or remove conditions (see appendix A), drain life energy away, and restore life to the dead.

Uncounted thousands of spells have been created over the course of the multiverse's history, and many of them are long forgotten. Some might yet lie recorded in crumbling spellbooks hidden in ancient ruins or trapped in the minds of dead gods. Or they might someday be reinvented by a character who has amassed enough power and wisdom to do so.

Aether

Every character has a pool of Aether which they draw on to produce magical effects. Spellcasting also draws on this pool, and spellcasters tend to have much larger Aether pools than non-spellcasters.

Some items have their own pools of aether that can be used to cast spells from them. These are separate from the character's aether.

Aether Limit

Each class has a limit on how much aether they can channel into any one thing. This is denoted on their class table, and increases with level.

Aether Recovery

Aether pools are completely recovered on completing a Long Rest. In addition, some classes have features that let them recover a limited portion more quickly, and some items grant reserves that can be used to restore some aether to a pool.

Known Spells

Before a spellcaster can use a spell, he or she must have the spell firmly fixed in mind, or must have access to the spell in a magic item. This process varies for different classes, as detailed in their descriptions. In general, no spellcaster can learn a spell whose base aether cost is higher than his Aether Limit, which grows with their class level.

In every case, the number of spells a caster can have fixed in mind at any given time depends on the character's level.

Casting Spells

Casting a spell requires expending a certain amount of Aether from your personal reserves, as indicated in the spell. You cannot cast a spell that requires expending more aether than your Aether Limit.

Overcasting a spell

When a spellcaster casts a spell using more aether than the base costs, the spell has a heightened effect and can bypass defenses that block or counter lower-powered spells. For example, if a creature is immune to spells that cost less than 5 aether and Torvald casts magic missile (which requires 2 aether) and expends 5 aether, the creature's defenses do not block that spell. This is called overcasting the spell.

Some spells, such as *magic missile* and *cure wounds*, have more powerful effects when overcast, as detailed in a spell's description.

> ### Casting in Armor
> Because of the mental focus and precise gestures required for spellcasting, armor inhibits spellcasting. Unless you gained proficiency from the class whose spells you are casting, you are too distracted and physically hampered by your armor for spellcasting.

Cantrips

A cantrip is a spell that can be cast at will, without spending aether and without being prepared in advance. Repeated practice has fixed the spell in the caster's mind and infused the caster with the magic needed to produce the effect over and over. A cantrip costs 0 aether.

Incantations

See Incantations.

Casting a Spell

When a character casts any spell, the same basic rules are followed, regardless of the character's class or the spell's effects.

Each spell description begins with a block of information, including the spell's name, aether cost, school of magic, casting time, range, components, and duration. The rest of a spell entry describes the spell's effect.

Casting Time

Most spells require a single action to cast, but some spells require a bonus action, a reaction, or much more time to cast. You can't spend aether to cast a spell more than once per turn regardless of action costs.

Bonus Action

A spell cast with a bonus action is especially swift. Note that spending aether to cast a spell as a bonus action precludes casting any other aether-using spell that turn. You can still cast cantrips, however.

Reactions

Some spells can be cast as reactions. These spells take a fraction of a second to bring about and are cast in response to some event. If a spell can be cast as a reaction, the spell description tells you exactly when you can do so and whether it interrupts the trigger or happens afterward.

Longer Casting Times

Certain spells require more time to cast: minutes or even hours. When you cast a spell with a casting time longer than a single action or reaction, you must spend your action each turn casting the spell, and you must maintain your concentration while you do so (see "Concentration" below). If your concentration is broken, the spell fails, but you don't expend aether. If you want to try casting the spell again, you must start over.

Spell Range

The target of a spell must be within the spell's range. For a spell like *magic missile*, the target is a creature. For a spell like *fireball*, the target is the point in space where the ball of fire erupts.

Most spells have ranges expressed in feet. Some spells can target only a creature (including you) that you touch. Other spells, such as the *shield* spell, affect only you. These spells have a range of self.

Spells that create cones or lines of effect that originate from you also have a range of self, indicating that the origin point of the spell's effect must be you (see "Areas of Effect" later in the this chapter).

Once a spell is cast, its effects aren't limited by its range, unless the spell's description says otherwise.

Components

A spell's components are the physical requirements you must meet in order to cast it. Each spell's description indicates whether it requires verbal (V), somatic (S), or material (M) components. If you can't provide one or more of a spell's components, you are unable to cast the spell.

Verbal (V)

Most spells require the chanting of mystic words. The words themselves aren't the source of the spell's power; rather, the particular combination of sounds, with specific pitch and resonance, sets the threads of magic in motion. Thus, a character who is gagged or in an area of silence, such as one created by the *silence* spell, can't cast a spell with a verbal component.

Somatic (S)

Spellcasting gestures might include a forceful gesticulation or an intricate set of gestures. If a spell requires a somatic component, the caster must have free use of at least one hand to perform these gestures.

Material (M)

Casting some spells requires particular objects, specified in parentheses in the component entry. A character can use a **component pouch** or a **spellcasting focus** (found in "Equipment") in place of the components specified for a spell. But if a cost is indicated for a component, a character must have that specific component before he or she can cast the spell.

If a spell states that a material component is consumed by the spell, the caster must provide this component for each casting of the spell.

A spellcaster must have a hand free to access a spell's material components—or to hold a spellcasting focus—but it can be the same hand that he or she uses to perform somatic components.

Duration

A spell's duration is the length of time the spell persists. A duration can be expressed in rounds, minutes, hours, or even years. Some spells specify that their effects last until the spells are dispelled or destroyed.

INSTANTANEOUS

Many spells are instantaneous. The spell harms, heals, creates, or alters a creature or an object in a way that can't be dispelled, because its magic exists only for an instant.

CONCENTRATION

Some spells require you to maintain concentration in order to keep their magic active. If you lose concentration, such a spell ends.

If a spell must be maintained with concentration, that fact appears in its Duration entry, and the spell specifies how long you can concentrate on it. You can end concentration at any time (no action required).

Normal activity, such as moving and attacking, doesn't interfere with concentration. The following factors can break concentration:

- **Casting another spell that requires concentration.** You lose concentration on a spell if you cast another spell that requires concentration. You can't concentrate on two spells at once.
- **Taking damage.** Whenever you take damage while you are concentrating on a spell, you must make a Constitution saving throw to maintain your concentration. The DC equals 10 or half the damage you take, whichever number is higher. If you take damage from multiple sources, such as an arrow and a dragon's breath, you make a separate saving throw for each source of damage.
- **Being incapacitated or killed.** You lose concentration on a spell if you are incapacitated or if you die.

The GM might also decide that certain environmental phenomena, such as a wave crashing over you while you're on a storm-tossed ship, require you to succeed on a DC 10 Constitution saving throw to maintain concentration on a spell.

TARGETS

A typical spell requires you to pick one or more targets to be affected by the spell's magic. A spell's description tells you whether the spell targets creatures, objects, or a point of origin for an area of effect (described below).

Unless a spell has a perceptible effect, a creature might not know it was targeted by a spell at all. An effect like crackling lightning is obvious, but a more subtle effect, such as an attempt to read a creature's thoughts, typically goes unnoticed, unless a spell says otherwise.

Any creature or object directly affected by the spell is a target for that spell. Spells that buff or conjure creatures who then make attacks or interact with other objects or creatures only target the creatures buffed or conjured. As such, a creature immune to spells with a cost of 10 AET or lower can still be hurt by a creature buffed with haste, despite that spell naturally having a cost lower than 10 AET.

Specific spells can override these general rules, but must say that they do. For example, fireball says it can spread around corners, so while you must have a clear path to the point targeted with the aoe, targets of the fire do not need to have a clear path to that center as long as there is some path within the spell's area.

A CLEAR PATH TO THE TARGET

To target something, you must have a clear path to it, so it can't be behind total cover.

If you place an area of effect at a point that you can't see and an obstruction, such as a wall, is between you and that point, the point of origin comes into being on the near side of that obstruction.

TARGETING YOURSELF

If a spell targets a creature of your choice, you can choose yourself, unless the creature must be hostile or specifically a creature other than you. If you are in the area of effect of a spell you cast, you can target yourself.

AREAS OF EFFECT

Spells such as *burning hands* and *cone of cold* cover an area, allowing them to affect multiple creatures at once.

A spell's description specifies its area of effect, which typically has one of five different shapes: cone, cube, cylinder, line, or sphere. Every area of effect has a extbfpoint of origin, a location from which the spell's energy erupts. The rules for each shape specify how you position its point of origin. Typically, a point of origin is a point in space, but some spells have an area whose origin is a creature or an object.

A spell's effect expands in straight lines from the point of origin. If no unblocked straight line extends from the point of origin to a location within the area of effect, that location isn't included in the spell's area. To block one of these imaginary lines, an obstruction must provide total cover.

CONE

A cone extends in a direction you choose from its point of origin. A cone's width at a given point along its length is equal to that point's distance from the point of origin. A cone's area of effect specifies its maximum length.

A cone's point of origin is not included in the cone's area of effect, unless you decide otherwise.

Cube

You select a cube's point of origin, which lies anywhere on a face of the cubic effect. The cube's size is expressed as the length of each side.

A cube's point of origin is not included in the cube's area of effect, unless you decide otherwise.

Cylinder

A cylinder's point of origin is the center of a circle of a particular radius, as given in the spell description. The circle must either be on the ground or at the height of the spell effect. The energy in a cylinder expands in straight lines from the point of origin to the perimeter of the circle, forming the base of the cylinder. The spell's effect then shoots up from the base or down from the top, to a distance equal to the height of the cylinder.

A cylinder's point of origin is included in the cylinder's area of effect.

Line

A line extends from its point of origin in a straight path up to its length and covers an area defined by its width.

A line's point of origin is not included in the line's area of effect, unless you decide otherwise.

Sphere

You select a sphere's point of origin, and the sphere extends outward from that point. The sphere's size is expressed as a radius in feet that extends from the point.

A sphere's point of origin is included in the sphere's area of effect.

Spell Saving Throws

Many spells specify that a target can make a saving throw to avoid some or all of a spell's effects. The spell specifies the ability that the target uses for the save and what happens on a success or failure.

The DC to resist one of your spells equals 8 + your spellcasting ability modifier + your proficiency bonus + any special modifiers.

Spell Attack Rolls

Some spells require the caster to make an attack roll to determine whether the spell effect hits the intended target. Your attack bonus with a spell attack equals your spellcasting ability modifier + your proficiency bonus.

Most spells that require attack rolls involve ranged attacks. Remember that you have disadvantage on a ranged attack roll if you are within 5 feet of a hostile creature that can see you and that isn't incapacitated.

Combining Magical Effects

The effects of different spells add together while the durations of those spells overlap. The effects of the same spell cast multiple times don't combine, however. Instead, the most potent effect—such as the highest bonus—from those castings applies while their durations overlap.

For example, if two clerics cast *bless* on the same target, that character gains the spell's benefit only once; he or she doesn't get to roll two bonus dice.

Legendary Effects

Legendary effects are those whose power is too great to learn or cast as a normal spell. These can only be accessed via class features, feats, and special boons. They do not consume aether but count (for effects that care) as spells with an aether cost of (5 + character level).

By Cost

0 (Cantrips)

- Acid Burst (sorcerer, spellblade, warmage): acid damage 60 ft, CON, 1d8.
- Dancing Lights (all): utility (C). Creates several mobile lights.
- Grave Touch (spellblade, shaman): necrotic damage 90 ft, ATK, 1d8.
- Guidance (priest, shaman): utility (C), touch. Assists with one check.
- Light (all): utility. Creates a torch-like light.
- Mage Hand (sorcerer, warmage): utility (C), 30 ft. Limited third hand.
- Message (spellblade, warmage): communications. Limited-range outgoing telepathy.
- Minor Illusion (spellblade, warmage): utility (C). Creates small static illusion.
- Prestidigitation (sorcerer): utility. Creates various effects.
- Produce Flame (shaman): fire damage 90 ft, ATK, 1d8.
- Ray of Frost (sorcerer, warmage): cold damage 90 ft, ATK, 1d8.

> **Conversion from 5e spells**
>
> These are starting points. Unlike fixed spell levels, spells can have any integer base aether cost. And some spells will end up moving up or down a category.
>
> | Spell level (5e) | Starting Aether Cost |
> | --- | --- |
> | 1 | 2 |
> | 2 | 3 |
> | 3 | 5 |
> | 4 | 8 |
> | 5 | 12 |
> | 6+ | legendary |

- Resistance (priest). Defense (C), self. Assists with one save.
- Sacred Flame (priest): radiant damage, 60 ft. DEX, 1d8.
- Shillelagh (shaman, priest): utility (C), touch. Makes wooden weapon magical.
- Shocking Grasp (sorcerer, warmage, spellblade): lightning damage, touch. ATK, 1d8.
- Thaumaturgy (priest, shaman): utility. Creates various effects.
- True Strike (warmage, spellblade): utility, self. Enhances next attack.

1-2 AETHER

- Bane (spellblade, ranger): debuff, 3 targets, 90 ft. WIS. −1d4 to rolls.
- Bless (priest, shaman, oathbound): buff, 3 targets, 90 ft. +1d4 to rolls.
- Burning Hands (sorcerer, spellblade, warmage): fire damage, 15 ft cone, DEX, 2d6
- Charm Person (priest, shaman): social (C), WIS, 60ft. Change attitude.
- Color Spray (sorcerer)
- Command (Oathbound)
- Create or Destroy Water (priest, shaman)
- Cure Wounds (priest, shaman, oathbound, ranger)
- Detect Evil and Good (priest, oathbound)
- Detect Magic (all)
- Detect Poison and Disease (priest, oathbound, shaman)
- Disguise Self (sorcerer, spellblade)
- Divine Favor (oathbound)
- Entangle (shaman, ranger)
- Expeditious Retreat (sorcerer, spellblade, warmage)
- Faerie Fire (shaman, spellblade, ranger)
- False Life (sorcerer, warmage)
- Feather Fall (sorcerer, shaman, warmage)
- Fog Cloud (shaman, sorcerer)
- Grease (sorcerer, spellblade)
- Guiding Bolt (priest)
- Healing Word (priest)
- Heroism (oathbound)
- Hideous Laughter (spellblade)
- Inflict Wounds (priest)
- Jump (ranger, sorcerer)
- Longstrider (ranger, sorcerer)
- Mage Armor (sorcerer, spellblade)
- Magic Missile (sorcerer, warmage)
- Protection from Evil and Good (priest, oathbound, shaman)
- Sanctuary (priest, oathbound)
- Shield (sorcerer, spellblade, warmage)
- Shield of Faith (priest, oathbound)
- Silent Image (spellblade)
- Sleep (sorcerer)
- Thunderwave (sorcerer, shaman)

3-4 AETHER

- Acid Arrow (sorcerer, spellblade)
- Aid (priest, oathbound, ranger)
- Alter Self (shaman, ranger)
- Barkskin (shaman, ranger)
- Blindness/Deafness (spellblade, shaman)
- Blur (spellblade, warmage)
- Calm Emotions (priest, shaman)
- Darkness (sorcerer, warmage, spellblade)
- Darkvision (priest, shaman, ranger)
- Detect Thoughts (spellblade, shaman)
- Enhance Ability (priest, shaman, ranger)
- Enlarge/Reduce (ranger, shaman, priest)
- Find Traps (priest, warmage, ranger)
- Flame Blade (shaman, ranger, oathbound)
- Flaming Sphere (sorcerer, shaman, warmage)
- Gentle Repose (priest, oathbound, ranger)
- Gust of Wind (shaman, sorcerer)
- Heat Metal (shaman, ranger, sorcerer)
- Hold Person (shaman, sorcerer, spellblade)
- Invisibility (spellblade, sorcerer, warmage)
- Levitate (sorcerer)
- Magic Weapon (priest, oathbound, ranger)
- Mirror Image (sorcerer, warmage)
- Misty Step (sorcerer, spellblade)
- Moonbeam (shaman)
- Pass without Trace (ranger)
- Prayer of Healing (priest, oathbound)
- Protection from Poison (priest, shaman)
- Ray of Enfeeblement (spellblade)
- Scorching Ray (sorcerer, warmage)
- See Invisibility (priest, sorcerer)
- Shatter (spellblade, sorcerer, warmage)
- Spider Climb (ranger, shaman)
- Spike Growth (shaman)
- Spiritual Weapon (priest)
- Silence (sorcerer, spellblade, warmage)
- Suggestion (spellblade)
- Vampiric Touch (spellblade, warmage)
- Warding Bond (priest, oathbound)
- Web (sorcerer, warmage)

5-7 AETHER

- Beacon of Hope (priest, oathbound)
- Bestow Curse (spellblade)
- Blink (sorcerer)
- Call Lightning (shaman, ranger)
- Conjure Animals (shaman)
- Daylight (priest)
- Dispel Magic (all)
- Fear (sorcerer, spellblade)
- Fireball (warmage)
- Gaseous Form (sorcerer)
- Haste (sorcerer)
- Hypnotic Pattern (sorcerer, spellblade)
- Lightning Bolt (sorcerer, warmage)
- Major Image (sorcerer)
- Mass Healing Word (priest)
- Meld into Stone (shaman)

- Phantom Steed (sorcerer)
- Plant Growth (shaman, ranger)
- Protection from Energy (priest, shaman, warmage)
- Remove Curse (priest, oathbound)
- Revivify (priest, oathbound)
- Sending (sorcerer)
- Sleet Storm (shaman, ranger)
- Slow (sorcerer, spellblade)
- Spirit Guardians (priest)
- Stinking Cloud (shaman)
- Vampiric Touch (spellblade)
- Wind Wall (shaman)

8-11 AETHER
- Arcane Eye (sorcerer)
- Banishment (priest, oathbound)
- Black Tentacles (sorcerer)
- Blight (shaman)
- Confusion (spellblade)
- Conjure Mephits (shaman)
- Conjure Woodland Beings (shaman, ranger)
- Control Water (priest, sorcerer)
- Death Ward (priest, oathbound, warmage)
- Dimension Door (sorcerer, warmage)
- Dominate Beast (shaman, ranger)
- Faithful Hound (sorcerer)
- Fire Shield (warmage)
- Freedom of Movement (priest)
- Giant Insect (shaman, ranger)
- Greater Invisibility (sorcerer, spellblade)
- Hallucinatory Terrain (sorcerer, spellblade)
- Ice Storm (shaman, warmage)
- Phantasmal Killer (sorcerer, spellblade)
- Polymorph (shaman, sorcerer)
- Resilient Sphere (sorcerer)
- Secret Chest (sorcerer)
- Stoneskin (priest, shaman, ranger, oathbound)
- Stone Shape (shaman)
- Sunbeam (priest)
- Wall of Fire (shaman, sorcerer)
- Wall of Thorns (shaman, ranger)

12+ AETHER
- Animate Objects (sorcerer)
- Antilife Shell (sorcerer, warmage)
- Arcane Hand (sorcerer)
- Cloudkill (shaman, warmage)
- Cone of Cold (warmage)
- Conjure Elemental (shaman)
- Contagion (spellblade)
- Dispel Evil and Good (priest)
- Dominate Person (sorcerer)
- Flame Strike (priest, oathbound)
- Hold Monster (spellblade, priest)
- Insect Plague (shaman, ranger)
- Mass Cure Wounds (priest)
- Mislead (spellblade)
- Modify Memory (spellblade)

- Passwall (sorcerer)
- Reincarnate (shaman)
- Seeming (spellblade)
- Telekinesis (sorcerer)
- Tree Stride (shaman)
- True Seeing (priest, sorcerer)
- Wall of Ice (shaman)
- Wall of Force (warmage)
- Wall of Stone (sorcerer, shaman, ranger)

LEGENDARY
- Stuff

Starting values for aether/limit

Starting points. Note that everyone gets aether. "Martial" is those who don't explicitly have a Spellcasting trait.

Level	Full	Half	Martial	Limit (F/H/T/M)
1	4	2	1	2/1/1
2	8	4	1	3/2/1
3	12	6	2	4/3/1
4	16	8	2	5/3/1
5	20	10	3	6/4/2
6	24	12	3	7/5/2
7	28	14	4	8/5/2
8	32	16	4	9/6/2
9	36	18	5	10/7/2
10	40	20	5	11/7/3
11	44	22	6	12/8/3
12	48	24	6	13/9/3
13	52	26	7	13/9/3
14	56	28	7	14/10/3
15	60	30	8	14/11/3
16	64	32	8	15/11/3
17	68	34	9	15/12/4
18	72	36	9	16/13/4
19	76	38	10	16/13/4
20	80	40	10	17/14/4

Spells, Alphabetical

Spells (A)

Acid Arrow
3 AET

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (powdered rhubarb leaf and an adder's stomach)
Duration: Instantaneous

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 4d6 acid damage immediately and 2d6 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.

Overcast. When you cast this spell using more than 3 AET, the damage (both intial and subsequent) increases by 1d6 for every 2 AET you spend above 3.

Acid Burst
Cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

Acidic liquid envelops a target you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 1d8 damage immediately and half as much at the beginning of their next turn.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Aid
3 AET

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a tiny strip of white cloth)
Duration: 8 hours

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

Overcast. When you cast this spell using 4 or more AET, a target's hit points increase by an additional 5 for each 2 AET above 3.

Alter Self
3 AET

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 hour

You assume a different form. When you cast the spell, choose one of the following options, the effects of which last for the duration of the spell. While the spell lasts, you can end one option as an action to gain the benefits of a different one.

Aquatic Adaptation. You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.

Change Appearance. You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. At any time for the duration of the spell, you can use your action to change your appearance in this way again.

Natural Weapons. You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. Finally, the natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

Overcast. For every 3 AET above the base cost, the duration extends by 1 hour. If you spend at least 12 AET, it no longer requires concentration.

Antilife Shell
10 AET

Casting Time: 1 action
Range: Self (10-foot radius)
Components: V, S
Duration: Concentration, up to 1 hour

A shimmering barrier extends out from you in a 10 foot radius and moves with you, remaining centered on you and hedging out creatures other than undead and constructs. The barrier lasts for the duration.

The barrier prevents an affected creature from passing or reaching through. An affected creature can cast spells or make attacks with ranged or reach weapons through the barrier.

If you move so that an affected creature is forced to pass through the barrier, the spell ends.

Arcane Eye

8 AET

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a bit of bat fur)
Duration: Concentration, up to 1 hour

You create an invisible, magical eye within range that hovers in the air for the duration.

You mentally receive visual information from the eye, which has normal vision and darkvision out to 30 feet. The eye can look in every direction.

As an action, you can move the eye up to 30 feet in any direction. There is no limit to how far away from you the eye can move, but it can't enter another plane of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.

Arcane Hand

13 AET

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (an eggshell and a
  snakeskin glove)
Duration: Concentration, up to 1 minute

You create a Large hand of shimmering, translucent force in an unoccupied space that you can see within range. The hand lasts for the spell's duration, and it moves at your command, mimicking the movements of your own hand.

The hand is an object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the spell ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The hand doesn't fill its space.

When you cast the spell and as a bonus action on your subsequent turns, you can move the hand up to 60 feet and then cause one of the following effects with it.

Clenched Fist. The hand strikes one creature or object within 5 feet of it. Make a melee spell attack for the hand using your game statistics. On a hit, the target takes 4d8 force damage.

Forceful Hand. The hand attempts to push a creature within 5 feet of it in a direction you choose.

Make a check with the hand's Strength contested by the Strength (Athletics) check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, the hand pushes the target up to 5 feet plus a number of feet equal to five times your spellcasting ability modifier. The hand moves with the target to remain within 5 feet of it.

Grasping Hand. The hand attempts to grapple a Huge or smaller creature within 5 feet of it. You use the hand's Strength score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the hand is grappling the target, you can use a bonus action to have the hand crush it. When you do so, the target takes bludgeoning damage equal to 2d6 + your spellcasting ability modifier.

Interposing Hand. The hand interposes itself between you and a creature you choose until you give the hand a different command. The hand moves to stay between you and the target, providing you with half cover against the target. The target can't move through the hand's space if its Strength score is less than or equal to the hand's Strength score. If its Strength score is higher than the hand's Strength score, the target can move toward you through the hand's space, but that space is difficult terrain for the target.

Overcast. When you cast this spell using at least 15 AET, the damage from the clenched fist option increases by 2d8 and the damage from the grasping hand increases by 2d6 for every 3 extra AET you spend.

Spells (B)

Bane

2 AET

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a drop of blood)
Duration: Concentration, up to 1 minute

Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

Overcast. When you cast this spell using more than 2 AET, you can target one additional creature for every 2 additional AET you spend.

Banishment

8 AET

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You attempt to send one creature that you can see within range to another plane of existence. The target must succeed on a Charisma saving throw or be banished.

If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the target is

incacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Native targets can make the saving throw again at the end of each of their turns, ending the effect and returning back on a success.

If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return. Non-native targets do not get additional saving throws past the initial one.

Overcast. When you cast this spell using more than 8 AET, you can target one additional creature for every 3 additional AET you spend.

Barkskin
3 AET

Casting Time: 1 action
Range: Touch
Components: V, S, M (a handful of oak bark)
Duration: 1 hour

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

In addition, the target gains temporary hit points equal to your spellcasting modifier at the beginning of each of their turns. These temporary hit points fade at the end of the duration.

Overcast. When you cast this spell using more than 3 AET, the target's minimum AC increases by 1 for ever 3 AET you spend, up to a maximum AC of 20.

Beacon of Hope
5 AET

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

This spell bestows hope and vitality. Choose any number of creatures within range. For the duration, each target has advantage on Wisdom saving throws and death saving throws, and regains the maximum number of hit points possible from any healing.

Bestow Curse
5 AET

Casting Time: 1 action

Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options:

- Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.
- While cursed, the target has disadvantage on attack rolls against you.
- While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.
- While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target.

A *remove curse* spell ends this effect. At the GM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The GM has final say on such a curse's effect.

Overcast. If you cast this spell using 8 AET, the duration is concentration, up to 10 minutes. If you use 12 AET, the duration is 8 hours. If you use 16 AET, the duration is 24 hours. Using 12 or more AET grants a duration that doesn't require concentration.

Black Tentacles
8 AET

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a piece of tentacle from a giant octopus or a giant squid)
Duration: Concentration, up to 1 minute

Squirming, ebony tentacles fill a 20-foot square on ground that you can see within range. For the duration, these tentacles turn the ground in the area into difficult terrain.

When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 3d6 bludgeoning damage and be restrained by the tentacles until the spell ends. A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning damage.

A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.

Overcast. When you use more than 8 AET to cast this spell, the damage dealt increases by 1d6 for every two AET you spend up to 12 (dealing 5d6).

BLESS
2 AET

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a sprinkling of holy water)
Duration: Concentration, up to 1 minute

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

Overcast. When you cast this spell using more than 2 AET, you can target one additional creature for every 2 AET you spend.

BLIGHT
6 AET

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

Necromantic energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. The target must make a Constitution saving throw. The target takes 10d8 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs.

If you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it.

If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies.

Overcast. When you cast this spell using more than 8 AET, the damage increases by 1d8 for every AET you spend up to a maximum of 12 AET (12d8).

BLINDNESS/DEAFNESS
3 AET

Casting Time: 1 action
Range: 30 feet
Components: V
Duration: 1 minute

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

Overcast. When you cast this spell using more than 3 AET, you can target one additional creature for every two additional AET spent.

BLINK
5 AET

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 minute

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Border Shadow (the spell fails and the casting is wasted if you were already on that plane). At the start of your next turn, and when the spell ends if you are on the Border Shadow, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action.

While on the Border Shadow, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything there more than 60 feet away. You can only affect and be affected by other creatures on the Border Shadow. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

BLUR
3 AET

Casting Time: 1 action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

BURNING HANDS
2 AET

Casting Time: 1 action
Range: Self (15-foot cone)
Components: V, S
Duration: Instantaneous

A thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

Overcast. When you cast this spell using more than 2 AET, the damage increases by 1d6 for every 2 additional AET spent.

SPELLS (C)

CALL LIGHTNING
6 AET

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 10 minutes

A storm cloud appears in the shape of a cylinder that is 10 feet tall with a 60-foot radius, centered on a point you can see 100 feet directly above you. The spell fails if you can't see a point in the air where the storm cloud could appear (for example, if you are in a room that can't accommodate the cloud).

When you cast the spell, choose a point you can see within range. A bolt of lightning flashes down from the cloud to that point. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. On each of your turns until the spell ends, you can use your action to call down lightning in this way again, targeting the same point or a different one.

If you are outdoors in stormy conditions when you cast this spell, the spell gives you control over the existing storm instead of creating a new one. Under such conditions, the spell's damage increases by 1d10.

Overcast. When you cast this spell using more than 4 AET, the damage increases by 1d10 for every 3 additional AET spent.

CALM EMOTIONS
3 AET

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects.

You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the GM rules otherwise.

CHARM PERSON
2 AET

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 hour

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature's attitude toward you shifts to Friendly for the duration.

Overcast. When you cast this spell using more than 2 AET, you can target one additional creature for every 2 additional AET spent. The creatures must be within 30 feet of each other when you target them.

CLAIRVOYANCE
5 AET

Casting Time: 10 minutes
Range: 1 mile
Components: V, S, M (a focus worth at least 100 gp, either a jeweled horn for hearing or a glass eye for seeing)
Duration: Concentration, up to 10 minutes

You create an invisible sensor within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The sensor remains in place for the duration. A creature that can see the sensor (such as a creature benefiting from *see invisibility* or who has truesight) sees a luminous, intangible orb about the size of your fist. The sensor has an AC of 10 and is destroyed by any damage taken.

When you cast the spell, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your

action, you can switch between seeing and hearing.

CLOUDKILL
14 AET

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You create a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

Overcast. When you cast this spell using more than 12 AET , the damage increases by 1d8 for every 2 additional AET spent.

COLOR SPRAY
2 AET

Casting Time: 1 action
Range: Self (15-foot cone)
Components: V, S, M (a pinch of powder or sand that is colored red, yellow, and blue)
Duration: 1 round

A dazzling array of flashing, colored light springs from your hand. All creatures that can see you in a 15' cone must make a Wisdom saving throw. On a failed save, they are blinded until the end of your next turn.

Overcast. When you cast this spell using more than 2 AET, the duration increases by one round for every 2 additional AET spent.

COMMAND
2 AET

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: 1 round

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no

effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends.

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Grovel. The target falls prone and then ends its turn.

Halt. The target doesn't move and takes no actions.

A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

Overcast. When you cast this spell using more than 2 AET, you can affect one additional creature for every 2 additional AET spent. The creatures must be within 30 feet of each other when you target them.

CONE OF COLD
10 AET

Casting Time: 1 action
Range: Self (60-foot cone)
Components: V, S, M (a small crystal or glass cone)
Duration: Instantaneous

A blast of cold air erupts from your hands. Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 8d8 cold damage on a failed save, or half as much damage on a successful one.

A creature killed by this spell becomes a frozen statue until it thaws.

Overcast. When you cast this spell using more than 10 AET, the damage increases by 1d8 for every 2 additional AET spent.

CONFUSION
8 AET

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (three nut shells)
Duration: Concentration, up to 1 minute

This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a 10-foot-radius sphere centered on a point you

choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it.

An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

d10	Behavior
1	The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
2-6	The creature doesn't move or take actions this turn.
7-8	The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
9-10	The creature can act and move normally.

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

Overcast. When you cast this spell using more than 8 AET, the radius of the sphere increases by 5 feet for every 3 additional AET spent.

CONJURE ANIMALS
5 AET

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 hour

You summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- CR 2: One cave bear, giant boar, giant constrictor snake, hunter shark, or saber-toothed tiger.
- CR 1: Two dire wolves, brown bears, giant spiders, giant octopuses, or giant toads.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The GM has the creatures' statistics.

Overcast. When you cast this spell using more than 5 AET, you can choose higher CR monsters:

- 8 AET spent: 1 giant scorpion or killer whale or 2 of the CR 2 options.
- 11 AET spent: 1 elephant or 2 of the CR 3 options.

CONJURE ELEMENTAL
12 AET

Casting Time: 1 minute
Range: 90 feet
Components: V, S, M (burning incense for air, soft clay for earth, sulfur and phosphorus for fire, or water and sand for water)
Duration: Concentration, up to 1 hour

You call forth an elemental servant. Choose an area of air, earth, fire, or water that fills a 10-foot cube within range. An elemental of challenge rating 5 or lower appropriate to the area you chose appears in an unoccupied space within 10 feet of it. For example, a fire elemental emerges from a bonfire, and an earth elemental rises up from the ground. The elemental disappears when it drops to 0 hit points or when the spell ends.

The elemental is friendly to you and your companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the elemental doesn't disappear. Instead, you lose control of the elemental, it becomes hostile toward you and your companions, and it might attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it.

The GM has the elemental's statistics.

Overcast. When you cast this spell using more than 12 AET, the hit points of the summoned elemental increase by 5 for each additional AET spent and it gains an additional attack for every 3 additional AET spent.

CONJURE MEPHITS
8 AET

Casting Time: 1 minute
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 hour

You summon mephits that appear in unoccupied spaces that you can see within range. You choose one the following options for what appears:

- 4 of any of the following: Dust, Ice, or Magma mephits
- 5 of any of the following: mud, smoke, or steam mephits

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The GM has the creatures' statistics.

Conjure Woodland Beings
8 AET

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (one holly berry per creature summoned)
Duration: Concentration, up to 1 hour

You summon fey creatures that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One sea hag
- Three satyrs or two dryads

A summoned creature disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The GM has the creatures' statistics.

Contagion
12 AET

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 7 days

Your touch inflicts disease. Make a melee spell attack against a creature within your reach. On a hit, you afflict the creature with a disease of your choice from any of the ones described below.

At the end of each of the target's turns, it must make a Constitution saving throw. After failing three of these saving throws, the disease's effects last for the duration, and the creature stops making these saves. After succeeding on three of these saving throws, the creature recovers from the disease, and the spell ends.

Since this spell induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it.

Blinding Sickness. Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded.

Filth Fever. A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.

Flesh Rot. The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage.

Mindfire. The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the *confusion* spell during combat.

Seizure. The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity.

Slimy Doom. The creature begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.

Control Water
8 AET

Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a drop of water and a pinch of dust)
Duration: Concentration, up to 10 minutes

Until the spell ends, you control any freestanding water inside an area you choose that is a cube up to 100 feet on a side. You can choose from any of the following effects when you cast this spell. As an action on your turn, you can repeat the same effect or choose a different one.

Flood. You cause the water level of all standing water in the area to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land.

If you choose an area in a large body of water, you instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing.

The water level remains elevated until the spell ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts.

Part Water. You cause water in the area to move apart and create a trench. The trench extends across the spell's area, and the separated water forms a wall to either side. The trench remains until the spell ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored.

Redirect Flow. You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the spell's area, it resumes its flow based on the terrain conditions. The water continues to move in the direction you chose until the spell ends or you choose a different effect.

Whirlpool. This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making a Strength (Athletics) check against your spell save DC.

When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, the creature takes 2d8 bludgeoning damage and is caught in the vortex until the spell ends. On a successful save, the creature takes half damage, and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above, but has disadvantage on the Strength (Athletics) check to do so.

The first time each turn that an object enters the vortex, the object takes 2d8 bludgeoning damage; this damage occurs each round it remains in the vortex.

CREATE OR DESTROY WATER
2 AET

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a drop of water if creating water or a few grains of sand if destroying it)
Duration: Instantaneous

You either create or destroy water.

Create Water. You create up to 10 gallons of clean water within range in an open container.

Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area.

Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range.

Overcast. When you cast this spell using more than 2 AET, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for every 2 additional AET spent.

CURE WOUNDS
1 AET

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

Overcast. When you cast this spell using more than 1 AET, the healing increases by 1d8 for every additional AET spent, up to a maximum of 12d8 + your spellcasting ability modifier.

SPELLS (D)

DANCING LIGHTS
cantrip

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a bit of phosphorus or wychwood, or a glowworm)
Duration: Concentration, up to 1 minute

You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10* foot radius.

As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

DARKNESS
3 AET

Casting Time: 1 action
Range: 60 feet
Components: V, M (bat fur and a drop of pitch or piece of coal)
Duration: Concentration, up to 10 minutes

Opaque magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this spell's area overlaps with an area of light created by a spell of costing 3 AET or less, the spell that created the light is dispelled.

DARKVISION
3 AET

Casting Time: 1 action
Range: Touch
Components: V, S, M (either a pinch of dried carrot or an agate)
Duration: 8 hours

You touch a willing creature to grant it the ability to see in the dark. For the duration, that creature has darkvision out to a range of 60 feet. If it already had darkvision, it can see color in the dark.

DAYLIGHT
5 AET

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 hour

A 60-foot-radius sphere of sunlight spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet.

If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light.

If any of this spell's area overlaps with an area of darkness created by a spell costing 3 or less AET, the spell that created the darkness is dispelled.

DEATH WARD
8 AET

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 8 hours

You touch a creature and grant it a measure of protection from death.

The first time the target would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point, and the spell ends.

If the spell is still in effect when the target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the target, and the spell ends.

DETECT THOUGHTS
3 AET

Casting Time: 1 action
Range: Self
Components: V, S, M (a copper piece)
Duration: Concentration, up to 1 minute

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

You initially learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the spell ends.

Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation.

You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language.

Once you detect the presence of a creature in this way, you can read its thoughts for the rest

of the duration as described above, even if you can't see it, but it must still be within range.

DIMENSION DOOR
8 AET

Casting Time: 1 action
Range: 500 feet
Components: V
Duration: Instantaneous

You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45* degree angle, 300 feet."

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell.

If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the spell fails to teleport you.

DISGUISE SELF
2 AET

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 hour

You make yourself—including your clothing, armor, weapons, and other belongings on your person— look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC. Creatures that physically interact with the disguise in a way that would reveal its falsity as

part of a different action can immediate make the check without spending another action.

DISPEL EVIL OR GOOD
12 AET

Casting Time: 1 action
Range: Self
Components: V, S, M (holy water or powdered silver and iron)
Duration: Concentration, up to 1 minute

Shimmering energy surrounds and protects you from fey, undead, and creatures originating from beyond the Material Plane. For the duration, celestials, elementals, fey, fiends, and undead have disadvantage on attack rolls against you.

You can end the spell early by using either of the following special functions.

Break Enchantment. As your action, you touch a creature you can reach that is charmed, frightened, or possessed by a celestial, an elemental, a fey, a fiend, or an undead. The creature you touch is no longer charmed, frightened, or possessed by such creatures.

Dismissal. As your action, make a melee spell attack against a celestial, an elemental, a fey, a fiend, or an undead you can reach. On a hit, you attempt to drive the creature back to its home plane. The creature must succeed on a Charisma saving throw or be sent back to its home plane (if it isn't there already). If they aren't on their home plane, undead are sent to the Shadowfell, and fey are sent to the Feywild.

UNBIND SPELL
5 AET

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

Choose one creature, object, or magical effect within range. Any spell costing 5 AET or lower on the target ends. For each spell higher cost on the target, make an ability check using your spellcasting ability. The DC equals 10 + half the spell's aether cost. On a successful check, the spell ends.

Overcast. When you cast this spell using more than 5 AET, you gain +1 on the check for every 3 additional AET spent.

DIVINE FAVOR
2 AET

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra 1d4 radiant damage on a hit.

DOMINATE BEAST

8 AET

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You attempt to beguile a beast that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the beast is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

Overcast. When you cast this spell and spend at least 11 AET, the duration is concentration, up to 10 minutes. When you use at least 14 AET, the duration is concentration, up to 1 hour.

SPELLS (E)

ENHANCE ABILITY

3 AET

Casting Time: 1 action
Range: Touch
Components: V, S, M (fur or a feather from a beast)
Duration: Concentration, up to 1 hour.

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains that effect until the spell ends.

Bear's Endurance. The target gains 2d6 temporary hit points, which are lost when the spell ends.

Bull's Strength. The target has advantage on Strength checks, and his or her carrying capacity doubles.

Cat's Grace. The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.

Eagle's Splendor. The target has advantage on Charisma checks.

Fox's Cunning. The target has advantage on Intelligence checks.

Owl's Wisdom. The target has advantage on Wisdom checks.

Overcast. When you cast this spell using more than 3 AET, you can target one additional creature for every 3 additional AET spent.

ENLARGE/REDUCE

3 AET

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a pinch of powdered iron)
Duration: Concentration, up to 1 minute

You cause a creature or an object you can see within range to grow larger or smaller for the duration. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect.

If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once.

Enlarge. The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category—from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attacks with them deal 1d4 extra damage.

Reduce. The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category—from Medium to Small, for example. Until the spell ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with

them deal 1d4 less damage (this can't reduce the damage below 1).

ENTANGLE
2 AET

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 minute

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

When the spell ends, the conjured plants wilt away.

EXPEDITIOUS RETREAT
2 AET

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.

SPELLS (F)

FAERIE FIRE
2 AET

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Concentration, up to 1 minute

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

FAITHFUL HOUND
8 AET

Casting Time: 1 action

Range: 30 feet
Components: V, S, M (a tiny silver whistle, a piece of bone, and a thread)
Duration: 8 hours

You conjure a phantom watchdog in an unoccupied space that you can see within range, where it remains for the duration, until you dismiss it as an action, or until you move more than 100 feet away from it.

The hound is invisible to all creatures except you and can't be harmed. When a Small or larger creature comes within 30 feet of it without first speaking the password that you specify when you cast this spell, the hound starts barking loudly. The hound sees invisible creatures and can see into the Border Shadow. It ignores illusions.

At the start of each of your turns, the hound attempts to bite one creature within 5 feet of it that is hostile to you. The hound's attack bonus is equal to your spellcasting ability modifier + your proficiency bonus. On a hit, it deals 4d8 piercing damage.

FALSE LIFE
2 AET

Casting Time: 1 action
Range: Self
Components: V, S, M (a small amount of alcohol or distilled spirits)
Duration: 1 hour

Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary hit points for the duration.

Overcast. When you cast this spell using more than 2 AET, you gain 5 additional temporary hit points for every 2 additional AET spent.

FEAR
5 AET

Casting Time: 1 action
Range: Self (30-foot cone)
Components: V, S, M (a white feather or the heart of a hen)
Duration: Concentration, up to 1 minute

You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration.

While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

FEATHER FALL
2 AET

Casting Time: 1 reaction, which you take when you or a creature within 60 feet of you falls
Range: 60 feet
Components: V, M (a small feather or piece of down)
Duration: 1 minute

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

FIND TRAPS
3 AET

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You sense the presence of any trap within range that is within line of sight. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable. Thus, the spell would sense an area affected by the *alarm* or *glyph of warding* incantation, or a mechanical pit trap as well as a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole.

You learn the location and the general nature of the danger posed by each trap.

FIREBALL
5 AET

Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a tiny ball of bat guano and sulfur)
Duration: Instantaneous

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 6d6 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

Overcast. When you cast this spell using more than 5 AET, the damage increases by 1d6 for every 2 additional AET spent.

FIRE SHIELD
8 AET

Casting Time: 1 action
Range: Self
Components: V, S, M (a bit of phosphorus or a firefly)
Duration: 10 minutes

Thin and wispy flames wreathe your body for the duration, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the spell early by using an action to dismiss it.

The flames provide you with a warm shield or a chill shield, as you choose. The warm shield grants you resistance to cold damage, and the chill shield grants you resistance to fire damage.

In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with flame. The attacker takes 2d8 fire damage from a warm shield, or 2d8 cold damage from a cold shield.

FLAME BLADE
3 AET

Casting Time: 1 bonus action
Range: Self
Components: V, S, M (leaf of sumac)
Duration: Concentration, up to 10 minutes

You evoke a fiery scimitar in your free hand. The blade is lasts for the duration and you have proficiency in it. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action.

You can use your action to make a melee spell attack with the fiery blade. On a hit, the target takes 3d6 fire damage.

Alternatively, you can use it as a normal scimitar, except that it deals fire damage.

The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Overcast. When you cast this spell using more than 3 AET, the damage increases by 1d6 for every 4 additional AET spent. When used as a normal weapon, the damage dice increase by 1d6 for every 4 additional AET.

FLAME STRIKE
9 AET

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (pinch of sulfur)
Duration: Instantaneous

A vertical column of divine fire roars down from the heavens in a location you specify. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on a point within range must make a Dexterity saving throw. A creature takes 4d6 fire damage and 4d6 radiant damage on a

failed save, or half as much damage on a successful one.

Overcast. When you cast this spell using more than 9 AET, the fire damage and the radiant damage each increase by 1d6 for every 3 additional AET spent.

FLAMING SPHERE

3 AET

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a bit of tallow, a pinch of brimstone, and a dusting of powdered iron)
Duration: Concentration, up to 1 minute

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. The sphere is a solid object that occupies its space. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Overcast. When you cast this spell using more than 3 AET, the damage increases by 1d6 for every 2 additional AET spent.

FOG CLOUD

2 AET

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 hour

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Overcast. When you cast this spell using more than 2 AET, the radius of the fog increases by 10 feet for every 3 additional AET spent.

FREEDOM OF MOVEMENT

8 AET

Casting Time: 1 action
Range: Touch

Components: V, S, M (a leather strap, bound around the arm or a similar appendage)
Duration: 1 hour

You touch a willing creature. For the duration, the target's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained.

The target can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the target's movement or attacks.

SPELLS (G)

GASEOUS FORM

5 AET

Casting Time: 1 action
Range: Touch
Components: V, S, M (a bit of gauze and a wisp of smoke)
Duration: Concentration, up to 1 hour

You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends if the creature drops to 0 hit points. An incorporeal creature isn't affected.

While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has resistance to nonmagical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated.

While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.

GIANT INSECT

8 AET

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You transform up to ten centipedes, three spiders, five wasps, or one scorpion within range into giant versions of their natural forms for the duration. A centipede becomes a giant centipede, a spider becomes a giant spider, a wasp becomes

a giant wasp, and a scorpion becomes a giant scorpion.

Each creature obeys your verbal commands, and in combat, they act on your turn each round. The GM has the statistics for these creatures and resolves their actions and movement.

A creature remains in its giant size for the duration, until it drops to 0 hit points, or until you use an action to dismiss the effect on it.

The GM might allow you to choose different targets. For example, if you transform a bee, its giant version might have the same statistics as a giant wasp.

GRAVE TOUCH
cantrip

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: 1 round

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target.

If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

GREASE
2 AET

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a bit of pork rind or butter)
Duration: 1 minute

Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration.

When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

This grease is flammable, acting like a flask of oil. Any ignition source ignites the entire area.

GREATER INVISIBILITY
8 AET

Casting Time: 1 action

Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You or a creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

GUIDANCE
cantrip

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

GUIDING BOLT
2 AET

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: 1 round

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

Overcast. When you cast this spell using more than 2 AET, the damage increases by 1d6 for every 2 additional AET spent.

GUST OF WIND
3 AET

Casting Time: 1 action
Range: Self (60-foot line)
Components: V, S, M (a legume seed)
Duration: Concentration, up to 1 minute

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to

dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

SPELLS (H)

HALLUCINATORY TERRAIN
8 AET

Casting Time: 10 minutes
Range: 300 feet
Components: V, S, M (a stone, a twig, and a bit of green plant)
Duration: 24 hours

You make natural terrain in a 150-foot cube in range look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within the area aren't changed in appearance.

The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Intelligence (Investigation) check against your spell save DC to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain.

HASTE
5 AET

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a shaving of licorice root)
Duration: Concentration, up to 1 minute

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Dash, Disengage, Hide, or Use an Object action.

Overcast. When you cast this spell using 7 AET, the target can also take the Attack action (making only a single weapon attack). Alternatively, you can affect one additional target with the base effect for every 3 additional AET spent.

HEALING WORD
1 AET

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

Overcast. When you cast this spell using more than 1 AET, the healing increases by 1d4 for every 2 additional AET spent.

HEAT METAL
3 AET

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a piece of iron and a flame)
Duration: Concentration, up to 1 minute

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

Overcast. When you cast this spell using more than 3 AET, the damage increases by 1d8 for every 2 additional AET spent.

HEROISM
2 AET

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

Overcast. When you cast this spell using more than 2 AET, you can target one additional creature for every 3 additional AET spent.

HIDEOUS LAUGHTER
2 AET

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (tiny tarts and a feather that is waved in the air)
Duration: Concentration, up to 1 minute

A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

Hold Monster
12 AET

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a small, straight piece of iron)
Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. This spell has no effect on undead. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

Overcast. When you cast this spell using more than 12 AET, you can target one additional creature for every 3 additional AET spent. The creatures must be within 30 feet of each other when you target them.

Hold Person
4 AET

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small, straight piece of iron)
Duration: Concentration, up to 1 minute

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

Overcast. When you cast this spell using more than 4 AET, you can target one additional humanoid for every 3 additional AET spent. The humanoids must be within 30 feet of each other when you target them.

Hypnotic Pattern
5 AET

Casting Time: 1 action
Range: 120 feet
Components: S, M (a glowing stick of incense or a crystal vial filled with phosphorescent material)
Duration: Concentration, up to 1 minute

You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0. Affected creatures can attempt the saving throw at the end of each of their turns, ending the effect on a success.

The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Spells (I)

Ice Storm
7 AET

Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a pinch of dust and a few drops of water)
Duration: Instantaneous

A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one.

Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn.

Overcast. When you cast this spell using more than 7 AET, the bludgeoning damage increases by 1d8 and the cold damage increases by 1d6 for every 3 additional AET spent.

Inflict Wounds
2 AET

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.

Overcast. When you cast this spell using more than 2 AET, the damage increases by 1d10 for every 2 additional AET spent.

INSECT PLAGUE
14 AET

Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a few grains of sugar, some kernels of grain, and a smear of fat)
Duration: Concentration, up to 10 minutes

Swarming, biting locusts fill a 20-foot-radius sphere centered on a point you choose within range. The sphere spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere's area is difficult terrain.

When the area appears, each creature in it must make a Constitution saving throw. A creature takes 4d10 piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there.

Overcast. When you cast this spell using more than 14 AET, the damage increases by 1d10 for every 2 additional AET spent.

INVISIBILITY
3 AET

Casting Time: 1 action
Range: Touch
Components: V, S, M (an eyelash encased in gum arabic)
Duration: Concentration, up to 1 hour

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying when the spell is cast is invisible as long as it is on the target's person. The spell ends for a target that attacks, casts a spell, or deals damage to a creature or object. Objects picked up by an invisible target do not become invisible.

Overcast. When you cast this spell using more than 3 AET, you can target one additional creature for every 3 additional AET spent.

SPELLS (J)

JUMP
2 AET

Casting Time: 1 action
Range: Touch
Components: V, S, M (a grasshopper's hind leg)
Duration: 1 minute

You touch a creature. The creature's jump distance is tripled until the spell ends.

SPELLS (K)

SPELLS (L)

LEVITATE
3 AET

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end)
Duration: Concentration, up to 10 minutes

One creature or object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected.

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spell's range.

When the spell ends, the target floats gently to the ground if it is still aloft.

LIGHT
cantrip

Casting Time: 1 action
Range: Touch
Components: V, M (a firefly or phosphorescent moss)
Duration: 1 hour

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

LIGHTNING BOLT
5 AET

Casting Time: 1 action
Range: Self (100-foot line)
Components: V, S, M (a bit of fur and a rod of amber, crystal, or glass)
Duration: Instantaneous

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 6d6 lightning damage on a failed save, or half as much damage on a successful one.

The lightning ignites flammable objects in the area that aren't being worn or carried.

Overcast.. When you cast this spell using more than 5 AET, the damage increases by 1d6 for every 2 additional aether spent.

LONGSTRIDER
2 AET

Casting Time: 1 action
Range: Touch
Components: V, S, M (a pinch of dirt)
Duration: 1 hour

You touch a creature. The target's speed increases by 10 feet until the spell ends.

Overcast. When you cast this spell using more than 2 AET, you can target one additional creature for every 3 additional AET spent.

SPELLS (M)

MAGE ARMOR
2 AET

Casting Time: 1 action
Range: Touch
Components: V, S, M (a piece of cured leather)
Duration: 8 hours

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 12 + its Dexterity modifier and the target can take the Stamina (STA) and Aether (AET) action. The spell ends if the target dons armor or if you dismiss the spell as an action.

MAGE HAND
cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magic items, or carry more than 10 pounds.

MAGIC MISSILE
2 AET

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 piercing damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several. Roll for each dart separately.

Overcast. When you cast this spell using more than 2 AET, the spell creates one more dart for every 2 additional AET spent.

MAGIC WEAPON
3 AET

Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

Overcast. When you cast this spell using 8 AET, the bonus increases to +2. When you expend 12 AET, the bonus increases to +3.

MAJOR IMAGE
5 AET

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a bit of fleece)
Duration: Concentration, up to 10 minutes

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench).

As long as you are within range of the illusion, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create

an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

Overcast. When you cast this spell using 15 AET, the spell lasts until dispelled, without requiring your concentration.

Mass Cure Wounds
9 AET

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

A wave of healing energy washes out from a point of your choice within range. Choose up to six creatures in a 30-foot-radius sphere centered on that point. Each target regains hit points equal to 3d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

Overcast. When you cast this spell using more than 9 AET, the healing increases by 1d8 for every 2 additional AET spent.

Meld into Stone
5 AET

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 8 hours

You step into a stone object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the stone for the duration. Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While merged with the stone, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use your movement to leave the stone where you entered it, which ends the spell. You otherwise can't move.

Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

Message
cantrip

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a short piece of copper wire)
Duration: 1 round

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

Minor Illusion
cantrip

Casting Time: 1 action
Range: 30 feet
Components: S, M (a bit of fleece)
Duration: 1 minute

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC.

If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

MIRROR IMAGE
3 AET

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 minute

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

MISLEAD
12 AET

Casting Time: 1 action
Range: Self
Components: S
Duration: Concentration, up to 1 hour

You become invisible at the same time that an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends if you attack or cast a spell.

You can use your action to move your illusory double up to twice your speed and make it gesture, speak, and behave in whatever way you choose.

You can see through its eyes and hear through its ears as if you were located where it is. On each of your turns as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

MISTY STEP
3 AET

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Instantaneous

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

MOONBEAM
4 AET

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (several seeds of any moonseed plant and a piece of opalescent feldspar)
Duration: Concentration, up to 1 minute

A silvery beam of pale light shines down in a 5-foot-radius, 40-foot-high cylinder centered on a point within range. Until the spell ends, dim light fills the cylinder.

When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames that cause searing pain, and it must make a Constitution saving throw. It takes 2d10 radiant damage on a failed save, or half as much damage on a successful one.

A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the spell's light.

On each of your turns after you cast this spell, you can use an action to move the beam 60 feet in any direction.

Overcast. When you cast this spell using more than 4 AET, the damage increases by 1d10 for every 2 additional AET spent.

SPELLS (N)

SPELLS (O)

SPELLS (P)

PASS WITHOUT TRACE
3 AET

Casting Time: 1 action
Range: Self
Components: V, S, M (ashes from a burned leaf of mistletoe and a sprig of spruce)
Duration: Concentration, up to 1 hour

A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) can't roll below 10 on Dexterity (Stealth) checks and

can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

PASSWALL
12 AET

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a pinch of sesame seeds)
Duration: 1 hour

A passage appears at a point of your choice that you can see on a wooden, plaster, or stone surface (such as a wall, a ceiling, or a floor) within range, and lasts for the duration. You choose the opening's dimensions: up to 5 feet wide, 8 feet tall, and 20 feet deep. The passage creates no instability in a structure surrounding it.

When the opening disappears, any creatures or objects still in the passage created by the spell are safely ejected to an unoccupied space nearest to the surface on which you cast the spell.

PHANTASMAL KILLER
8 AET

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature. The target must make a Wisdom saving throw. On a failed save, the target becomes frightened for the duration. At the end of each of the target's turns before the spell ends, the target must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the spell ends.

Overcast. When you cast this spell using more than 8 AET, the damage increases by 1d10 for every 2 additional AET spent.

PLANT GROWTH
5 AET

Casting Time: 1 action
Range: 150 feet
Components: V, S
Duration: Instantaneous

This spell channels vitality into plants within a specific area, causing them to grow rapidly

If you cast this spell using 1 action, choose a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves.

You can exclude one or more areas of any size within the spell's area from being affected.

POLYMORPH
8 AET

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a caterpillar cocoon)
Duration: Concentration, up to 1 hour

This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a Charisma saving throw to avoid the effect. The spell has no effect on a shapechanger or a creature with 0 hit points.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than half the aether spent on the spell. The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

PRAYER OF HEALING
3 AET

Casting Time: 10 minutes
Range: 30 feet
Components: V
Duration: Instantaneous

Up to six creatures of your choice that you can see within range each regain hit points equal to 2d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

Overcast. When you cast this spell using a spell slot of 3rd level or higher, the healing increases by 1d8 for each slot level above 2nd.

PRESTIDIGITATION
cantrip

Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Up to 1 hour

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Produce Flame
cantrip

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 10 minutes

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again.

You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Protection from Energy
5 AET

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

Protection from Evil and Good
2 AET

Casting Time: 1 action
Range: Touch
Components: V, S, M (holy water or powdered silver and iron, which the spell consumes)
Duration: Concentration up to 10 minutes

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Protection from Poison
3 AET

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 hour

You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random.

For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.

Spells (Q)

Spells (R)

Ray of Enfeeblement
3 AET

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

A black beam of enervating energy springs from your finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 3d8 necrotic damage and deals only half damage with weapon attacks until the spell ends.

At the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.

Overcast. When you cast this spell using more than 3 AET, the damage increases by 1d8 for every 2 additional aether spent.

RAY OF FROST
cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

REINCARNATE
12 AET

Casting Time: 1 hour
Range: Touch
Components: V, S, M (rare oils and unguents worth at least 1,000 gp, which the spell consumes)
Duration: Instantaneous

You touch a dead humanoid or a piece of a dead humanoid. Provided that the creature has been dead no longer than 10 days, the spell forms a new adult body for it and then calls the soul to enter that body.

If the target's soul isn't free or willing to do so, the spell fails.

The magic fashions a new body for the creature to inhabit, which likely causes the creature's race to change. The GM rolls a d100 and consults the following table to determine what form the creature takes when restored to life, or the GM chooses a form.

d100	Lineage
1-45	Human
46-55	Dwarf
56-65	Ihmisi (aka wood elf)
66-75	Orc
76-85	Gwerin (aka high elves)
86-90	Halfling
91-95	Dragonborn, True
96-100	Jazuu

The reincarnated creature recalls its former life and experiences. It retains the capabilities it had in its original form, except it exchanges its original lineage for the new one and changes its lineage traits accordingly. Its culture does not change.

REMOVE CURSE
5 AET

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.

RESILIENT SPHERE
8 AET

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a hemispherical piece of clear crystal and a matching hemispherical piece of gum arabic)
Duration: Concentration, up to 1 minute

A sphere of shimmering force encloses a creature or object of Large size or smaller within range. An unwilling creature must make a Dexterity saving throw. On a failed save, the creature is enclosed for the duration.

Nothing—not physical objects, energy, or other spell effects—can pass through the barrier, in or out, though a creature in the sphere can breathe there. The sphere is immune to all damage from outside the sphere, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the sphere damage anything outside it. Unwilling targets inside can attack the sphere as an object with AC 17, damage threshold 10, and 16 HP. When it reaches 0 HP, the spell ends and the globe vanishes.

The sphere is weightless and just large enough to contain the creature or object inside. An enclosed creature can use its action to push against the sphere's walls and thus roll the sphere at up to half the creature's speed. Similarly, the globe can be picked up and moved by other creatures.

RESISTANCE
Cantrip

Casting Time: 1 action
Range: Touch
Components: V, S, M (a miniature cloak)
Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one saving throw of its choice. It can roll the die before or after making the saving throw. The spell then ends.

Revivify
5 AET

Casting Time: 1 action
Range: Touch
Components: V, S, M (diamonds worth 300 gp, which the spell consumes)
Duration: Instantaneous

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

Spells (S)

Sacred Flame
Cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw and you do not need a clear path to the target.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Sanctuary
2 AET

Casting Time: 1 bonus action
Range: 30 feet
Components: V, S, M (a small silver mirror)
Duration: 1 minute

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball.

If the warded creature makes an attack, deals damage, or casts a spell that affects an enemy creature, this spell ends.

Scorching Ray
3 AET

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

Overcast

When you cast this spell using more than 3 AET, you create one additional ray for every 3 additional AET you spend.

See Invisibility
3 AET

Casting Time: 1 action
Range: Self
Components: V, S, M (a pinch of talc and a small sprinkling of powdered silver)
Duration: 1 hour

For the duration, you see invisible creatures and objects as if they were visible, and you can see into the Border Shadow. Ethereal creatures and objects appear ghostly and translucent.

Shatter
3 AET

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a chip of mica)
Duration: Instantaneous

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

Overcast

When you cast this spell using more than 3 AET, the damage increases by 1d8 for every 2 additional AET spent.

Shield
2 AET

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 10 minutes

An invisible barrier of magical force appears and protects you. For the duration, you take no damage from *magic missile*. Additionally, you can take the Deflect action as if you were

wearing a shield, spending AET instead of STA to do so.

SHIELD OF FAITH
2 AET

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, M (a small parchment with a bit of holy text written on it)
Duration: Concentration, up to 10 minutes

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration. This does not stack with a shield.

SHILLELAGH
Cantrip

Casting Time: 1 bonus action
Range: Touch
Components: V, S, M (mistletoe, a shamrock leaf, and a club or quarterstaff)
Duration: 1 minute

The wood of a club or quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon.

SHOCKING GRASP
Cantrip

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

SILENCE
3 AET

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 10 minutes

For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

SILENT IMAGE
2 AET

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a bit of fleece)
Duration: Concentration, up to 10 minutes

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects.

You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

SLEEP
2 AET

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a pinch of fine sand, rose petals, or a cricket)
Duration: Concentration, up to 1 minute

This spell sends creatures into a magical slumber. Up to 5 creatures within 20 feet of a point you choose within range must make a Wisdom saving throw. Creatures who fail their saving throw fall unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.

Undead and creatures immune to being charmed aren't affected by this spell.

Overcast. When you cast this spell and expend more than 2 AET, the number of affected creatures increases by one for every 3 additional AET spent.

Sleet Storm
5 AET

Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a pinch of dust and a few drops of water)
Duration: Concentration, up to 1 minute

Until the spell ends, freezing rain and sleet fall in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused.

The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone.

If a creature is concentrating in the spell's area, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.

Slow
5 AET

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a drop of molasses)
Duration: Concentration, up to 1 minute

You alter time around up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration.

An affected target's speed is halved, it takes a −2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

A creature affected by this spell makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.

Spike Growth
3 AET

Casting Time: 1 action
Range: 150 feet
Components: V, S, M (seven sharp thorns or seven small twigs, each sharpened to a point)
Duration: Concentration, up to 10 minutes

The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels, up to a total per round of 16d4.

The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.

Spirit Guardians
8 AET

Casting Time: 1 action
Range: Self (15-foot radius)
Components: V, S, M (a holy symbol)
Duration: Concentration, up to 10 minutes

You call forth spirits to protect you. They flit around you to a distance of 15 feet for the duration. Their appearance is up to you.

When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. Affected creatures treat the area as difficult terrain, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 radiant damage or 3d8 necrotic damage (your choice when you cast the spell). On a successful save, the creature takes half as much damage.

Overcast

When you cast this spell using more than 5 AET, the damage increases by 1d8 for every 2 additional AET spent.

Spiritual Weapon
2 AET

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S
Duration: 1 minute

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes bludgeoning, piercing, or slashing (your choice) damage equal to 1d10 + your spellcasting ability modifier.

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

The weapon can take whatever form you choose. The damage type should be appropriate for the weapon.

OVERCAST

When you cast this spell using more than 2 AET, the damage increases by 1d10 for every two additional AET.

STINKING CLOUD
5 AET

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a rotten egg or several skunk cabbage leaves)
Duration: Concentration, up to 1 minute

You create a 20-foot-radius sphere of yellow, nauseating gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration.

Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

STONE SHAPE
8 AET

Casting Time: 1 action
Range: Touch
Components: V, S, M (soft clay, which must be worked into roughly the desired shape of the stone object)
Duration: Instantaneous

You touch a stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a large rock into a weapon, idol, or coffer, or make a small passage through a wall, as long as the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

STONESKIN
8 AET

Casting Time: 1 action
Range: Touch

Components: V, S, M (diamond dust worth 100 gp, which the spell consumes)
Duration: 1 hour

This spell turns the flesh of a willing creature you touch as hard as stone. Until the spell ends, the target has resistance to bludgeoning, piercing, and slashing damage, but their speed is reduced by 10 ft and they have disadvantage on Dexterity ability checks.

SUGGESTION
3 AET

Casting Time: 1 action
Range: 30 feet
Components: V, M (a snake's tongue and either a bit of honeycomb or a drop of sweet oil)
Duration: Concentration, up to 8 hours

You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable, as judged by the GM. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell.

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you could suggest that an orc stab his leader in the back the next time they're in camp together.

If you or any of your companions damage the target, the spell ends.

SUNBEAM
14 AET

Casting Time: 1 action
Range: Self (60-foot line)
Components: V, S, M (a magnifying glass)
Duration: Concentration, up to 1 minute

A beam of brilliant sunlight flashes out from your hand in a 5-foot-wide, 60-foot-long line. Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes 5d8 radiant damage and is blinded until your next turn. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw.

You can create a new line of radiance as your action on any turn until the spell ends.

For the duration, a mote of brilliant radiance shines in your hand. It sheds bright light in a 30-foot radius and dim light for an additional 30 feet. This light is sunlight.

SPELLS (T)

TELEKINESIS

12 AET

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You gain the ability to move or manipulate creatures or objects by thought. When you cast the spell, and as your action each round for the duration, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell.

CREATURE.

You can try to move a Huge or smaller creature. Make an ability check with your spellcasting ability contested by the creature's Strength check. If you win the contest, you move the creature up to 30 feet in any direction, including upward but not beyond the range of this spell. Until the end of your next turn, the creature is restrained in your telekinetic grip. A creature lifted upward is suspended in mid-air.

On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest.

OBJECT.

You can try to move an object that weighs up to 1,000 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction, but not beyond the range of this spell.

If the object is worn or carried by a creature, you must make an ability check with your spellcasting ability contested by that creature's Strength check. If you succeed, you pull the object away from that creature and can move it up to 30 feet in any direction but not beyond the range of this spell.

You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

THAUMATURGY

Cantrip

Casting Time: 1 action
Range: 30 feet
Components: V
Duration: Up to 1 minute

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:

- Your voice booms up to three times as loud as normal for 1 minute.
- You cause flames to flicker, brighten, dim, or change color for 1 minute.
- You cause harmless tremors in the ground for 1 minute.
- You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- You instantaneously cause an unlocked door or window to fly open or slam shut.
- You alter the appearance of your eyes for 1 minute. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

THUNDERWAVE

2 AET

Casting Time: 1 action
Range: Self (15-foot cube)
Components: V, S
Duration: Instantaneous

A wave of thunderous force sweeps out from your outstretched hands. Each creature in a 15-foot cube originating from one side of your space you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

OVERCAST

When you cast this spell using more than 2 AET, the damage increases by 1d8 for every additional AET, up to a maximum of 5d8 (5 AET).

TRUE SEEING

12 AET

Casting Time: 1 action
Range: Touch

Components: V, S, M (an ointment for the eyes that costs 25 gp; is made from mushroom powder, saffron, and fat; and is consumed by the spell)
Duration: 1 hour

This spell gives the willing creature you touch the ability to see things as they actually are. For the duration, the creature has truesight, notices secret doors hidden by magic, and can see into the Border Shadow, all out to a range of 120 feet.

TRUE STRIKE
1 AET

Casting Time: 1 bonus action
Range: 60 feet
Components: S
Duration: 1 round

You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. Your next attack against the creature until the end of your next turn has advantage and scores a critical hit on a 19 or 20.

SPELLS (U)

SPELLS (V)

VAMPIRIC TOUCH
4 AET

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

The touch of your shadow-wreathed hand can siphon life force from others to heal your wounds. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action.

OVERCAST

When you cast this spell using more than 4 AET, the damage increases by 1d6 for every two additional AET spent.

SPELLS (W)

WALL OF FIRE
8 AET

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a small piece of phosphorus)

Duration: Concentration, up to 1 minute

You create a wall of fire on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save.

One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

OVERCAST

When you cast this spell using more than 8 AET, the damage increases by 1d8 for every 3 additional AET.

WALL OF FORCE
15 AET

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a pinch of powder made by crushing a clear gemstone)
Duration: Concentration, up to 10 minutes

An invisible wall of force springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick. It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side).

Nothing can physically pass through the wall. The wall also extends into the Border Shadow, blocking ethereal travel through the wall. Each panel of the wall has an AC of 17, a damage threshold of 10, and 45 HP. When its HP is reduced to 0, that panel collapses.

OVERCAST

When you cast this spell using more than 15 AET, its HP increases by 3 for every additional AET spent.

WALL OF ICE
12 AET

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a small piece of quartz)
Duration: Concentration, up to 10 minutes

You create a wall of ice on a solid surface within range. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-square panels. Each panel must be contiguous with another panel. In any form, the wall is 1 foot thick and lasts for the duration.

If the wall cuts through a creature's space when it appears, the creature within its area is pushed to one side of the wall and must make a Dexterity saving throw. On a failed save, the creature takes 10d6 cold damage, or half as much damage on a successful save.

The wall is an object that can be damaged and thus breached. It has AC 12 and 30 hit points per 10-foot section, and it is vulnerable to fire damage. Reducing a 10-foot section of wall to 0 hit points destroys it and leaves behind a sheet of frigid air in the space the wall occupied. A creature moving through the sheet of frigid air for the first time on a turn must make a Constitution saving throw. That creature takes 5d6 cold damage on a failed save, or half as much damage on a successful one.

OVERCAST

When you cast this spell using a more than 12 AET, the damage the wall deals when it appears increases by 2d6, and the damage from passing through the sheet of frigid air increases by 1d6, for every 3 additional AET.

WALL OF STONE
12 AET

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a small block of granite)
Duration: Concentration, up to 10 minutes

A nonmagical wall of solid stone springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on any firm foundation. It must, however, merge with and be solidly supported by existing stone. Thus, you can use this spell to bridge a chasm or create a ramp.

If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements, and so on.

The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 30 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the GM's discretion.

The wall disappears when the spell ends.

WALL OF THORNS
7 AET

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a handful of thorns)
Duration: Concentration, up to 10 minutes

You create a wall of tough, pliable, tangled brush bristling with needle-sharp thorns. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 piercing damage, or half as much damage on a successful save.

A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a Dexterity saving throw. It takes 5d8 slashing damage on a failed save, or half as much damage on a successful one.

OVERCAST

When you cast this spell using more than 9 AET, both types of damage increase by 1d8 for every 2 additional AET spent.

WARDING BOND
3 AET

Casting Time: 1 action
Range: Touch

Components: V, S, M (a pair of platinum rings worth at least 50 gp each, which you and the target must wear for the duration)
Duration: 1 hour

This spell wards a willing creature you touch and creates a mystic connection between you and the target until the spell ends. While the target is within 60 feet of you, it gains a +1 bonus to AC and saving throws, and it has resistance to all damage. Also, each time it takes damage, you take the same amount of damage.

The spell ends if you drop to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if the spell is cast again on either of the connected creatures. You can also dismiss the spell as an action.

WEB
3 AET

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a bit of spiderweb)
Duration: Concentration, up to 1 hour

You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20 foot cube from that point for the duration unless conjured in mid-air without support, in which case it tangles around anything in the area and falls to the ground. The webs are difficult terrain and lightly obscure their area.

If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

Each creature that starts its turn in the webs or that enters them during its turn must make a

Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free.

A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

WIND WALL
5 AET

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a tiny fan and a feather of exotic origin)
Duration: Concentration, up to 1 minute

A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.

SPELLS (X)

SPELLS (Y)

SPELLS (Z)

Chapter 10: Monsters

A monster's statistics, sometimes referred to as its **stat block**, provide the essential information that you need to run the monster.

> ### Modifying Monsters
>
> Despite the versatile collection of monsters in this book, you might be at a loss when it comes to finding the perfect creature for part of an adventure. Feel free to tweak an existing creature to make it into something more useful for you, perhaps by borrowing a trait or two from a different monster or by using a **variant** or **template**, such as the ones in this book. Keep in mind that modifying a monster, including when you apply a template to it, might change its challenge rating.

Size

A monster can be Tiny, Small, Medium, Large, Huge, or Gargantuan. The Size Categories table shows how much space a creature of a particular size controls in combat. See the *Player's Handbook* for more information on creature size and space.

*Size Categories (table)

Size Categories

Size	Space	Examples
Tiny	2½ by 2½ ft.	Imp, sprite
Small	5 by 5 ft.	Giant rat, goblin
Medium	5 by 5 ft.	Orc, werewolf
Large	10 by 10 ft.	Hippogriff, ogre
Huge	15 by 15 ft.	Fire giant, treant
Gargantuan	20 by 20 ft. or larger	Kraken, purple worm

Type

A monster's type speaks to its fundamental nature. Certain spells, magic items, class features, and other effects in the game interact in special ways with creatures of a particular type. For example, an *arrow of dragon slaying* deals extra damage not only to dragons but also other creatures of the dragon type, such as dragon turtles and wyverns.

The game includes the following monster types, which have no rules of their own.

*Aberrations are utterly alien beings. Many of them have innate magical abilities drawn from the creature's alien mind rather than the mystical forces of the world. The quintessential aberrations are aboleths, beholders, mind flayers, and slaadi.

*Beasts are nonhumanoid creatures that are a natural part of the fantasy ecology. Some of them have magical powers, but most are unintelligent and lack any society or language.

Beasts include all varieties of ordinary animals, dinosaurs, and giant versions of animals.

*Celestials are creatures of the Astral who are acting on behalf of an Ascendant or deity. They might be employed as messengers or agents in the mortal realm and throughout the planes.

*Constructs are made, not born. Some are programmed by their creators to follow a simple set of instructions, while others are imbued with sentience and capable of independent thought. Golems are the iconic constructs. Many creatures native to the outer plane of Mechanus, such as modrons, are constructs shaped from the raw material of the plane by the will of more powerful creatures.

*Dragons are large reptilian creatures of ancient origin and tremendous power. True dragons, including the good metallic dragons and the evil chromatic dragons, are highly intelligent and have innate magic. Also in this category are creatures distantly related to true dragons, but less powerful, less intelligent, and less magical, such as wyverns and pseudodragons.

*Elementals are creatures native to the elemental planes. Some creatures of this type are little more than animate masses of their respective elements, including the creatures simply called elementals. Others have biological forms infused with elemental energy. The races of genies, including djinn and efreet, form the most important civilizations on the elemental planes. Other elemental creatures include azers, invisible stalkers, and water weirds.

*Fey are magical creatures closely tied to the forces of nature, called the kami. They dwell in twilight groves and misty forests. In some worlds, they are closely tied to the Plane of Shadow, also called the Plane of Faerie. Fey are most often obsessed with something mortal, called their "aspect". Fey include dryads, pixies, and satyrs.

*Fiends are creatures of either the Astral or Abyssal, summoned into the Mortal in various horrifying forms. A few are the servants of deities, but many more labor under the leadership of archdevils and demon princes. Evil priests and mages sometimes summon fiends to the material world to do their bidding. Fiends include demons, devils, hell hounds, and other lesser creatures.

*Giants tower over humans and their kind. They are humanlike in shape, though some have multiple heads (ettins) or deformities (fomorians). The six varieties of true giant are hill giants,

stone giants, frost giants, fire giants, cloud giants, and storm giants. Besides these, creatures such as ogres and trolls are giants.

*Humanoids are the main peoples of a fantasy gaming world, both civilized and savage, including humans and a tremendous variety of other species. They have language and culture, few if any innate magical abilities (though most humanoids can learn spellcasting), and a bipedal form. The most common humanoid races are the ones most suitable as player characters: humans, dwarves, elves, and halflings. Almost as numerous are the races of goblinoids (goblins, hobgoblins, and bugbears), orcs, lizardfolk, and kobolds.

*Monstrosities are monsters in the strictest sense—frightening creatures that are not ordinary, not truly natural, and almost never benign. Some are the results of magical experimentation gone awry (such as owlbears), and others are the product of terrible curses. They defy categorization, and in some sense serve as a catch-all category for creatures that don't fit into any other type.

*Oozes are gelatinous creatures that rarely have a fixed shape. They are mostly subterranean, dwelling in caves and dungeons and feeding on refuse, carrion, or creatures unlucky enough to get in their way. Black puddings and gelatinous cubes are among the most recognizable oozes.

*Plants in this context are vegetable creatures, not ordinary flora. Most of them are ambulatory, and some are carnivorous. The quintessential plants are the shambling mound and the treant. Fungal creatures such as the gas spore and the myconid also fall into this category.

*Undead are once-living creatures brought to a horrifying state of undeath through the practice of necromantic magic or some unholy curse, generally involving the entropy spirits called jotnar. Undead include walking corpses, such as vampires and zombies, as well as bodiless spirits, such as ghosts and specters.

TAGS

A monster might have one or more tags appended to its type, in parentheses. For example, an orc has the *humanoid (orc)* type. The parenthetical tags provide additional categorization for certain creatures. The tags have no rules of their own, but something in the game, such as a magic item, might refer to them. For instance, a spear that is especially effective at fighting demons would work against any monster that has the demon tag.

ATTITUDE

Monsters have an attitude listed that describes how a generic member of that type of monster will act by default. Specific individuals may act differently, but this serves as a guide to roleplay for the DM. Example attitudes:

Craven. A craven creature is easy to intimidate into fleeing (if possible) or surrendering (if flight is too risky). They tend to attack in groups and run when casualties start to mount or if their leader is killed.

Honorable. These creatures will generally honor bargains, parole, and challenges to duels. Even evil creatures can be honorable. Most honorable creatures can be reasoned with.

Individualistic. Every monster for themselves. These tend to live alone or, if the are encountered in groups, not really care about the other members of their groups. Killing one doesn't affect a different one, but an individual might flee if wounded even if it shatters the group's chances.

Single-minded. Oozes, zombies, and some other creatures are single-minded. This means that they generally cannot be reasoned with, distracted, confused, or intimidate. They will not flee or surrender. Generally they will pursue the closest target in combat; if given other orders they will do those to the exclusion of all else, including personal safety.

ARMOR CLASS

A monster that wears armor or carries a shield has an Armor Class (AC) that takes its armor, shield, and Dexterity into account. Otherwise, a monster's AC is based on its Dexterity modifier and natural armor, if any. If a monster has natural armor, wears armor, or carries a shield, this is noted in parentheses after its AC value.

HIT POINTS

A monster usually dies or is destroyed when it drops to 0 hit points. For more on hit points, see Character Creation.

A monster's hit points are presented both as a die expression and as an average number. For example, a monster with 2d8 hit points has 9 hit points on average (2 × 4½).

A monster's size determines the die used to calculate its hit points, as shown in the Hit Dice by Size table.

Hit Dice by Size

Hit Dice by Size

Monster Size	Hit Die	Average HP per Die
Tiny	d4	2½
Small	d6	3½
Medium	d8	4½
Large	d10	5½
Huge	d12	6½
Gargantuan	d20	10½

A monster's Constitution modifier also affects the number of hit points it has. Its Constitution modifier is multiplied by the number of Hit Dice it possesses, and the result is added to its hit points. For example, if a monster has a Constitution of 12 (+1 modifier) and 2d8 Hit Dice, it has 2d8 + 2 hit points (average 11).

Speed

A monster's speed tells you how far it can move on its turn. For more information on speed, see the *Player's Handbook*.

All creatures have a walking speed, simply called the monster's speed. Creatures that have no form of ground-based locomotion have a walking speed of 0 feet.

Some creatures have one or more of the following additional movement modes.

Burrow

A monster that has a burrowing speed can use that speed to move through sand, earth, mud, or ice. A monster can't burrow through solid rock unless it has a special trait that allows it to do so. Burrowing out of reach provokes opportunity attacks.

Climb

A monster that has a climbing speed can use all or part of its movement to move on vertical surfaces. The monster doesn't need to spend extra movement to climb.

Fly

A monster that has a flying speed can use all or part of its movement to fly. Some monsters have the ability to **hover**, which makes them hard to knock out of the air (as explained in the rules on flying in the *Player's Handbook*). Such a monster stops hovering when it dies.

Swim

A monster that has a swimming speed doesn't need to spend extra movement to swim.

Ability Scores

Every monster has six ability scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma) and corresponding modifiers. For more information on ability scores and how they're used in play, see the *Player's Handbook*.

Saving Throws

The Saving Throws entry is reserved for creatures that are adept at resisting certain kinds of effects. For example, a creature that isn't easily charmed or frightened might gain a bonus on its Wisdom saving throws. Most creatures don't have special saving throw bonuses, in which case this section is absent.

A saving throw bonus is the sum of a monster's relevant ability modifier and its proficiency bonus, which is determined by the monster's challenge rating (as shown in the Proficiency Bonus by Challenge Rating table).

*Proficiency Bonus by Challenge Rating (table)

Proficiency Bonus by Challenge Rating

Challenge	Proficiency Bonus
0	+2
1/8	+2
1/4	+2
1/2	+2
1	+2
2	+2
3	+2
4	+2
5	+3
6	+3
7	+3
8	+3
9	+4
10	+4
11	+4
12	+4
13	+5
14	+5
15	+5
16	+5
17	+6
18	+6
19	+6
20	+6
21	+7
22	+7
23	+7
24	+7
25	+8
26	+8
27	+8
28	+8
29	+9
30	+9

Skills

The Skills entry is reserved for monsters that are proficient in one or more skills. For example, a monster that is very perceptive and stealthy might have bonuses to Wisdom (Perception) and Dexterity (Stealth) checks.

A skill bonus is the sum of a monster's relevant ability modifier and its proficiency bonus, which is determined by the monster's challenge rating (as shown in the Proficiency Bonus by Challenge Rating table). Other modifiers might apply. For instance, a monster might have a larger-than-expected bonus (usually double its proficiency bonus) to account for its heightened expertise.

Vulnerabilities, Resistances, and Immunities

Some creatures have vulnerability, resistance, or immunity to certain types of damage. Particular creatures are even resistant or immune to damage from nonmagical attacks (a magical attack is an attack delivered by a spell, a magic item, or another magical source). In addition, some creatures are immune to certain conditions.

Senses

The Senses entry notes a monster's passive Wisdom (Perception) score, as well as any special senses the monster might have. Special senses are described below.

Blindsight

A monster with blindsight can perceive its surroundings without relying on sight, within a specific radius. For all purposes this counts as being able to see within that radius.

Creatures without eyes, such as grimlocks and gray oozes, typically have this special sense, as do creatures with echolocation or heightened senses, such as bats and true dragons.

If a monster is naturally blind, it has a parenthetical note to this effect, indicating that the radius of its blindsight defines the maximum range of its perception.

Darkvision

A monster with darkvision can see in the dark within a specific radius. The monster can see in dim light within the radius as if it were bright light, and in darkness as if it were dim light. The monster can't discern color in darkness, only shades of gray. Many creatures that live underground have this special sense.

Tremorsense

A monster with tremorsense can detect and pinpoint the origin of vibrations within a specific radius, provided that the monster and the source of the vibrations are in contact with the same ground or substance. Tremorsense can't be used to detect flying or incorporeal creatures. Many burrowing creatures, such as ankhegs and umber hulks, have this special sense. Tremorsense does not count as sight.

Truesight

A monster with truesight can, out to a specific range, see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceive the original form of a shapechanger or a creature that is transformed by magic. Furthermore, the monster can see into the Ethereal Plane within the same range.

Armor, Weapon, and Tool Proficiencies. Assume that a creature is proficient with its armor, weapons, and tools. If you swap them out, you decide whether the creature is proficient with its new equipment.

For example, a hill giant typically wears hide armor and wields a greatclub. You could equip a hill giant with chain mail and a greataxe instead, and assume the giant is proficient with both, one or the other, or neither.

See the Equipment for rules on using armor or weapons without proficiency.

Languages

The languages that a monster can speak are listed in alphabetical order. Sometimes a monster can understand a language but can't speak it, and this is noted in its entry. A "—" indicates that a creature neither speaks nor understands any language.

Telepathy

Telepathy is a magical ability that allows a monster to communicate mentally with another creature within a specified range. The contacted creature doesn't need to share a language with the monster to communicate in this way with it, but it must be able to understand at least one language. A creature without telepathy can receive and respond to telepathic messages but can't initiate or terminate a telepathic conversation.

A telepathic monster doesn't need to see a contacted creature and can end the telepathic contact at any time. The contact is broken as soon as the two creatures are no longer within range of each other or if the telepathic monster

contacts a different creature within range. A telepathic monster can initiate or terminate a telepathic conversation without using an action, but while the monster is incapacitated, it can't initiate telepathic contact, and any current contact is terminated.

A creature within the area of an *antimagic field* or in any other location where magic doesn't function can't send or receive telepathic messages.

CHALLENGE //REWRITE THIS

A monster's *challenge rating tells you how great a threat the monster is. An appropriately equipped and well-rested party of four adventurers should be able to defeat a monster that has a challenge rating equal to its level without suffering any deaths. For example, a party of four 3rd-level characters should find a monster with a challenge rating of 3 to be a worthy challenge, but not a deadly one.

Monsters that are significantly weaker than 1st- level characters have a challenge rating lower than 1. Monsters with a challenge rating of 0 are insignificant except in large numbers.

Some monsters present a greater challenge than even a typical 20th-level party can handle. These monsters have a challenge rating of 21 or higher and are specifically designed to test player skill.

SPECIAL TRAITS

Special traits (which appear after a monster's challenge rating but before any actions or reactions) are characteristics that are likely to be relevant in a combat encounter and that require some explanation.

SPELLCASTING

A monster with the Spellcasting special trait has the ability to cast selected spells, which it uses to cast its spells (as explained in the *Player's Handbook*).

The monster has a list of spells known, which may be drawn from multiple class lists.

Each spell says how many times it can be cast per day.

Specific monsters have innate spellcasting which means that they do require components to cast their spells; they can still be perceived to be casting a spell.

> **SPELL SELECTION**
>
> Casters generally only have a limited selection of spells in their stat blocks, those focused on combat use. Generally they have a big concentration spell and one or more lower priority or defensive spells. Their primary damage comes from their spell attacks, which count as cantrips.

ACTIONS

When a monster takes its action, it can choose from the options in the Actions section of its stat block or use one of the actions available to all creatures, such as the Dash or Hide action, as described in the *Player's Handbook*.

MELEE AND RANGED ATTACKS

The most common actions that a monster will take in combat are melee and ranged attacks. These can be spell attacks or weapon attacks, where the "weapon" might be a manufactured item or a natural weapon, such as a claw or tail spike. For more information on different kinds of attacks, see the *Player's Handbook*.

Creature vs. Target. The target of a melee or ranged attack is usually either one creature or one target, the difference being that a "target" can be a creature or an object.

Hit. Any damage dealt or other effects that occur as a result of an attack hitting a target are described after the "*Hit*" notation. You have the option of taking average damage or rolling the damage; for this reason, both the average damage and the die expression are presented.

Miss. If an attack has an effect that occurs on a miss, that information is presented after the "*Miss:*" notation.

SPELL ATTACKS

Some monsters have spell attacks. These count as cantrips for *counterspell* and other features for that care about spells. Generally, they do not require components and are specialized for that creature.

MULTIATTACK

A creature that can make multiple attacks on its turn has the Multiattack action. A creature can't use Multiattack when making an opportunity attack, which must be a single melee attack.

AMMUNITION

A monster carries enough ammunition to make its ranged attacks. You can assume that a monster has 2d4 pieces of ammunition for a thrown weapon attack, and 2d10 pieces of ammunition for a projectile weapon such as a bow or crossbow.

REACTIONS

If a monster can do something special with its reaction, that information is contained here. If a creature has no special reaction, this section is absent.

All creatures with a melee attack in their stat block can make opportunity attacks. Monsters

cannot take the special actions Dodge, Exert, Focus, Deflect, or Spell-break. If they have similar capabilities, those will appear as explicit actions in their stat blocks.

LIMITED USAGE

Some special abilities have restrictions on the number of times they can be used.

X/Day. The notation "X/Day" means a special ability can be used X number of times and that a monster must finish a long rest to regain expended uses. For example, "1/Day" means a special ability can be used once and that the monster must finish a long rest to use it again.

Recharge X-Y. The notation "Recharge X-Y" means a monster can use a special ability once and that the ability then has a random chance of recharging during each subsequent round of combat. At the start of each of the monster's turns, roll a d6. If the roll is one of the numbers in the recharge notation, the monster regains the use of the special ability. The ability also recharges when the monster finishes a short or long rest.

For example, "Recharge 5-6" means a monster can use the special ability once. Then, at the start of the monster's turn, it regains the use of that ability if it rolls a 5 or 6 on a d6.

Recharge after a Short or Long Rest. This notation means that a monster can use a special ability once and then must finish a short or long rest to use it again.

*Grapple Rules for Monsters

Many monsters have special attacks that allow them to quickly grapple prey. When a monster hits with such an attack, it doesn't need to make an additional ability check to determine whether the grapple succeeds, unless the attack says otherwise.

A creature grappled by the monster can use its action to try to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check against the escape DC in the monster's stat block. If no escape DC is given, assume the DC is 10 + the monster's Strength (Athletics) modifier.

EQUIPMENT

A stat block rarely refers to equipment, other than armor or weapons used by a monster. A creature that customarily wears clothes, such as a humanoid, is assumed to be dressed appropriately.

You can equip monsters with additional gear and trinkets however you like, and you decide how much of a monster's equipment is recoverable after the creature is slain and whether any of that equipment is still usable. A

battered suit of armor made for a monster is rarely usable by someone else, for instance.

If a spellcasting monster needs material components to cast its spells, assume that it has the material components it needs to cast the spells in its stat block.

LEGENDARY CREATURES

A legendary creature can do things that ordinary creatures can't. It can take special actions outside its turn, and it might exert magical influence for miles around.

If a creature assumes the form of a legendary creature, such as through a spell, it doesn't gain that form's legendary actions, lair actions, or regional effects.

LEGENDARY ACTIONS

A legendary creature can take a certain number of special actions—called legendary actions—outside its turn. Only one legendary action option can be used at a time and only at the end of another creature's turn. A creature regains its spent legendary actions at the start of its turn. It can forgo using them, and it can't use them while incapacitated or otherwise unable to take actions. If surprised, it can't use them until after its first turn in the combat.

A LEGENDARY CREATURE'S LAIR

A legendary creature might have a section describing its lair and the special effects it can create while there, either by act of will or simply by being present. Such a section applies only to a legendary creature that spends a great deal of time in its lair.

LAIR ACTIONS

If a legendary creature has lair actions, it can use them to harness the ambient magic in its lair. On initiative count 20 (losing all initiative ties), it can use one of its lair action options. It can't do so while incapacitated or otherwise unable to take actions. If surprised, it can't use one until after its first turn in the combat.

REGIONAL EFFECTS

The mere presence of a legendary creature can have strange and wondrous effects on its environment, as noted in this section. Regional effects end abruptly or dissipate over time when the legendary creature dies.

Customizing Monsters

There are many easy ways to customize the NPCs presented here for your home campaign.

Lineage and Cultural Traits. You can add lineage and cultural traits to an NPC (generally humanoids and giants, especially). For example, a halfling druid 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 lineage traits, see Alternate Lineage Development; for more on cultural traits, see Cultures.

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 cost from any 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. An archmage, 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.

Monsters, Alphabetical Monsters (A)

Aboleth

Animated Armor

Ankheg

Azer

ABOLETH

Large aberration

Armor Class 17 (natural armor)
Hit Points 135 (18d10 + 36)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	−1	+2	+4	+2	+5

Saving Throws Con +6, Int +8, Wis +6
Skills History +12, Perception +10
Senses darkvision 120 ft., passive Perception 20
Languages all, telepathy 120 ft.
Challenge 10 (5,900 XP)

Amphibious. The aboleth can breathe air and water.

Mucous Cloud. While underwater, the aboleth is surrounded by transformative mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 feet of it must make a DC 14 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.

Probing Telepathy. If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature.

ACTIONS

Multiattack. The aboleth makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 10ft. ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by *heal* or another disease-curing legendary effect. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed..

Tail. *Melee Weapon Attack:* +9 to hit, reach 10ft. ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Enslave (3/Day). The aboleth targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth.

LEGENDARY ACTIONS

The aboleth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The aboleth regains spent legendary actions at the start of its turn.

Detect. The aboleth makes a Wisdom (Perception) check.
Tail Swipe. The aboleth makes one tail attack.
Psychic Drain (Costs 2 Actions). One creature charmed by the aboleth takes 10 (3d6) psychic damage, and the aboleth regains hit points equal to the damage the creature takes.

ANIMATED ARMOR

Medium construct

Armor Class 18 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+0	+1	−5	−4	−5

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 1 (200 XP)

Antimagic Susceptibility. The armor is incapacitated while in the area of an *antimagic field.* If targeted by *dispel magic,* the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

ACTIONS

Multiattack. The armor makes two melee attacks.

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

ANKHEG

Large monstrosity

Armor Class 14 (natural armor), 11 while prone
Hit Points 39 (6d10 + 6)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+0	+1	−5	+1	−2

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11
Languages —
Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 3 (1d6) acid damageIf the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the ankheg can bite only the grappled creature and has advantage on attack rolls to do so..

Spit. The ankheg spits acid in a line that is 30 feet long and 5 feet wide, provided that it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

AZER

Medium elemental

Armor Class 17 (natural armor, shield)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+2	+1	+1	+0

Saving Throws Con +4
Damage Immunities fire, poison
Condition Immunities poisoned
Senses passive Perception 11
Languages Ignan
Challenge 2 (450 XP)

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Heated weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 3 (1d6) fire damage.

MONSTERS (B)

BALOR _____

BASILISK _____

BEHIR _____

BUGBEAR _____

BULETTE _____

BALOR

Huge fiend (demon)

Armor Class 19 (natural armor)
Hit Points 262 (21d12 + 126)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
+8	+2	+6	+5	+3	+6

Saving Throws Str +14, Con +12, Wis +9, Cha +12
Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 13
Languages Abyssal, telepathy 120 ft.
Challenge 19 (22,000 XP)

Death Throes. When the balor dies, it explodes, and each creature within 30 feet of it must make a DC 20 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried, and it destroys the balor's weapons.

Fire Aura. At the start of each of the balor's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the balor or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

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

Magic weapons. The balor's weapon attacks are magical.

ACTIONS

Multiattack. The balor makes two attacks: one with its longsword and one with its whip.

[. name=Longsword, mod=+14, reach=10, dmg=21 (3d8 + 8), dmg-type=slashing, plus-dmg=13 (3d8), plus-dmg-type=lightning, extra=If the balor scores a critical hit, it rolls damage dice three times, instead of twice.]

Whip. *Melee Weapon Attack:* +14 to hit, reach 30 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage plus 10 (3d6) fire damage, and the target must succeed on a DC 20 Strength saving throw or be pulled up to 25 feet toward the balor..

Teleport. The balor magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

BASILISK

Medium monstrosity

Armor Class 15 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
+3	−1	+2	−4	−1	−2

Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 3 (700 XP)

Petrifying Gaze. If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 12 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save. If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

BEHIR

Huge monstrosity

Armor Class 17 (natural armor)
Hit Points 168 (16d12 + 64)
Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+3	+4	−2	+2	+1

Skills Perception +6, Stealth +7
Damage Immunities lightning
Senses darkvision 90 ft., passive Perception 16
Languages Draconic
Challenge 11 (7,200 XP)

ACTIONS

Multiattack. The behir makes two attacks: one with its bite and one to constrict.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. The target is grappled (escape DC 16) if the behir isn't already constricting a creature, and the target is restrained until this grapple ends..

Lightning Breath (Recharge 5-6). The behir exhales a line of lightning that is 20 feet long and 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Swallow. The behir makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the behir, and it takes 21 (6d6) acid damage at the start of each of the behir's turns. A behir can have only one creature swallowed at a time. If the behir takes 30 damage or more on a single turn from the swallowed creature, the behir must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the behir. If the behir dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

BUGBEAR

Medium humanoid (goblinoid)

Armor Class 16 (hide armor, shield)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+2	+1	−1	+0	−1

Skills Stealth +6, Survival +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 1 (200 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range..

Bulette

Large monstrosity

Armor Class 17 (natural armor)
Hit Points 94 (9d10 + 45)
Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+0	+5	−4	+0	−3

Skills Perception +6
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16
Languages —
Challenge 5 (1,800 XP)

Standing Leap. The bulette's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 30 (4d12 + 4) piercing damage.

Deadly Leap. If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

Monsters (C)

Centaur

_____

Chimera

_____

Chuul

_____

Cloaker

_____

Cockatrice

_____

Couatl

_____

Monsters (C)

CENTAUR

Large monstrosity

Armor Class 12
Hit Points 45 (6d10 + 12)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+2	−1	+1	+0

Skills Athletics +6, Perception +3, Survival +3
Senses passive Perception 13
Languages Elvish, Sylvan
Challenge 2 (450 XP)

Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

ACTIONS

Multiattack. The centaur makes two attacks: one with its pike and one with its hooves or two with its longbow.

Pike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

CHIMERA

Large monstrosity

Armor Class 14 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+0	+4	−4	+2	+0

Skills Perception +8
Senses darkvision 60 ft., passive Perception 18
Languages understands Draconic but can't speak
Challenge 6 (2,300 XP)

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its fire breath is available, it can use the breath in place of its bite or horns.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Horns. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Fire Breath (Recharge 5-6). The dragon head exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

CHUUL

Large aberration

Armor Class 16 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+0	+3	−3	+0	−3

Skills Perception +4
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages understands Deep Speech but can't speak
Challenge 4 (1,100 XP)

Amphibious. The chuul can breathe air and water.

Sense Magic. The chuul senses magic within 120 feet of it at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.

ACTIONS

Multiattack. The chuul makes two pincer attacks. If the chuul is grappling a creature, the chuul can also use its tentacles once.

Pincer. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the chuul doesn't have two other creatures grappled..

Tentacles. One creature grappled by the chuul must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Cloaker

Large aberration

Armor Class 14 (natural armor)
Hit Points 78 (12d10 + 12)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+1	+1	+1	+2

Skills Stealth +5
Senses darkvision 60 ft., passive Perception 11
Languages Deep Speech, Undercommon
Challenge 8 (3,900 XP)

Damage Transfer. While attached to a creature, the cloaker takes only half the damage dealt to it (rounded down), and that creature takes the other half.

False Appearance. While the cloaker remains motionless without its underside exposed, it is indistinguishable from a dark leather cloak.

Light Sensitivity. While in bright light, the cloaker has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The cloaker makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and if the target is Large or smaller, the cloaker attaches to it. If the cloaker has advantage against the target, the cloaker attaches to the target's head, and the target is blinded and unable to breathe while the cloaker is attached. While attached, the cloaker can make this attack only against the target and has advantage on the attack roll. The cloaker can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the cloaker by succeeding on a DC 16 Strength check..

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Moan. Each creature within 60 feet of the cloaker that can hear its moan and that isn't an aberration must succeed on a DC 13 Wisdom saving throw or become frightened until the end of the cloaker's next turn. If a creature's saving throw is successful, the creature is immune to the cloaker's moan for the next 24 hours

Phantasms (Recharges after a Short or Long Rest). The cloaker magically creates three illusory duplicates of itself if it isn't in bright light. The duplicates move with it and mimic its actions, shifting position so as to make it impossible to track which cloaker is the real one. If the cloaker is ever in an area of bright light, the duplicates disappear. Whenever any creature targets the cloaker with an attack or a harmful spell while a duplicate remains, that creature rolls randomly to determine whether it targets the cloaker or one of the duplicates. A creature is unaffected by this magical effect if it can't see or if it relies on senses other than sight. A duplicate has the cloaker's AC and uses its saving throws. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals damage, the duplicate disappears.

Cockatrice

Small monstrosity

Armor Class 11
Hit Points 27 (6d6 + 6)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
−2	+1	+1	−4	+1	−3

Senses darkvision 60 ft., passive Perception 11
Languages —

Challenge 1/2 (100 XP)

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours..

COUATL

Medium celestial

Armor Class 19 (natural armor)
Hit Points 97 (13d8 + 39)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+5	+3	+4	+5	+4

Saving Throws Con +5, Wis +7, Cha +6
Damage Resistances radiant
Damage Immunities psychic; bludgeoning, piercing, and
  slashing from nonmagical attacks
Senses truesight 120 ft., passive Perception 15
Languages all, telepathy 120 ft.
Challenge 4 (1,100 XP)

Innate Spellcasting. The couatl's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring only verbal components: At will: *detect evil and good, detect magic, detect thoughts* 3/day each: *bless, create food and water, cure wounds, lesser restoration, protection from poison, sanctuary, shield* 1/day each: *dream, greater restoration, scrying*

Magic weapons. The couatl's weapon attacks are magical.

Shielded Mind. The couatl is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 24 hours. Until this poison ends, the target is unconscious. Another creature can use an action to shake the target awake..

Constrict. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the couatl can't constrict another target..

Change Shape. The couatl magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the couatl's choice). In a new form, the couatl retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and other actions are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks. If the new form has a bite attack, the couatl can use its bite in that form.

Monsters (D)

Darkmantle

Devil, Barbed

Devil, Bearded

Devil, Bone

Devil, Horned

Devil, Ice

Doppelganger

Dretch

Dragon, Wyrmling

Dragon, Young

Dragon, Adult

Dragon, Ancient

Dragon Turtle

Drider

Dwarf, Twisted

DARKMANTLE

Small monstrosity

Armor Class 11
Hit Points 22 (5d6 + 5)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+1	−4	+0	−3

Skills Stealth +3
Senses blindsight 60 ft., passive Perception 10
Languages —
Challenge 1/2 (100 XP)

Echolocation. The darkmantle can't use its blindsight while deafened.

False Appearance. While the darkmantle remains motionless, it is indistinguishable from a cave formation such as a stalactite or stalagmite.

ACTIONS

Crush. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the darkmantle attaches to the target. If the target is Medium or smaller and the darkmantle has advantage on the attack roll, it attaches by engulfing the target's head, and the target is also blinded and unable to breathe while the darkmantle is attached in this way. While attached to the target, the darkmantle can attack no other creature except the target but has advantage on its attack rolls. The darkmantle's speed also becomes 0, it can't benefit from any bonus to its speed, and it moves with the target. A creature can detach the darkmantle by making a successful DC 13 Strength check as an action. On its turn, the darkmantle can detach itself from the target by using 5 feet of movement..

Darkness Aura (1/Day). A 15-foot radius of magical darkness extends out from the darkmantle, moves with it, and spreads around corners. The darkness lasts as long as the darkmantle maintains concentration, up to 10 minutes (as if concentrating on a spell). Darkvision can't penetrate this darkness, and no natural light can illuminate it. If any of the darkness overlaps with an area of light created by a spell of 2nd level or lower, the spell creating the light is dispelled.

DEVIL, BARBED

Medium fiend (devil)

Armor Class 15 (natural armor)
Hit Points 110 (13d8 + 52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+3	+4	+1	+2	+2

Saving Throws Str +6, Con +7, Wis +5, Cha +5
Skills Deception +5, Insight +5, Perception +8
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 18
Languages Infernal, telepathy 120 ft.
Challenge 5 (1,800 XP)

Barbed Hide. At the start of each of its turns, the barbed devil deals 5 (1d10) piercing damage to any creature grappling it.

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

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

ACTIONS

Multiattack. The devil makes three melee attacks: one with its tail and two with its claws. Alternatively, it can use Hurl Flame twice.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Hurl Flame. *Ranged Spell Attack:* +5 to hit, range 150 ft., one target. *Hit:* 10 (3d6) damageIf the target is a flammable object that isn't being worn or carried, it also catches fire..

DEVIL, BEARDED

Medium fiend (devil)

Armor Class 13 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	−1	+0	+0

Saving Throws Str +5, Con +4, Wis +2
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 10
Languages Infernal, telepathy 120 ft.
Challenge 3 (700 XP)

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

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

Steadfast. The devil can't be frightened while it can see an allied creature within 30 feet of it.

ACTIONS

Multiattack. The devil makes two attacks: one with its beard and one with its glaive.

Beard. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success..

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing..

DEVIL, BONE

Large fiend (devil)

Armor Class 19 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+3	+4	+1	+2	+3

Saving Throws Int +5, Wis +6, Cha +7
Skills Deception +7, Insight +6
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Infernal, telepathy 120 ft.
Challenge 9 (5,000 XP)

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

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

ACTIONS

Multiattack. The devil makes three attacks: two with its claws and one with its sting.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Sting. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success..

Devil, Horned

Large fiend (devil)

Armor Class 18 (natural armor)
Hit Points 148 (17d10 + 55)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+3	+5	+1	+3	+3

Saving Throws Str +10, Dex +7, Wis +7, Cha +7
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 13
Languages Infernal, telepathy 120 ft.
Challenge 11 (7,200 XP)

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

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

Actions

Multiattack. The devil makes three melee attacks: two with its fork and one with its tail. It can use Hurl Flame in place of any melee attack.

Fork. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Tail. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 17 Constitution saving throw or lose 10 (3d6) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 10 (3d6). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing..

Hurl Flame. Ranged Spell Attack: +7 to hit, range 150 ft., one target. *Hit:* 14 (4d6) damageIf the target is a flammable object that isn't being worn or carried, it also catches fire..

Devil, Ice

Large fiend (devil)

Armor Class 18 (natural armor)
Hit Points 180 (19d10 + 76)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+2	+4	+4	+2	+4

Saving Throws Dex +7, Con +9, Wis +7, Cha +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities cold, fire, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 12
Languages Infernal, telepathy 120 ft.
Challenge 14 (11,500 XP)

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

Actions

DOPPELGANGER

Medium monstrosity (shapechanger)

Armor Class 14
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+4	+2	+0	+1	+2

Skills Deception +6, Insight +3
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 3 (700 XP)

Shapechanger. The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Ambusher. The doppelganger has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

ACTIONS

Multiattack. The doppelganger makes two melee attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

DRETCH

Small fiend (demon)

Armor Class 11 (natural armor)
Hit Points 18 (4d6 + 4)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+0	+1	−3	−1	−4

Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages Abyssal, telepathy 60 ft. (works only with creatures that understand Abyssal)
Challenge 1/4 (50 XP)

ACTIONS

Multiattack. The dretch makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

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

Fetid Cloud (1/Day). A 10-foot radius of disgusting green gas extends out from the dretch. The gas spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC 11 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.

Dragon, Wyrmling

Medium dragon

Armor Class 17 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+0	+1	+0	+0	+1

Saving Throws Dex +2, Con +3, Wis +2, Cha +3
Skills Perception +4, Stealth +4
Damage Immunities Variable based on color
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 2 (450 XP)

Special Traits. Pick one of the following based on color:
n- Amphibious: The dragon can breath both air and water.
n- Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra moment.

Damage Type. The dragon's bite attacks and breath weapon deal damage based on its color. The saving throw also depends on the color
n- Black: Necrotic (CON)
n- Blue: Lightning (DEX)
n- Brass: Thunder (CON)
n- Bronze or Red: Fire (DEX)

n- Copper Acid (CON)
n- Green: Acid (DEX)
n- Gold: Radiant (DEX)
n- Silver or White: Cold (CON)

Blast Shape. The dragon's breath weapon targets an area chosen from the list below:
n- Ball: 10 ft radius sphere centered on a point within 60 ft
n- Cone: 15 ft cone
n- Line: 15 ft line that is 5 ft wide

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 2 (1d4) damage of the dragon's damage type..

Breath Weapon (recharge 5-6). The dragon exhales energy in a burst (see Blast Shape). Each creature in that area must make a DC 12 saving throw (DEX or CON based on color), taking 22 (6d6) damage of the dragon's Damage Type on a failed save, or half as much damage on a successful one.

Scaling

To make a CR 3 version, add 2 hit dice (15 HP), increase the ability scores to 18/12/16/13/11/15, which increases the bite's modifier to +6 and the damage to 1d10 + 4 + 2d4. Don't change the breath weapon. To make a CR 4 version, add 6 hit dice (45 HP), increase the ability scores to 19/12/17/13/11/15, which increases the bite's modifier to +6 and the damage to 1d10 + 4 + 2d4. The breath weapon goes up to DC 13 and gains 1d6 damage.

Dragon, Young

Large dragon

Armor Class 18 (natural armor)
Hit Points 142 (15d10 + 45)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+1	+3	+2	+1	+3

Saving Throws Dex +4, Con +7, Wis +4, Cha +6
Skills Perception +6, +one
Damage Immunities Variable by color
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16
Languages Common, Draconic
Challenge 8 (3,900 XP)

Special Traits. Pick one of the following based on color:
n- Amphibious: The dragon can breath both air and water.
n- Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra moment.
n- Shapechange. The dragon can use its action to transform into a humanoid shape of Medium or smaller size. Its features other than its size do not change.
n- Spellcasting. The dragon can cast spells. These generally should be defensive, control, or utility spells, as the dragon has enough raw firepower. Its spellcasting DC is 15.
n- Pick 3 spells that cost 2 AET. It can cast these 3x/day each.
n- Pick 2 spells that cost 3-4 AET. It can cast these 2x/day each.
n- Pick 1 spell that costs 5 AET. It can cast this once/day.

Damage Type. The dragon's bite attacks and breath weapon deal damage based on its color. The saving throw also depends on the color
n- Black: Necrotic (CON)
n- Blue: Lightning (DEX)
n- Brass: Thunder (CON)
n- Bronze or Red: Fire (DEX)
n- Copper Acid (CON)
n- Green: Acid (DEX)
n- Gold: Radiant (DEX)
n- Silver or White: Cold (CON)

Blast Shape. The dragon's breath weapon targets an area chosen from the list below:
n- Ball: 15 ft radius sphere centered on a point within 60 ft
n- Cone: 30 ft cone
n- Line: 30 ft line that is 5 ft wide

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 4 (1d8) damage of the dragon's Damage Type..

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Breath Weapon (recharge 5-6). The dragon exhales energy in a burst (see Blast Shape). Each creature in that area must make a DC 15 saving throw (DEX or CON based on color), taking 45 (10d8) damage of the dragon's Damage Type on a failed save, or half as much damage on a successful one.

Scaling

To increase the dragon's CR to 9, increase its hit points by 15 (no extra hit dice but +2 CON), increase its STR, CON, and CHA by 2 each (increasing its attack modifier by 2 and physical damage modifiers by +1), its breath weapon by 9 (+2d8), and its save DC (spellcasting and breath weapon) by 1 (to 16). Its proficiency goes up by 1 as well. To increase the dragon's CR to 10, increase its hit points by 21 (adding 2 hit dice), increase its STR, CON, and CHA by +3 and its DEX by 1 (increasing its attack modifier by 2 and physical damage modifiers by +1). Its breath weapon increases by 9 (+2d8) and its save DC increases by 2 (to 17). Its proficiency goes up by 1 as well.

Dragon, Adult

Huge dragon

Armor Class 19 (natural armor)
Hit Points 195 (17d12 + 85)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+1	+5	+3	+2	+3

Saving Throws Dex +6, Con +10, Wis +6, Cha +8
Skills Perception +11, Stealth +7
Damage Immunities Variable based on color
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21
Languages Common, Draconic
Challenge 14 (11,500 XP)

Special Traits. Pick one of the following based on color:
n- Amphibious: The dragon can breath both air and water.
n- Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra moment.
n- Shapechange. The dragon can use its action to transform into a humanoid shape of Medium or smaller size. Its features other than its size do not change.
n- Spellcasting. The dragon can cast spells. These generally should be defensive, control, or utility spells, as the dragon has enough raw firepower. Its spellcasting DC is 16.
n- Pick 3 spells that cost 4 AET or less. It can cast these 3x/day each.
n- Pick 2 spells that cost 7 AET or less. It can cast these 2x/day each.
n- Pick 1 spell that costs 8 AET. It can cast this once/day.

Damage Type. The dragon's bite attacks and breath weapon deal damage based on its color. The saving throw also depends on the color
n- Black: Necrotic (CON)
n- Blue: Lightning (DEX)
n- Brass: Thunder (CON)
n- Bronze or Red: Fire (DEX)
n- Copper Acid (CON)
n- Green: Acid (DEX)
n- Gold: Radiant (DEX)
n- Silver or White: Cold (CON)

Blast Shape. The dragon's breath weapon targets an area chosen from the list below:
n- Ball: 20 ft radius sphere centered on a point within 90 ft
n- Cone: 60 ft cone
n- Line: 60 ft line that is 10 ft wide

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) damage of the dragon's Damage Type..

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (recharge 5-6). The dragon exhales energy in a burst (see Blast Shape). Each creature in that area must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The Dragon, Adult can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dragon, Adult regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Scaling

To increase the dragon's CR to 15, increase its hit points to 212, its ability scores to 25/12/23/17/15/17 (increasing its attack bonus to +12 and its weapon damage output by 1), its breath weapon to 63 (14d8), and increase each of its saving throw DCs by 1. To increase the dragon's CR to 16, increase its hit points to 225, its ability scores to 25/12/23/16/15/19, its breath weapon to 67 (15d8), its frightful presence DC to 18, its breath weapon DC to 19, and its wing attack DC to 20.

Dragon, Ancient

Gargantuan dragon

Armor Class 22 (natural armor)
Hit Points 350 (20d20 + 140)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
+8	+1	+7	+4	+2	+4

Saving Throws Dex +8, Con +14, Wis +9, Cha +11
Skills Perception +16, Stealth +9
Damage Immunities Variable based on color
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Common, Draconic
Challenge 21 (33,000 XP)

Special Traits. Pick one of the following based on color:
n- Amphibious: The dragon can breath both air and water.
n- Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra moment.
n- Shapechange. The dragon can use its action to transform into a humanoid shape of Medium or smaller size. Its features other than its size do not change.
n- Spellcasting. The dragon can cast spells. These generally should be defensive, control, or utility spells, as the dragon has enough raw firepower. Its spellcasting DC is 19.
n- Pick 3 spells that cost 5 AET or less. It can cast these 3x/day each.
n- Pick 2 spells that cost 8 AET or less. It can cast these 2x/day each.
n- Pick 1 spell that costs 13 AET. It can cast this once/day.

Damage Type. The dragon's bite attacks and breath weapon deal damage based on its color. The saving throw also depends on the color
n- Black: Necrotic (CON)
n- Blue: Lightning (DEX)
n- Brass: Thunder (CON)
n- Bronze or Red: Fire (DEX)
n- Copper Acid (CON)
n- Green: Acid (DEX)
n- Gold: Radiant (DEX)
n- Silver or White: Cold (CON)

Blast Shape. The dragon's breath weapon targets an area chosen from the list below:
n- Ball: 40 ft radius sphere centered on a point within 120 ft
n- Cone: 90 ft cone
n- Line: 90 ft line that is 10 ft wide

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) damage of the dragon's Damage Type..

Claw. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (recharge 5-6). The dragon exhales energy in an area (see Blast Shape). Each creature in that area must make a DC 22 saving throw of the type indicated for the dragon's color, taking 71 (13d10) damage of the dragon's Damage Type on a failed save, or half as much damage on a successful one.

Legendary Actions

The Dragon, Ancient can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dragon, Ancient regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Scaling

To increase the dragon's CR to 22, increase its HP to 385 (22d20+154), its AC to 22, its breath weapon damage to 77 (14d10), and its saving throw DCs to 20 (Frightful Presence and spellcasting), 23 (Breath weapon), and 24 (Wing Attack). To increase the dragon's CR to 23, increase its HP to 487 (25d20+225), its AC to 23, its ability scores to 30/12/29/18/15/23 (increasing its attack bonus to +17 and the damage modifier of each physical attack to +10), its breath weapon damage to 88 (16d10), and its saving throw DCs to 21 (Frightful Presence and spellcasting), 24 (Breath weapon), and 25 (Wing Attack)/

DRAGON TURTLE

Gargantuan dragon

Armor Class 20 (natural armor)
Hit Points 341 (22d20 + 110)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
+7	+0	+5	+0	+1	+1

Saving Throws Dex +6, Con +11, Wis +7
Damage Resistances fire
Senses darkvision 120 ft., passive Perception 11
Languages Aquan, Draconic
Challenge 17 (18,000 XP)

Amphibious. The dragon turtle can breathe air and water.

ACTIONS

Multiattack. The dragon turtle makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away from the dragon turtle and knocked prone..

Steam Breath (Recharge 5-6). The dragon turtle exhales scalding steam in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

DRIDER

Large monstrosity

Armor Class 19 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+3	+4	+1	+2	+1

Skills Perception +5, Stealth +9
Senses darkvision 120 ft., passive Perception 15
Languages Elvish,
Challenge 6 (2,300 XP)

Fey Ancestry. The drider has advantage on saving throws against being charmed, and magic can't put the drider to sleep.

Innate Spellcasting. The drider's innate spellcasting ability is Wisdom (spell save DC 13). The drider can innately cast the following spells, requiring no material components: At will: *dancing lights* 1/day each: *darkness*, *faerie fire*

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

Sunlight Sensitivity. While in sunlight, the drider has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Web Walker. The drider ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The drider makes three attacks, either with its longsword or its longbow. It can replace one of those attacks with a bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage plus 9 (2d8) poison damage..

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands..

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) poison damage..

Dwarf, Twisted

Medium humanoid (dwarf)

Armor Class 16 (scale mail, shield)
Hit Points 26 (4d8 + 8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+0	+2	+0	+0	−1

Damage Resistances poison
Senses darkvision 120 ft., passive Perception 10
Languages Dwarvish
Challenge 1 (200 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

War Pick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged..

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 9 (2d6 + 2) piercing damage while enlarged..

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Monsters (E)

Elemental, Air

Elemental, Earth

Elemental, Fire

Elemental, Water

Erinyes

Ettercap

Ettin

ELEMENTAL, AIR

Large elemental

Armor Class 15
Hit Points 90 (12d10 + 24)
Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
+2	+5	+2	−2	+0	−2

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Auran
Challenge 5 (1,800 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Whirlwind (Recharge 4-6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

ELEMENTAL, EARTH

Large elemental

Armor Class 17 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5	−1	+5	−3	+0	−3

Damage Vulnerabilities thunder
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages Terran
Challenge 5 (1,800 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Elemental, Fire

Large elemental

Armor Class 13
Hit Points 102 (12d10 + 36)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+3	+3	−2	+0	−2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Ignan
Challenge 5 (1,800 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30- foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns..

Elemental, Water

Large elemental

Armor Class Class 14 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+4	−3	+0	−1

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Aquan
Challenge 5 (1,800 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space. The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

ERINYES

Medium fiend (devil)

Armor Class 18 (plate)
Hit Points 153 (18d8 + 72)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+3	+4	+2	+2	+4

Saving Throws Dex +7, Con +8, Wis +6, Cha +8
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 12
Languages Infernal, telepathy 120 ft.
Challenge 12 (8,400 XP)

Hellish weapons. The erinyes's weapon attacks are magical and deal an extra 13 (3d8) poison damage on a hit (included in the attacks).

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

ACTIONS

Multiattack. The erinyes makes three attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 13 (3d8) poison damage..

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 13 (3d8) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned. The poison lasts until it is removed by the *lesser restoration* spell or similar magic..

Parry. The erinyes adds 4 to its AC against one melee attack that would hit it as a reaction. To do so, the erinyes must see the attacker and be wielding a melee weapon.

ETTERCAP

Medium monstrosity

Armor Class 13 (natural armor)
Hit Points 44 (8d8 + 8)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+2	+1	−2	+1	−1

Skills Perception +3, Stealth +4, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 2 (450 XP)

Spider Climb. The ettercap 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 ettercap knows the exact location of any other creature in contact with the same web.

Web Walker. The ettercap ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The ettercap makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success..

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Web (Recharge 5-6). *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 3 (1d6) poison damage. The creature is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check, escaping from the webbing on a success. The effect also ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage..

Ettin

Large giant

Armor Class 12 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	−1	+3	−2	+0	−1

Skills Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Giant, Orc
Challenge 4 (1,100 XP)

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of the ettin's heads is asleep, its other head is awake.

Actions

Multiattack. The ettin makes two attacks: one with its battleaxe and one with its morningstar.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Morningstar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

MONSTERS (F)

FUNGUS, SHRIEKER

FUNGUS, VIOLET

FUNGUS, SHRIEKER

Medium plant

Armor Class 5
Hit Points 13 (3d8)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
−5	−5	+0	−5	−4	−5

Condition Immunities blinded, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius), passive
   Perception 6

Languages —
Challenge 0 (10 XP)

False Appearance. While the shrieker remains motionless, it is indistinguishable from an ordinary fungus.

Shriek. When bright light or a creature is within 30 feet of the shrieker, it emits a shriek audible within 300 feet of it. The shrieker continues to shriek until the disturbance moves out of range and for 1d4 of the shrieker's turns afterward.

ACTIONS

FUNGUS, VIOLET

Medium plant

Armor Class 5
Hit Points 18 (4d8)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
−4	−5	+0	−5	−4	−5

Condition Immunities blinded, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius), passive
   Perception 6
Languages —
Challenge 1/4 (50 XP)

False Appearance. While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

ACTIONS

Multiattack. The fungus makes 1d4 Rotting Touch attacks.

Rotting Touch. Melee Weapon Attack: +2 to hit, reach 10 ft., one target. *Hit:* 4 (1d8) necrotic damage.

Monsters (G)

Gargoyle

Gelatinous Cube

Ghast

Ghost

Ghoul

Giant, Cloud

Giant, Fire

Giant, Frost

Giant, Hill

Giant, Stone

Giant, Storm

Gibbering Mouther

Goblin

Golem, Clay

Golem, FLesh

Golem, Iron

Golem, Stone

Grick

Griffon

Gargoyle

Medium elemental

Armor Class 15 (natural armor)
Hit Points 52 (7d8 + 21)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+0	+3	−2	+0	−2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Damage Immunities poison
Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10
Languages Terran
Challenge 2 (450 XP)

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

Actions

Multiattack. The gargoyle makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Gelatinous Cube

Large ooze

Armor Class 6
Hit Points 84 (8d10 + 40)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
+2	−4	+5	−5	−2	−5

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 2 (450 XP)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.
nCreatures inside the cube can be seen but have total cover.
nA creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.
nThe cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

n
Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) acid damage.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.
nOn a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.
nOn a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.
nAn engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

GHAST

Medium undead

Armor Class 13
Hit Points 36 (8d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+3	+0	+0	+0	−1

Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

Turning Defiance. The ghast and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success..

GHOST

Medium undead

Armor Class 11
Hit Points 45 (10d8)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
−2	+1	+0	+0	+1	+3

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 11
Languages any languages it knew in life
Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 ×10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Ghoul

Medium undead

Armor Class 12
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+2	+0	−2	+0	−2

Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10

Languages Common
Challenge 1 (200 XP)

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success..

Giant, Cloud

Huge giant

Armor Class 14 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+8	+0	+6	+1	+3	+3

Saving Throws Con +10, Wis +7, Cha +7
Skills Insight +7, Perception +7
Senses passive Perception 17
Languages Common, Giant
Challenge 9 (5,000 XP)

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

Innate Spellcasting. The giant's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *fog cloud*, *light*
3/day each: *feather fall*, *fly*, *misty step*, *telekinesis*
1/day each: *control weather*, *gaseous form*

Actions

Multiattack. The giant makes two morningstar attacks.

Morningstar. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Giant, Fire

Huge giant

Armor Class 18 (plate)
Hit Points 162 (13d12 + 78)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+7	−1	+6	+0	+2	+1

Saving Throws Dex +3, Con +10, Cha +5
Skills Athletics +11, Perception +6

Damage Immunities fire
Senses passive Perception 16
Languages Giant
Challenge 9 (5,000 XP)

Actions

Multiattack. The giant makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

GIANT, FROST

Huge giant

Armor Class 15 (patchwork armor)
Hit Points 138 (12d12 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+6	−1	+5	−1	+0	+1

Saving Throws Con +8, Wis +3, Cha +4
Skills Athletics +9, Perception +3

Damage Immunities cold
Senses passive Perception 13
Languages Giant
Challenge 8 (3,900 XP)

ACTIONS

Multiattack. The giant makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

GIANT, HILL

Huge giant

Armor Class 13 (natural armor)
Hit Points 105 (10d12 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	−1	+4	−3	−1	−2

Skills Perception +2

Senses passive Perception 12
Languages Giant
Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

GIANT, STONE

Huge giant

Armor Class 17 (natural armor)
Hit Points 126 (11d12 + 55)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+2	+5	+0	+1	−1

Saving Throws Dex +5, Con +8, Wis +4
Skills Athletics +12, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Giant
Challenge 7 (2,900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone..

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, as a reaction, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

GIANT, STORM

Huge giant

Armor Class 16 (scale mail)
Hit Points 230 (20d12 + 100)
Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
+9	+2	+5	+3	+4	+4

Saving Throws Str +14, Con +10, Wis +9, Cha +9
Skills Arcana +8, Athletics +14, History +8, Perception +9
Damage Resistances cold
Damage Immunities lightning, thunder
Senses passive Perception 19
Languages Common, Giant
Challenge 13 (10,000 XP)

Amphibious. The giant can breathe air and water.

Innate Spellcasting. The giant's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *detect magic, feather fall, levitate, light*

3/day each: *control weather, water breathing*

ACTIONS

Multiattack. The giant makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 30 (6d6 + 9) slashing damage.

Rock. *Ranged Weapon Attack:* +14 to hit, range 60/240 ft., one target. *Hit:* 35 (4d12 + 9) bludgeoning damage.

Lightning Strike (Recharge 5–6). The giant hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 17 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.

GIBBERING MOUTHER

Medium aberration

Armor Class 9
Hit Points 67 (9d8 + 27)
Speed 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
+0	−1	+3	−4	+0	−2

Condition Immunities prone
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 2 (450 XP)

Aberrant Ground. The ground in a 10-foot radius around the mouther is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

Gibbering. The mouther babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the mouther and can hear the gibbering must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

ACTIONS

Multiattack. The gibbering mouther makes one bite attack and, if it can, uses its Blinding Spittle.

Bites. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 17 (5d6) piercing damage. If the target is Medium or smaller, it must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the mouther..

Blinding Spittle (Recharge 5–6). The mouther spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the mouther's next turn.

Goblin

Small humanoid (goblinoid)

Armor Class 15 (leather armor, shield)
Hit Points 7 (2d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
−1	+2	+0	+0	−1	−1

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Golem, Clay

Large construct

Armor Class 14 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
+5	−1	+4	−4	−1	−5

Damage Immunities acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands the languages of its creator but can't speak
Challenge 9 (5,000 XP)

Acid Absorption. Whenever the golem is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

Berserk. Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the *greater restoration* spell or other magic..

Haste (Recharge 5–6). Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

Golem, Flesh

Medium construct

Armor Class 9
Hit Points 93 (11d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	−1	+4	−2	+0	−3

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 5 (1,800 XP)

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

Aversion to Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Golem, Iron

Large construct

Armor Class 20 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+7	−1	+5	−4	+0	−5

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 16 (15,000 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

Fire Absorption. Whenever the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Actions

Multiattack. The golem makes two melee attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Sword. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage.

Poison Breath (Recharge 6). The golem exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

Golem, Stone

Large construct

Armor Class 17 (natural armor)
Hit Points 178 (17d10 + 85)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+6	−1	+5	−4	+0	−5

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 10 (5,900 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Slow (Recharge 5-6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Grick

Medium monstrosity

Armor Class 14 (natural armor)
Hit Points 27 (6d8)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+2	+0	−4	+2	−3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 2 (450 XP)

Stone Camouflage. The grick has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The grick makes one attack with its tentacles. If that attack hits, the grick can make one beak attack against the same target.

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Griffon

Large monstrosity

Armor Class 12
Hit Points 59 (7d10 + 21)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	−4	+1	−1

Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 2 (450 XP)

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

Actions

Multiattack. The griffon makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

MONSTERS (H)

HARPY

HELL HOUND

HIPPOGRIFF

HOBGOBLIN

HYDRA

HARPY

Medium monstrosity

Armor Class 11
Hit Points 38 (7d8 + 7)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+1	+1	−2	+0	+1

Senses passive Perception 10
Languages Common
Challenge 1 (200 XP)

ACTIONS

Multiattack. The harpy makes two attacks: one with its claws and one with its club.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Luring Song. The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from the harpy, the target must move on its turn toward the harpy by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this harpy's song for the next 24 hours.

HELL HOUND

Medium fiend

Armor Class 15 (natural armor)
Hit Points 45 (7d8 + 14)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+2	−2	+1	−2

Skills Perception +5
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 15
Languages understands Infernal but can't speak it
Challenge 3 (700 XP)

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage..

Fire Breath (recharge 5-6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

HIPPOGRIFF

Large monstrosity

Armor Class 11
Hit Points 19 (3d10 + 3)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+1	−4	+1	−1

Skills Perception +5
Senses passive Perception 15
Languages —
Challenge 1 (200 XP)

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

ACTIONS

Multiattack. The hippogriff makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

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

HOBGOBLIN

Medium humanoid (goblinoid)

Armor Class 18 (chain mail, shield)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+1	+1	+0	+0	−1

Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands..

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

HYDRA

Huge monstrosity

Armor Class 15 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+1	+5	−4	+0	−2

Skills Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 8 (3,900 XP)

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. The hydra makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

MONSTERS (I)
INVISIBLE STALKER

Invisible Stalker

Medium elemental

Armor Class 14
Hit Points 104 (16d8 + 32)
Speed 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
+3	+4	+2	+0	+2	+0

Skills Perception +8, Stealth +10
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 18
Languages Auran, understands Common but doesn't speak it
Challenge 6 (2,300 XP)

Invisibility. The stalker is invisible.

Faultless Tracker. The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

Actions

Multiattack. The stalker makes two slam attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

OCHRE JELLY

Large ooze

Armor Class 8
Hit Points 45 (6d10 + 12)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
+2	−2	+2	−4	−2	−5

Damage Resistances acid
Damage Immunities lightning, slashing
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —

Challenge 2 (450 XP)

Amorphous. The jelly can move through a space as narrow as 1 inch wide without squeezing.

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

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage..

Split. When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly.

KRAKEN

*Gargantuan monstrosity (titan)***

Armor Class 18 (natural armor)
Hit Points 472 (27d20 + 189)
Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
+10	+0	+7	+6	+4	+5

Saving Throws Str +17, Dex +7, Con +14, Int +13, Wis +11
Damage Immunities lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities frightened, paralyzed
Senses truesight 120 ft., passive Perception 14
Languages understands Abyssal, Celestial, Infernal, and Primordial but can't speak, telepathy 120 ft.
Challenge 23 (50,000 XP)

Amphibious. The kraken can breathe air and water.

Freedom of Movement. The kraken ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Siege Monster. The kraken deals double damage to objects and structures.

ACTIONS

Multiattack. The kraken makes three tentacle attacks, each of which it can replace with one use of Fling.

Bite. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 23 (3d8 + 10) piercing damage. If the target is a Large or smaller creature grappled by the kraken, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the kraken, and it takes 42 (12d6) acid damage at the start of each of the kraken's turns.
If the kraken takes 50 damage or more on a single turn from a creature inside it, the kraken must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the kraken. If the kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone..

Tentacle. *Melee Weapon Attack:* +17 to hit, reach 30 ft., one target. *Hit:* 20 (3d6 + 10) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. The kraken has ten tentacles, each of which can grapple one target..

Fling. One Large or smaller object held or creature grappled by the kraken is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Lightning Storm (recharge 5-6). The kraken magically creates three bolts of lightning, each of which can strike a target the kraken can see within 120 feet of it. A target must make a DC 23 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The Kraken can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Kraken regains spent legendary actions at the start of its turn.

Tentacle Attack or Fling. The kraken makes one tentacle attack or uses its Fling.
Lightning Storm (Costs 2 Actions). The kraken uses Lightning Storm.
Ink Cloud (Costs 3 Actions). While underwater, the kraken expels an ink cloud in a 60-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than the kraken. Each creature other than the kraken that ends its turn there must succeed on a DC 23 Constitution saving throw, taking 16 (3d10) poison damage on a failed save, or half as much damage on a successful one. A strong current disperses the cloud, which otherwise disappears at the end of the kraken's next turn.

LICH

Medium undead

Armor Class 17 (natural armor)
Hit Points 135 (18d8 + 54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+3	+3	+5	+2	+3

Saving Throws Con +10, Int +12, Wis +9
Skills Arcana +18, History +12, Insight +9, Perception +9
Damage Resistances cold, lightning, necrotic
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 19
Languages Common plus up to five other languages
Challenge 21 (33,000 XP)

Legendary Resistance (3/Day). If the lich fails a saving throw, it can choose to succeed instead.

Rejuvenation. If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Spellcasting. The lich is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following wizard spells prepared:

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

ACTIONS

Paralyzing Touch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success..

LEGENDARY ACTIONS

The Lich can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Lich regains spent legendary actions at the start of its turn.

Cantrip. The lich casts a cantrip.
Paralyzing Touch (Costs 2 Actions). The lich uses its Paralyzing Touch.
Frightening Gaze (Costs 2 Actions). The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.
Disrupt Life (Costs 3 Actions). Each living creature within 20 feet of the lich must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

Monsters (M)

Magmin

Manticore

Medusa

Dust Mephit

Ice Mephit

Magma Mephit

Steam Mephit

Mimic

Mummy

Mummy Lord

MAGMIN

Small elemental

Armor Class 14 (natural armor)
Hit Points 9 (2d6 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
−2	+2	+1	−1	+0	+0

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 10
Languages Ignan
Challenge 1/2 (100 XP)

Death Burst. When the magmin dies, it explodes in a burst of fire and magma. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Ignited Illumination. As a bonus action, the magmin can set itself ablaze or extinguish its flames. While ablaze, the magmin sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the end of each of its turns..

MANTICORE

Large monstrosity

Armor Class 14 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+3	+3	−2	+1	−1

Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 3 (700 XP)

Tail Spike Regrowth. The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

ACTIONS

Multiattack. The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

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.

Tail Spike. *Ranged Weapon Attack:* +5 to hit, range 100/200 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

MEDUSA

Medium monstrosity

Armor Class 15 (natural armor)
Hit Points 127 (17d8 + 51)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+2	+3	+1	+1	+2

Skills Deception +5, Insight +4, Perception +4, Stealth +5
Senses darkvision 60 ft., passive Perception 14
Languages Common
Challenge 6 (2,300 XP)

Petrifying Gaze. When a creature that can see the medusa's eyes starts its turn within 30 feet of the medusa, the medusa can force it to make a DC 14 Constitution saving throw if the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save.

If the medusa sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

ACTIONS

Multiattack. The medusa makes either three melee attacks—one with its snake hair and two with its shortsword—or two ranged attacks with its longbow.

Snake Hair. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage..

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage..

DUST MEPHIT

Small elemental

Armor Class 12
Hit Points 17 (5d6)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
−3	+2	+0	−1	+0	+0

Skills Perception +2, Stealth +4
Damage Vulnerabilities fire
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Auran, Terran
Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of dust. Each creature within 5 feet of it must then succeed on a DC 10 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.

Innate Spellcasting (1/Day). The mephit can innately cast *sleep*, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Dust Breath (recharge 5-6). The mephit exhales a 15- foot cone of blinding dust. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ice Mephit

Small elemental

Armor Class 11
Hit Points 21 (6d6)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
−2	+1	+0	−1	+0	+1

Skills Perception +2, Stealth +3
Damage Vulnerabilities bludgeoning, fire
Damage Immunities cold, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Aquan, Auran
Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary shard of ice.

Innate Spellcasting (1/Day). The mephit can innately cast *fog cloud*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) cold damage..

Frost Breath (recharge 5-6). The mephit exhales a 15- foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.

Magma Mephit

Small elemental

Armor Class 11
Hit Points 22 (5d6 + 5)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
−1	+1	+1	−2	+0	+0

Skills Stealth +3
Damage Vulnerabilities cold
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Ignan, Terran
Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of lava. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary mound of magma.

Innate Spellcasting (1/Day). The mephit can innately cast *heat metal* (spell save DC 10), requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) fire damage..

Fire Breath (recharge 5-6). The mephit exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

STEAM MEPHIT

Small elemental

Armor Class 10
Hit Points 21 (6d6)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
−3	+0	+0	+0	+0	+1

Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Aquan, Ignan
Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it explodes in a cloud of steam. Each creature within 5 feet of the mephit must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) fire damage.

Innate Spellcasting (1/Day). The mephit can innately cast *blur*, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage plus 2 (1d4) fire damage..

Steam Breath (recharge 5-6). The mephit exhales a 15- foot cone of scalding steam. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.

MIMIC

Medium monstrosity (shapechanger)

Armor Class 12 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+2	−3	+1	−1

Skills Stealth +5
Damage Immunities acid
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait..

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage..

Mummy

*Medium undead***

Armor Class 11 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
+3	−1	+2	−2	+0	+1

Saving Throws Wis +2
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages the languages it knew in life
Challenge 3 (700 XP)

Actions

Multiattack. The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

Rotting Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic..

Mummy's Curse (recharge 5-6). The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

Mummy Lord

Medium undead

Armor Class 17 (natural armor)
Hit Points 97 (13d8 + 39)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+0	+3	+0	+4	+3

Saving Throws Con +8, Int +5, Wis +9, Cha +8
Skills History +5, Religion +5
Damage Vulnerabilities fire
Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages the languages it knew in life
Challenge 15 (13,000 XP)

Magic Resistance. The mummy lord has advantage on saving throws against spells and other magical effects.

Rejuvenation. A destroyed mummy lord gains a new body in 24 hours if its heart is intact, regaining all its hit points and becoming active again. The new body appears within 5 feet of the mummy lord's heart.

Spellcasting. The mummy lord is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The mummy lord has the following cleric spells prepared:

    Cantrips (at will): *sacred flame, thaumaturgy*
    1st level (4 slots): *command, guiding bolt, shield of faith*
    2nd level (3 slots): *hold person, silence, spiritual weapon*
    3rd level (3 slots): *animate dead, dispel magic*
    4th level (3 slots): *divination, guardian of faith*
    5th level (2 slots): *contagion, insect plague*
    6th level (1 slot): *harm*

Actions

Multiattack. The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

Rotting Fist. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage plus 21 (6d6) necrotic damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic..

Mummy's Curse (recharge 5-6). The mummy lord targets one creature it can see within 60 feet of it. If the target can see the mummy lord, it must succeed on a DC 16 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies and mummy lords for the next 24 hours.

Legendary Actions

The Mummy Lord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Mummy Lord regains spent legendary actions at the start of its turn.

Attack. The mummy lord makes one attack with its rotting fist or uses its Dreadful Glare.

Blinding Dust. Blinding dust and sand swirls magically around the mummy lord. Each creature within 5 feet of the mummy lord must succeed on a DC 16 Constitution saving throw or be blinded until the end of the creature's next turn.

Blasphemous Word (Costs 2 Actions). The mummy lord utters a blasphemous word. Each non-undead creature within 10 feet of the mummy lord that can hear the magical utterance must succeed on a DC 16 Constitution saving throw or be stunned until the end of the mummy lord's next turn.

Channel Negative Energy (Costs 2 Actions). The mummy lord magically unleashes negative energy. Creatures within 60 feet of the mummy lord, including ones behind barriers and around corners, can't regain hit points until the end of the mummy lord's next turn.

Whirlwind of Sand (Costs 2 Actions). The mummy lord magically transforms into a whirlwind of sand, moves up to 60 feet, and reverts to its normal form. While in whirlwind form, the mummy lord is immune to all damage, and it can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by the mummy lord remain in its possession.

Monsters (N)
Naga, Guardian

Spirit Naga

Nightmare

GUARDIAN NAGA

Large monstrosity

Armor Class 18 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+4	+3	+3	+4	+4

Saving Throws Dex +8, Con +7, Int +7, Wis +8, Cha +8
Damage Immunities poison
Condition Immunities charmed, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Celestial, Common
Challenge 10 (5,900 XP)

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Spellcasting. The naga is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following cleric spells prepared:

nCantrips (at will): *mending, sacred flame, thaumaturgy*
n1st level (4 slots): *command, cure wounds, shield of faith*
n2nd level (3 slots) : *calm emotions, hold person*
n3rd level (3 slots): *bestow curse, clairvoyance*
n4th level (3 slots): *banishment, freedom of movement*
n5th level (2 slots): *flame strike, geas*
n6th level (1 slot): *true seeing*

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one..

Spit Poison. *Ranged Weapon Attack:* +8 to hit, range 15/30 ft., one target. *Hit:* 45 (10d8) poison damage on a failed save, or half as much damage on a successful one..

SPIRIT NAGA

Large monstrosity

Armor Class 15 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+3	+2	+3	+2	+3

Damage Immunities poison
Condition Immunities charmed, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Abyssal, Common
Challenge 8 (3,900 XP)

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Spellcasting. The naga is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following wizard spells prepared:

nCantrips (at will): *mage hand, minor illusion, ray of frost*
n1st level (4 slots): *charm person, detect magic, sleep*
n2nd level (3 slots): *detect thoughts, hold person*
n3rd level (3 slots): *lightning bolt, water breathing*
n4th level (3 slots): *blight, dimension door*
n5th level (2 slots): *dominate person*

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much damage on a successful one..

Nightmare

Large fiend

Armor Class 13 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	+0	+1	+2

Damage Immunities fire
Senses passive Perception 11
Languages understands Abyssal, Common, and Infernal but can't speak

Challenge 3 (700 XP)

Confer Fire Resistance. The nightmare can grant resistance to fire damage to anyone riding it.

Illumination. The nightmare sheds bright light in a 10- foot radius and dim light for an additional 10 feet.

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) fire damage..

Etherealness. The nightmare and up to three willing creatures within 5 feet of it magically enter the Ethereal Plane from the Material Plane, or vice versa.

Monsters (O)

Ogre

Oni

Ooze, Grey

Orc

Otyugh

Owlbear

OGRE

Large giant

Armor Class 11 (hide armor)
Hit Points 59 (7d10 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	−1	+3	−3	−2	−2

Senses darkvision 60 ft., passive Perception 8
Languages Common, Giant
Challenge 2 (450 XP)

ACTIONS

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

ONI

Large giant

Armor Class 16 (chain mail)
Hit Points 110 (13d10 + 39)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+0	+3	+2	+1	+2

Saving Throws Dex +3, Con +6, Wis +4, Cha +5
Skills Arcana +5, Deception +8, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Common, Giant
Challenge 7 (2,900 XP)

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 13). The oni can innately cast the following spells, requiring no material components:
nAt will: *darkness, invisibility*

n1/day each: *charm person, cone of cold, gaseous form, sleep*

Magic Weapons. The oni's weapon attacks are magical.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The oni makes two attacks, either with its claws or its glaive.

Claw (Oni Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage, or 9 (1d10 + 4) slashing damage in Small or Medium form..

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its glaive reverts to its normal size.

Gray Ooze

Medium ooze

Armor Class 8
Hit Points 22 (3d8 + 9)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
+1	−2	+3	−5	−2	−4

Skills Stealth +2
Damage Resistances acid, cold, fire
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 1/2 (100 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Corrode Metal. Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage.
nThe ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

False Appearance. While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

Actions

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10..

Orc

Medium humanoid (orc)

Armor Class 13 (hide armor)
Hit Points 15 (2d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+3	−2	+0	+0

Skills Intimidation +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions

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

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

OTYUGH

Large aberration

Armor Class 14 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+0	+4	−2	+1	−2

Saving Throws Con +7
Senses darkvision 120 ft., passive Perception 11
Languages Otyugh
Challenge 5 (1,800 XP)

Limited Telepathy. The otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

ACTIONS

Multiattack. The otyugh makes three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured..

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target..

Slam. The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Constitution saving throw or take 10 (2d6 + 3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

OWLBEAR

Large monstrosity

Armor Class 13 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+1	+3	−4	+1	−2

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 3 (700 XP)

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

MONSTERS (P)

PUDDING, BLACK

PEGASUS

PURPLE WORM

Black Pudding

Large ooze

Armor Class 7
Hit Points 85 (10d10 + 30)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
+3	−3	+3	−5	−2	−5

Damage Immunities acid, cold, lightning, slashing
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 4 (1,100 XP)

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

nThe pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

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

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10..

Split. When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.

Pegasus

Large celestial

Armor Class 12
Hit Points 59 (7d10 + 21)
Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	+0	+2	+1

Saving Throws Dex +4, Wis +4, Cha +3
Skills Perception +6
Senses passive Perception 16
Languages understands Celestial, Common, Elvish, and Sylvan but can't speak
Challenge 2 (450 XP)

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

PURPLE WORM

Gargantuan monstrosity

Armor Class 18 (natural armor)
Hit Points 247 (15d20 + 90)
Speed 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
+9	−2	+6	−5	−1	−3

Saving Throws Con +11, Wis +4
Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 9
Languages —
Challenge 15 (13,000 XP)

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The worm makes two attacks: one with its bite and one with its stinger.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) acid damage at the start of each of the worm's turns.
nlf the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone..

Tail Stinger. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d6 + 9) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one..

Monsters (R)

Remorhaz

Roc

Roper

Rust Monster

REMORHAZ

Huge monstrosity

Armor Class 17 (natural armor)
Hit Points 195 (17d12 + 85)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
+7	+1	+5	−3	+0	−3

Damage Immunities cold, fire
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages —
Challenge 11 (7,200 XP)

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

ACTIONS

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 40 (6d10 + 7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the remorhaz can't bite another target..

Swallow. The remorhaz makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the remorhaz, and it takes 21 (6d6) acid damage at the start of each of the remorhaz's turns.
nlf the remorhaz takes 30 damage or more on a single turn from a creature inside it, the remorhaz must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the remorhaz. If the remorhaz dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

ROC

Gargantuan monstrosity

Armor Class 15 (natural armor)
Hit Points 248 (16d20 + 80)
Speed 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
+9	+0	+5	−4	+0	−1

Saving Throws Dex +4, Con +9, Wis +4, Cha +3
Skills Perception +4
Senses passive Perception 14
Languages —
Challenge 11 (7,200 XP)

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

ACTIONS

Multiattack. The roc makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 27 (4d8 + 9) piercing damage.

Talons. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the roc can't use its talons on another target..

ROPER

Large monstrosity

Armor Class 20 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
+4	−1	+3	−2	+3	−2

Skills Perception +6, Stealth +5
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 5 (1,800 XP)

False Appearance. While the roper remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

Grasping Tendrils. The roper can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

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

ACTIONS

Multiattack. The roper makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage.

Tendril. *Melee Weapon Attack:* +7 to hit, reach 50 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the roper can't use the same tendril on another target..

Reel. The roper pulls each creature grappled by it up to 25 feet straight toward it.

RUST MONSTER

Medium monstrosity

Armor Class 14 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+1	+1	−4	+1	−2

Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1/2 (100 XP)

Iron Scent. The rust monster can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

Rust Metal. Any nonmagical weapon made of metal that hits the rust monster corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the rust monster is destroyed after dealing damage.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Antennae. The rust monster corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the rust monster's touch.

nlf the object touched is either metal armor or a metal shield being worn or carried, its takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

Monsters (S)

Salamander

Satyr

Shadow

Shambling Mound

Skeleton

Skeleton, Minotaur

Skeleton, Warhorse

Specter

Stirge

Succubus/Incubus

CHAPTER 10: MONSTERS

Salamander

Large elemental

Armor Class 15 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+2	+0	+0	+1

Damage Vulnerabilities cold
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 10
Languages Ignan
Challenge 5 (1,800 XP)

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

Actions

Multiattack. The salamander makes two attacks: one with its spear and one with its tail.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage..

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets..

Satyr

Medium fey

Armor Class 14 (leather armor)
Hit Points 31 (7d8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+3	+0	+1	+0	+2

Skills Perception +2, Performance +6, Stealth +5
Senses passive Perception 12
Languages Common, Elvish, Sylvan
Challenge 1/2 (100 XP)

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

Actions

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shadow

Medium undead

Armor Class 12
Hit Points 16 (3d8 + 3)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
−2	+2	+1	−2	+0	−1

Skills Stealth +4 (+6 in dim light or darkness)
Damage Vulnerabilities radiant
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1/2 (100 XP)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.
nlf a humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later..

Shambling Mound

Large plant

Armor Class 15 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
+4	−1	+3	−3	+0	−3

Skills Stealth +2
Damage Resistances cold, fire
Damage Immunities lightning
Condition Immunities blinded, deafened, exhaustion
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 5 (1,800 XP)

Lightning Absorption. Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

Actions

Multiattack. The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Engulf. The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

SKELETON

Medium undead

Armor Class 13 (armor scraps)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+2	+2	−2	−1	−3

Damage Vulnerabilities bludgeoning
Damage Immunities poison

Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all 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 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

MINOTAUR SKELETON

Large undead

Armor Class 12 (natural armor)
Hit Points 67 (9d10 + 18)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+0	+2	−2	−1	−3

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9

Languages understands Abyssal but can't speak
Challenge 2 (450 XP)

Charge. If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

ACTIONS

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

WARHORSE SKELETON

Large undead

Armor Class 13 (barding scraps)
Hit Points 22 (3d10 + 6)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+2	−4	−1	−3

Damage Vulnerabilities bludgeoning

Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 1/2 (100 XP)

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

SPECTER

Medium undead

Armor Class 12
Hit Points 22 (5d8)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
−5	+2	+0	+0	+0	+0

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages understands all languages it knew in life but can't speak

Challenge 1 (200 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Touch. Melee Spell Attack: +4 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0..

STIRGE

Tiny beast

Armor Class 14 (natural armor)
Hit Points 2 (1d4)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
−3	+3	+0	−4	−1	−2

Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 1/8 (25 XP)

ACTIONS

Blood Drain. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.
nThe stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge..

Succubus/Incubus

Medium fiend (shapechanger)

Armor Class 15 (natural armor)
Hit Points 66 (12d8 + 12)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
−1	+3	+1	+2	+1	+5

Skills Deception +9, Insight +5, Perception +5, Persuasion +9,
    Stealth +7
Damage Resistances cold, fire, lightning, poison; bludgeoning,
    piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 15
Languages Abyssal, Common, Infernal, telepathy 60 ft.
Challenge 4 (1,100 XP)

Telepathic Bond. The fiend ignores the range restriction on its
telepathy when communicating with a creature it has charmed.
The two don't even need to be on the same plane of existence.

Shapechanger. The fiend can use its action to polymorph into a
Small or Medium humanoid, or back into its true form. Without
wings, the fiend loses its flying speed. Other than its size and
speed, its statistics are the same in each form. Any equipment
it is wearing or carrying isn't transformed. It reverts to its true
form if it dies.

Actions

Claw (Fiend Form Only). *Melee Weapon Attack:* +5 to hit, reach
5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Charm. One humanoid the fiend can see within 30 feet of it
must succeed on a DC 15 Wisdom saving throw or be magically
charmed for 1 day. The charmed target obeys the fiend's verbal
or telepathic commands. If the target suffers any harm or
receives a suicidal command, it can repeat the saving throw,
ending the effect on a success. If the target successfully saves
against the effect, or if the effect on it ends, the target is
immune to this fiend's Charm for the next 24 hours.
nThe fiend can have only one target charmed at a time. If it
charms another, the effect on the previous target ends.

Draining Kiss. The fiend kisses a creature charmed by it or a
willing creature. The target must make a DC 15 Constitution
saving throw against this magic, taking 32 (5d10 + 5) psychic
damage on a failed save, or half as much damage on a successful
one. The target's hit point maximum is reduced by an amount
equal to the damage taken. This reduction lasts until the target
finishes a long rest. The target dies if this effect reduces its hit
point maximum to 0.

Etherealness. The fiend magically enters the Border Shadow
from the Mortal Plane, or vice versa.

Monsters (T)

Tarrasque

Treant

Troll

Tarrasque

Gargantuan monstrosity (titan)

Armor Class 25 (natural armor)
Hit Points 676 (33d20 + 330)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+10	+0	+10	−4	+0	+0

Saving Throws Int +5, Wis +9, Cha +9
Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses blindsight 120 ft., passive Perception 10
Languages —
Challenge 30 (155,000 XP)

Legendary Resistance (3/Day). If the tarrasque fails a saving throw, it can choose to succeed instead.

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

Reflective Carapace. Any time the tarrasque is targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the tarrasque is unaffected. On a 6, the tarrasque is unaffected, and the effect is reflected back at the caster as though it originated from the tarrasque, turning the caster into the target.

Siege Monster. The tarrasque deals double damage to objects and structures.

Actions

Multiattack. The tarrasque can use its Frightful Presence. It then makes five attacks: one with its bite, two with its claws, one with its horns, and one with its tail. It can use its Swallow instead of its bite.

Bite. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the tarrasque can't bite another target..

Claw. Melee Weapon Attack: +19 to hit, reach 15 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage.

Horns. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage.

Tail. Melee Weapon Attack: +19 to hit, reach 20 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone..

Frightful Presence. Each creature of the tarrasque's choice within 120 feet of it and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the tarrasque is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the tarrasque's Frightful Presence for the next 24 hours.

Swallow. The tarrasque makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the tarrasque, and it takes 56 (16d6) acid damage at the start of each of the tarrasque's turns.
nIf the tarrasque takes 60 damage or more on a single turn from a creature inside it, the tarrasque must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the tarrasque. If the tarrasque dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Legendary Actions

The Tarrasque can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Tarrasque regains spent legendary actions at the start of its turn.

Attack. The tarrasque makes one claw attack or tail attack.
Move. The tarrasque moves up to half its speed.
Chomp (Costs 2 Actions). The tarrasque makes one bite attack or uses its Swallow.

TREANT

Huge plant

Armor Class 16 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+6	−1	+5	+1	+3	+1

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Senses passive Perception 13
Languages Common, Druidic, Elvish, Sylvan
Challenge 9 (5,000 XP)

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

Siege Monster. The treant deals double damage to objects and structures.

ACTIONS

Multiattack. The treant makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

TROLL

Large giant

Armor Class 15 (natural armor)
Hit Points 84 (8d10 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+5	−2	−1	−2

Skills Perception +2
Senses darkvision 60 ft., passive Perception 12
Languages Giant
Challenge 5 (1,800 XP)

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

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Unicorn

Large celestial**

Armor Class 12
Hit Points 67 (9d10 + 18)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+2	+0	+3	+3

Damage Immunities poison
Condition Immunities charmed, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Celestial, Elvish, Sylvan, telepathy 60 ft.
Challenge 5 (1,800 XP)

Charge. If the unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Innate Spellcasting. The unicorn's innate spellcasting ability is Charisma (spell save DC 14). The unicorn can innately cast the following spells, requiring no components:
nAt will: *detect evil and good, druidcraft, pass without trace*
n1/day each: *calm emotions, dispel evil and good, entangle*

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

Magic Weapons. The unicorn's weapon attacks are magical.

Actions

Multiattack. The unicorn makes two attacks: one with its hooves and one with its horn.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Horn. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Healing Horn. The unicorn touches another creature with its horn. The target magically regains 11 (2d8 + 2) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

Teleport. The unicorn magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 1 mile away.

Legendary Actions

The Unicorn can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Unicorn regains spent legendary actions at the start of its turn.

Hooves. The unicorn makes one attack with its hooves.
Shimmering Shield (Costs 2 Actions). The unicorn creates a shimmering, magical field around itself or another creature it can see within 60 feet of it. The target gains a +2 bonus to AC until the end of the unicorn's next turn.
Heal Self (Costs 3 Actions). The unicorn magically regains 11 (2d8 + 2) hit points.

MONSTERS (V)

VAMPIRE

VAMPIRE SPAWN

VAMPIRE

Medium undead (shapechanger)

Armor Class 16 (natural armor)
Hit Points 144 (17d8 + 68)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+4	+4	+3	+2	+4

Saving Throws Dex +9, Wis +7, Cha +9
Skills Perception +7, Stealth +9
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 120 ft., passive Perception 17
Languages the languages it knew in life
Challenge 13 (10,000 XP)

Shapechanger. If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form.
nWhile in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.
nWhile in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Legendary Resistance (3/Day). If the vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.
nWhile it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:
n*Forbiddance.* The vampire can't enter a residence without an invitation from one of the occupants.
n*Harmed by Running Water.* The vampire takes 20 acid damage if it ends its turn in running water.
n*Stake to the Heart.* If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.
n*Sunlight Hypersensitivity.* The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

The vampire makes two attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18)..

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control..

Charm. The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack.
nEach time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

(.Call Vermin) The vampire magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

LEGENDARY ACTIONS

The Vampire can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Vampire regains spent legendary actions at the start of its turn.

Move. The vampire moves up to its speed without provoking opportunity attacks.
Unarmed Strike. The vampire makes one unarmed strike.
Bite (Costs 2 Actions). The vampire makes one bite attack.

VAMPIRE SPAWN

Medium undead

Armor Class 15 (natural armor)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+3	+3	+0	+0	+1

Saving Throws Dex +6, Wis +3
Skills Perception +3, Stealth +6
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 5 (1,800 XP)

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:
n*Forbiddance.* The vampire can't enter a residence without an invitation from one of the occupants.
n*Harmed by Running Water.* The vampire takes 20 acid damage when it ends its turn in running water.
n*Stake to the Heart.* The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.
n*Sunlight Hypersensitivity.* The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13)..

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0..

Monsters (W)

Werebear

Wereboar

Wererat

Weretiger

Werewolf

Wight

Will-o'-Wisp

Wraith

Wyvern

WEREBEAR

Medium humanoid (human, shapechanger)

Armor Class 10 in humanoid form, 11 (natural armor) in bear and hybrid form
Hit Points 135 (18d8 + 54)
Speed 30 ft. (40 ft., climb 30 ft. in bear or hybrid form)

STR	DEX	CON	INT	WIS	CHA
+4	+0	+3	+0	+1	+1

Skills Perception +7
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses passive Perception 17
Languages Common (can't speak in bear form)
Challenge 5 (1,800 XP)

Shapechanger. The werebear can use its action to polymorph into a Large bear-humanoid hybrid or into a Large bear, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

ACTIONS

Multiattack. In bear form, the werebear makes two claw attacks. In humanoid form, it makes two greataxe attacks. In hybrid form, it can attack like a bear or a humanoid.

Bite (Bear or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werebear lycanthropy..

Claw (Bear or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Greataxe (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

WEREBOAR

Medium humanoid (human, shapechanger)

Armor Class 10 in humanoid form, 11 (natural armor) in boar or hybrid form
Hit Points 78 (12d8 + 24)
Speed 30 ft. (40 ft. in boar form)

STR	DEX	CON	INT	WIS	CHA
+3	+0	+2	+0	+0	−1

Skills Perception +2
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses passive Perception 12
Languages Common (can't speak in boar form)
Challenge 4 (1,100 XP)

Shapechanger. The wereboar can use its action to polymorph into a boar-humanoid hybrid or into a boar, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Charge (Boar or Hybrid Form Only). If the wereboar moves at least 15 feet straight toward a target and then hits it with its tusks on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the wereboar takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

The wereboar makes two attacks, only one of which can be with its tusks.

Maul (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Tusks (Boar or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with wereboar lycanthropy..

WERERAT

Medium humanoid (human, shapechanger)

Armor Class 12
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+2	+1	+0	+0	−1

Skills Perception +2, Stealth +4
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses darkvision 60 ft. (rat form only), passive Perception 12
Languages Common (can't speak in rat form)
Challenge 2 (450 XP)

Shapechanger. The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

ACTIONS

The wererat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy..

Shortsword (Humanoid or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Hand Crossbow (Humanoid or Hybrid Form Only). Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

WERETIGER

Medium humanoid (human, shapechanger)

Armor Class 12
Hit Points 120 (16d8 + 48)
Speed 30 ft. (40 ft. in tiger form)

STR	DEX	CON	INT	WIS	CHA
+3	+2	+3	+0	+1	+0

Skills Perception +5, Stealth +4
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses darkvision 60 ft., passive Perception 15
Languages Common (can't speak in tiger form)
Challenge 4 (1,100 XP)

Shapechanger. The weretiger can use its action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Pounce (Tiger or Hybrid Form Only). If the weretiger moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the weretiger can make one bite attack against it as a bonus action.

ACTIONS

In humanoid form, the weretiger makes two scimitar attacks or two longbow attacks. In hybrid form, it can attack like a humanoid or make two claw attacks.

Bite (Tiger or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with weretiger lycanthropy..

Claw (Tiger or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

Scimitar (Humanoid or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Longbow (Humanoid or Hybrid Form Only). Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

WEREWOLF

Medium humanoid (human, shapechanger)

Armor Class 11 in humanoid form, 12 (natural armor) in wolf or hybrid form
Hit Points 58 (9d8 + 18)
Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
+2	+1	+2	+0	+0	+0

Skills Perception +4, Stealth +3
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses passive Perception 14
Languages Common (can't speak in wolf form)
Challenge 3 (700 XP)

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

ACTIONS

The werewolf makes two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy..

Claws (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Spear (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack..

WIGHT

Medium undead

Armor Class 14 (studded leather)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+2	+3	+0	+1	+2

Skills Perception +3, Stealth +4
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. nA humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time..

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands..

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Will-o'-Wisp

Tiny undead

Armor Class 19
Hit Points 22 (9d4)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
−5	+9	+0	+1	+2	+0

Damage Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning, poison
Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious
Senses darkvision 120 ft., passive Perception 12
Languages the languages it knew in life
Challenge 2 (450 XP)

Consume Life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Variable Illumination. The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

Actions

Shock. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (2d8) lightning damage.

Vanish. The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

Wraith

Medium undead

Armor Class 13
Hit Points 67 (9d8 + 27)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
−2	+3	+3	+1	+2	+2

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 12
Languages the languages it knew in life
Challenge 5 (1,800 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0..

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

WYVERN

Large dragon

Armor Class 13 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+0	+3	−3	+1	−2

Skills Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 6 (2,300 XP)

ACTIONS

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one..

XORN

Medium elemental

Armor Class 19 (natural armor)
Hit Points 73 (7d8 + 42)
Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+0	+6	+0	+0	+0

Skills Perception +6, Stealth +3
Damage Resistances piercing and slashing from nonmagical attacks that aren't adamantine
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16
Languages Terran
Challenge 5 (1,800 XP)

Earth Glide. The xorn can burrow through nonmagical, unworked earth and stone. While doing so, the xorn doesn't disturb the material it moves through.

Stone Camouflage. The xorn has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Treasure Sense. The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

ACTIONS

Multiattack. The xorn makes three claw attacks and one bite attack.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage.

MONSTERS (Z)

ZOMBIE

OGRE ZOMBIE

ZOMBIE

Medium undead

Armor Class 8
Hit Points 22 (3d8 + 9)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
+1	−2	+3	−4	−2	−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.

OGRE ZOMBIE

Large undead

Armor Class 8
Hit Points 85 (9d10 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	−2	+4	−4	−2	−3

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands Common and Giant but can't speak
Challenge 2 (450 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

Morningstar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

CREATURES

Ape

Awakened Shrub

Awakened Tree

Axe Beak

Baboon

Badger

Bat

Black Bear

Blink Dog

Blood Hawk

Boar

Brown Bear

Camel

Cat

Constrictor Snake

Crab

Crocodile

Death Dog

Deer

Dire Wolf

Draft Horse

Eagle

Elephant

Elk

Flying Snake

Frog

APE

Medium beast

Armor Class 12
Hit Points 19 (3d8 + 6)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	−2	+1	−2

Skills Athletics +5, Perception +3

Senses passive Perception 13
Languages —
Challenge 1/2 (100 XP)

ACTIONS

Multiattack. The ape makes two fist attacks.

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

AWAKENED SHRUB

Small plant

Armor Class 9
Hit Points 10 (3d6)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
−4	−1	+0	+0	+0	−2

Damage Vulnerabilities fire

Damage Resistances piercing
Senses passive Perception 10
Languages one language known by its creator
Challenge 0 (10 XP)

False Appearance. While the shrub remains motionless, it is indistinguishable from a normal shrub.

ACTIONS

Rake. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 – 1) slashing damage.

AWAKENED TREE

Huge plant

Armor Class 13 (natural armor)
Hit Points 59 (7d12 + 14)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
+4	−2	+2	+0	+0	−2

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing
Senses passive Perception 10
Languages one language known by its creator
Challenge 2 (450 XP)

False Appearance. While the tree remains motionless, it is indistinguishable from a normal tree.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.

AXE BEAK

Large beast

Armor Class 11
Hit Points 19 (3d10 + 3)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+1	+1	−4	+0	−3

Senses passive Perception 10
Languages —
Challenge 1/4 (50 XP)

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

BABOON

Small beast

Armor Class 12
Hit Points 3 (1d6)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
−1	+2	+0	−3	+1	−2

Senses passive Perception 11

Languages —
Challenge 0 (10 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 − 1) piercing damage.

BADGER

Tiny beast

Armor Class 10
Hit Points 3 (1d4 + 1)
Speed 20 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
−3	+0	+1	−4	+1	−3

Senses darkvision 30 ft., passive Perception 11
Languages —
Challenge 0 (10 XP)

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

ACTIONS

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

BAT

Tiny beast

Armor Class 12
Hit Points 1 (1d4 − 1)
Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
−4	+2	−1	−4	+1	−3

Senses blindsight 60 ft., passive Perception 11

Languages —
Challenge 0 (10 XP)

Echolocation. The bat can't use its blindsight while deafened.

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 target. *Hit:* 1 piercing damage.

Black Bear

Medium beast

Armor Class 11 (natural armor)
Hit Points 19 (3d8 + 6)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+0	+2	−4	+1	−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.

Blink Dog

Medium fey

Armor Class 13
Hit Points 22 (4d8 + 4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+3	+1	+0	+1	+0

Skills Perception +3, Stealth +5
Senses passive Perception 13
Languages Blink Dog, understands Sylvan but can't speak it

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The dog 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.

Blink. The dog magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the dog can make one bite attack.

Blood Hawk

Small beast

Armor Class 12
Hit Points 7 (2d6)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
−2	+2	+0	−4	+2	−3

Skills Perception +4
Senses passive Perception 14

Languages —
Challenge 1/8 (25 XP)

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

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

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Boar

Medium beast

Armor Class 11 (natural armor)
Hit Points 11 (2d8 + 2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+0	+1	−4	−1	−3

Senses passive Perception 9
Languages —
Challenge 1/4 (50 XP)

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

Relentless (Recharges after a Short or Long Rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced 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

Armor Class 11 (natural armor)
Hit Points 34 (4d10 + 12)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+0	+3	−4	+1	−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.

Camel

Large beast

Armor Class 9
Hit Points 15 (2d10 + 4)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
+3	−1	+2	−4	−1	−3

Senses passive Perception 9
Languages —
Challenge 1/8 (25 XP)

Actions

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

CAT

Tiny beast

Armor Class 12
Hit Points 2 (1d4)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
−4	+2	+0	−4	+1	−2

Skills Perception +3, Stealth +4

Senses Darkvision 60 ft, 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

Armor Class 12
Hit Points 13 (2d10 + 2)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+2	+1	−5	+0	−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 target. *Hit:* 5 (1d6 + 2) piercing damage.

Constrict. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake can't constrict another target..

CRAB

Tiny beast

Armor Class 11 (natural armor)
Hit Points 2 (1d4)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
−4	+0	+0	−5	−1	−4

Skills Stealth +2
Senses blindsight 30 ft., passive Perception 9
Languages —
Challenge 0 (10 XP)

Amphibious. The crab can breathe air and water.

ACTIONS

Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

CROCODILE

Large beast

Armor Class 12 (natural armor)
Hit Points 19 (3d10 + 3)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+0	+1	−4	+0	−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 (escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can't bite another target..

DEATH DOG

Medium monstrosity

Armor Class 12
Hit Points 39 (6d8 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+2	+2	−4	+1	−2

Skills Perception +5, Stealth +4
Senses darkvision 120 ft., passive Perception 15
Languages —
Challenge 1 (200 XP)

Two-Headed. The dog has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

ACTIONS

Multiattack. The dog makes two bite attacks.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0..

DEER

Medium beast

Armor Class 13
Hit Points 4 (1d8)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+3	+0	−4	+2	−3

Senses passive Perception 12
Languages —
Challenge 0 (10 XP)

ACTIONS

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

DIRE WOLF

Large beast

Armor Class 14 (natural armor)
Hit Points 37 (5d10 + 10)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	−4	+1	−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 an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. Melee Weapon Attack: +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..

DRAFT HORSE

Large beast

Armor Class 10
Hit Points 19 (3d10 + 3)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+0	+1	−4	+0	−2

Senses passive Perception 10
Languages —
Challenge 1/4 (50 XP)

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage.

EAGLE

Small beast

Armor Class 12
Hit Points 3 (1d6)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
−2	+2	+0	−4	+2	−2

Skills Perception +4

Senses passive Perception 14
Languages —
Challenge 0 (10 XP)

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

ACTIONS

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

ELEPHANT

Huge beast

Armor Class 12 (natural armor)
Hit Points 76 (8d12 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+6	−1	+3	−4	+0	−2

Senses passive Perception 10
Languages —
Challenge 4 (1,100 XP)

Trampling Charge. If the elephant moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

ELK

Large beast

Armor Class 10
Hit Points 13 (2d10 + 2)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+0	+1	−4	+0	−2

Senses passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

ACTIONS

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

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

FLYING SNAKE

Tiny beast

Armor Class 14
Hit Points 5 (2d4)
Speed 30 ft., fly 60 ft., swim 30 ft

STR	DEX	CON	INT	WIS	CHA
−3	+4	+0	−4	+1	−3

Senses blindsight 10 ft., passive Perception 11
Languages —
Challenge 1/8 (25 XP)

Flyby. The snake doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (3d4) poison damage.

FROG

Tiny beast

Armor Class 11
Hit Points 1 (1d4 - 1)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
−5	+1	−1	−5	−1	−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. The frog's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

CREATURES (G)

GIANT APE

GIANT BADGER

GIANT BAT

GIANT BOAR

GIANT CENTIPEDE

GIANT CONSTRICTOR SNAKE

GIANT CRAB

GIANT CROCODILE

GIANT EAGLE

GIANT ELK

GIANT FIRE BEETLE

GIANT FROG

GIANT GOAT

GIANT HYENA

GIANT LIZARD

GIANT OCTOPUS

GIANT OWL

GIANT POISONOUS SNAKE

GIANT RAT

GIANT SCORPION

GIANT SEA HORSE

GIANT SHARK

GIANT SPIDER

GIANT TOAD

GIANT VULTURE

GIANT WASP

GIANT WEASEL

GIANT WOLF SPIDER

GOAT

HAWK

HUNTER SHARK

HYENA

JACKAL

KILLER WHALE

LION

LIZARD

MAMMOTH

Giant Ape

Huge beast

Armor Class 12
Hit Points 157 (15d12 + 60)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+2	+4	−2	+1	−2

Skills Athletics +9, Perception +4

Senses passive Perception 14
Languages —
Challenge 7 (2,900 XP)

Actions

Multiattack. The ape makes two fist attacks.

Fist. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 50/100 ft., one target. *Hit:* 30 (7d6 + 6) bludgeoning damage.

Giant Badger

Medium beast

Armor Class 10
Hit Points 13 (2d8 + 4)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+0	+2	−4	+1	−3

Senses darkvision 30 ft., passive Perception 11
Languages —

Challenge 1/4 (50 XP)

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

Actions

Multiattack. The badger 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:* 4 (1d6 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

Mastiff	Reef Shark
Mule	Rhinoceros
Octopus	Riding Horse
Owl	Saber-Toothed Tiger
Panther	Scorpion
Phase Spider	Sea Horse
Poisonous Snake	Spider
Polar Bear	Swarm of Bats
Pony	Swarm of Insects
Quipper	Swarm of Poisonous Snakes
Rat	Swarm of Quippers
Raven	Swarm of Rats

Giant Bat

Large beast

Armor Class 13
Hit Points 22 (4d10)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+3	+0	−4	+1	−2

Senses blindsight 60 ft., passive Perception 11

Languages —
Challenge 1/4 (50 XP)

Echolocation. The bat can't use its blindsight while deafened.

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Giant Boar

Large beast

Armor Class 12 (natural armor)
Hit Points 42 (5d10 + 15)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+0	+3	−4	−2	−3

Senses passive Perception 8
Languages —
Challenge 2 (450 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

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

Swarm of Ravens

Tiger

Vulture

Warhorse

Weasel

Winter Wolf

Wolf

Worg

Giant Centipede

Small beast

Armor Class 13 (natural armor)
Hit Points 4 (1d6 + 1)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
−3	+2	+1	−5	−2	−4

Senses blindsight 30 ft., passive Perception 8

Languages —
Challenge 1/4 (50 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way..

Giant Constrictor Snake

Huge beast

Armor Class 12
Hit Points 60 (8d12 + 8)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+1	−5	+0	−4

Skills Perception +2
Senses blindsight 10 ft., passive Perception 12

Languages —
Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target..

Giant Crab

Medium beast

Armor Class 15 (natural armor)
Hit Points 13 (3d8)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+2	+0	−5	−1	−4

Skills Stealth +4

Senses blindsight 30 ft., passive Perception 9
Languages —
Challenge 1/8 (25 XP)

Amphibious. The crab can breathe air and water.

Actions

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, and the target is grappled (escape DC 11). The crab has two claws, each of which can grapple only one target..

Giant Crocodile

Huge beast

Armor Class 14 (natural armor)
Hit Points 85 (9d12 + 27)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
+5	−1	+3	−4	+0	−2

Senses passive Perception 10
Languages —
Challenge 5 (1,800 XP)

Hold Breath. The crocodile can hold its breath for 30 minutes.

Actions

Multiattack. The crocodile makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target..

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone..

Giant Eagle

Large beast

Armor Class 13
Hit Points 26 (4d10 + 4)
Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+3	+1	−1	+2	+0

Skills Perception +4
Senses passive Perception 14
Languages Giant Eagle, understands Common and Auran but can't speak them

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 Elk

Huge beast

Armor Class 14 (natural armor)
Hit Points 42 (5d12 + 10)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+3	+2	−2	+2	+0

Skills Perception +4
Senses passive Perception 14
Languages Giant Elk, understands Common, Elvish, and Sylvan but can't speak them

Challenge 2 (450 XP)

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Actions

Ram. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) bludgeoning damage.

GIANT FIRE BEETLE

Small beast

Armor Class 13 (natural armor)
Hit Points 4 (1d6 + 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
−1	+0	+1	−5	−2	−4

Senses blindsight 30 ft., passive Perception 8
Languages —
Challenge 0 (10 XP)

Illumination. The beetle sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Bite. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 − 1) slashing damage.

GIANT FROG

Medium beast

Armor Class 11
Hit Points 18 (4d8)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+1	+0	−4	+0	−4

Skills Perception +2, Stealth +3
Senses darkvision 30 ft., passive Perception 12
Languages —
Challenge 1/4 (50 XP)

Amphibious. The frog can breathe air and water.
Standing Leap. The frog's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the frog can't bite another target..

Swallow. The frog makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the frog, and it takes 5 (2d4) acid damage at the start of each of the frog's turns. The frog can have only one target swallowed at a time.
nlf the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

GIANT GOAT

Large beast

Armor Class 11 (natural armor)
Hit Points 19 (3d10 + 3)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+0	+1	−4	+1	−2

Senses passive Perception 11
Languages —
Challenge 1/2 (100 XP)

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

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

GIANT HYENA

Large beast

Armor Class 12
Hit Points 45 (6d10 + 12)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	−4	+1	−2

Skills Perception +3

Senses passive Perception 13
Languages —
Challenge 1 (200 XP)

Rampage. When the hyena reduces a creature to 0 hit points with a melee attack on its turn, the hyena can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

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

GIANT LIZARD

Large beast

Armor Class 12 (natural armor)
Hit Points 19 (3d10 + 3)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+1	+1	−4	+0	−3

Senses darkvision 30 ft., passive Perception 10
Languages —
Challenge 1/4 (50 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

GIANT OCTOPUS

Large beast

Armor Class 11
Hit Points 52 (8d10 + 8)
Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+1	−3	+0	−3

Skills Perception +4, Stealth +5
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 1 (200 XP)

Hold Breath. While out of water, the octopus can hold its breath for 1 hour.

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

ACTIONS

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target..

Ink Cloud. A 20- foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

GIANT OWL

Large beast

Armor Class 12
Hit Points 19 (3d10 + 3)
Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+2	+1	−1	+1	+0

Skills Perception +5, Stealth +4
Senses darkvision 120 ft., passive Perception 15

Languages Giant Owl, understands Common, Elvish, and Sylvan but can't speak them
Challenge 1/4 (50 XP)

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Talons. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage.

GIANT POISONOUS SNAKE

Medium beast

Armor Class 14
Hit Points 11 (2d8 + 2)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+4	+1	−4	+0	−4

Skills Perception +2

Senses blindsight 10 ft., passive Perception 12
Languages —
Challenge 1/4 (50 XP)

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one..

GIANT RAT

Small beast

Armor Class 12
Hit Points 7 (2d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
−2	+2	+0	−4	+0	−3

Senses darkvision 60 ft., passive Perception 10
Languages —

Challenge 1/8 (25 XP)

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

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

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

GIANT SCORPION

Large beast

Armor Class 15 (natural armor)
Hit Points 52 (7d10 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+1	+2	−5	−1	−4

Senses blindsight 60 ft., passive Perception 9
Languages —
Challenge 3 (700 XP)

ACTIONS

Multiattack. The scorpion makes three attacks: two with its claws and one with its sting.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The scorpion has two claws, each of which can grapple only one target..

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one..

GIANT SEA HORSE

Large beast

Armor Class 13 (natural armor)
Hit Points 16 (3d10)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+2	+0	−4	+1	−3

Senses passive Perception 11
Languages —

Challenge 1/2 (100 XP)

Charge. If the sea horse moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. It the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Water Breathing. The sea horse can breathe only underwater.

ACTIONS

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

GIANT SHARK

Huge beast

Armor Class 13 (natural armor)
Hit Points 126 (11d12 + 55)
Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+0	+5	−5	+0	−3

Skills Perception +3

Senses blindsight 60 ft., passive Perception 13
Languages —
Challenge 5 (1,800 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Giant Spider

Large beast

Armor Class 14 (natural armor)
Hit Points 26 (4d10 + 4)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+3	+1	−4	+0	−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 target. *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, even after regaining hit points, and is paralyzed while poisoned in this way..

web. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 4 (1d8) piercing bludgeoning damageThe 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)..

Giant Toad

Large beast

Armor Class 11
Hit Points 39 (6d10 + 6)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+1	+1	−4	+0	−4

Senses darkvision 30 ft., passive Perception 10
Languages —
Challenge 1 (200 XP)

Amphibious. The toad can breathe air and water.

Standing Leap. The toad's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target..

Swallow. The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time. If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Giant Vulture

Large beast

Armor Class 10
Hit Points 22 (3d10 + 6)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+0	+2	−2	+1	−2

Skills Perception +3
Senses passive Perception 13
Languages understands Common but can't speak
Challenge 1 (200 XP)

Keen Sight and Smell. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

Actions

Multiattack. The vulture makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Giant Wasp

Medium beast

Armor Class 12
Hit Points 13 (3d8)
Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+2	+0	−5	+0	−4

Senses passive Perception 10
Languages —
Challenge 1/2 (100 XP)

Actions

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) 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, even after regaining hit points, and is paralyzed while poisoned in this way..

Giant Weasel

Medium beast

Armor Class 13
Hit Points 9 (2d8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+3	+0	−3	+1	−3

Skills Perception +3, Stealth +5
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 1/8 (25 XP)

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

GIANT WOLF SPIDER

Medium beast

Armor Class 13
Hit Points 11 (2d8 + 2)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+3	+1	−4	+1	−3

Skills Perception +3, Stealth +7
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages —
Challenge 1/4 (50 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:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) 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, even after regaining hit points, and is paralyzed while poisoned in this way..

GOAT

Medium beast

Armor Class 10
Hit Points 4 (1d8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+0	+0	−4	+0	−3

Senses passive Perception 10
Languages —
Challenge 0 (10 XP)

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

HAWK

Tiny beast

Armor Class 13
Hit Points 1 (1d4 - 1)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
−3	+3	−1	−4	+2	−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.

HUNTER SHARK

Large beast

Armor Class 12 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+2	−5	+0	−3

Skills Perception +2

Senses blindsight 30 ft., passive Perception 12
Languages —
Challenge 2 (450 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

HYENA

Medium beast

Armor Class 11
Hit Points 5 (1d8 + 1)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+1	+1	−4	+1	−3

Skills Perception +3

Senses passive Perception 13
Languages —
Challenge 0 (10 XP)

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

ACTIONS

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

JACKAL

Small beast

Armor Class 12
Hit Points 3 (1d6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
−1	+2	+0	−4	+1	−2

Skills Perception +3
Senses passive Perception 13

Languages —
Challenge 0 (10 XP)

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

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

ACTIONS

Bite. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 − 1) piercing damage.

KILLER WHALE

Huge beast

Armor Class 12 (natural armor)
Hit Points 90 (12d12 + 12)
Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+0	+1	−4	+1	−2

Skills Perception +3
Senses blindsight 120 ft., passive Perception 13

Languages —
Challenge 3 (700 XP)

Echolocation. The whale can't use its blindsight while deafened.

Hold Breath. The whale can hold its breath for 30 minutes.

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

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 21 (5d6 + 4) piercing damage.

LION

Large beast

Armor Class 12
Hit Points 26 (4d10 + 4)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+1	−4	+1	−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 an attack roll against a creature if at least one of the lion's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pounce. If the lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

Running Leap. With 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.

LIZARD

Tiny beast

Armor Class 10
Hit Points 2 (1d4)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
−4	+0	+0	−5	−1	−4

Senses darkvision 30 ft., passive Perception 9
Languages —
Challenge 0 (10 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

MAMMOTH

Huge beast

Armor Class 13 (natural armor)
Hit Points 126 (11d12 + 55)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+7	−1	+5	−4	+0	−2

Senses passive Perception 10
Languages —
Challenge 6 (2,300 XP)

Trampling Charge. If the mammoth moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

MASTIFF

Medium beast

Armor Class 12
Hit Points 5 (1d8 + 1)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+2	+1	−4	+1	−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

Armor Class 10
Hit Points 11 (2d8 + 2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+0	+1	−4	+0	−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. The mule has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Hooves. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

OCTOPUS

Small beast

Armor Class 12
Hit Points 3 (1d6)
Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
−3	+2	+0	−4	+0	−3

Skills Perception +2, Stealth +4
Senses darkvision 30 ft., passive Perception 12
Languages —
Challenge 0 (10 XP)

Hold Breath. While out of water, the octopus can hold its breath for 30 minutes.

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

ACTIONS

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage, and the target is grappled (escape DC 10). Until this grapple ends, the octopus can't use its tentacles on another target..

Ink Cloud. A 5- foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

OWL

Tiny beast

Armor Class 11
Hit Points 1 (1d4 - 1)
Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
−4	+1	−1	−4	+1	−2

Skills Perception +3, Stealth +3
Senses darkvision 120 ft., passive Perception 13

Languages —
Challenge 0 (10 XP)

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

PANTHER

Medium beast

Armor Class 12
Hit Points 13 (3d8)
Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+2	+0	−4	+2	−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 and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

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.

PHASE SPIDER

Large monstrosity

Armor Class 13 (natural armor)
Hit Points 32 (5d10 + 5)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+2	+1	−2	+0	−2

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 3 (700 XP)

Ethereal Jaunt. As a bonus action, the spider can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 18 (4d8) 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, even after regaining hit points, and is paralyzed while poisoned in this way..

POISONOUS SNAKE

Tiny beast

Armor Class 13
Hit Points 2 (1d4)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
−4	+3	+0	−5	+0	−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:* 5 (2d4) poison damage on a failed save, or half as much damage on a successful one..

POLAR BEAR

Large beast

Armor Class 12 (natural armor)
Hit Points 42 (5d10 + 15)
Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+0	+3	−4	+1	−2

Skills Perception +3
Senses passive Perception 13
Languages —

Challenge 2 (450 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:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

PONY

Medium beast

Armor Class 10
Hit Points 11 (2d8 + 2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+0	+1	−4	+0	−2

Senses passive Perception 10
Languages —
Challenge 1/8 (25 XP)

Actions

Hooves. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

QUIPPER

Tiny beast

Armor Class 13
Hit Points 1 (1d4 - 1)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
−4	+3	−1	−4	−2	−4

Senses darkvision 60 ft., passive Perception 8

Languages —
Challenge 0 (10 XP)

Blood Frenzy. The quipper has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The quipper can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

RAT

Tiny beast

Armor Class 10
Hit Points 1 (1d4 - 1)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
−4	+0	−1	−4	+0	−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:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

RAVEN

Tiny beast

Armor Class 12
Hit Points 1 (1d4 - 1)
Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
−4	+2	−1	−4	+1	−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:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

REEF SHARK

Medium beast

Armor Class 12 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+1	+1	−5	+0	−3

Skills Perception +2
Senses blindsight 30 ft., passive Perception 12

Languages —
Challenge 1/2 (100 XP)

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

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

RHINOCEROS

Large beast

Armor Class 11 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	−1	+2	−4	+1	−2

Senses passive Perception 11
Languages —

Challenge 2 (450 XP)

Charge. If the rhinoceros moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Gore. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

RIDING HORSE

Large beast

Armor Class 10
Hit Points 13 (2d10 + 2)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+0	+1	−4	+0	−2

Senses passive Perception 10
Languages —
Challenge 1/4 (50 XP)

ACTIONS

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

Saber-Toothed Tiger

Large beast

Armor Class 12
Hit Points 52 (7d10 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+2	−4	+1	−1

Skills Perception +3, Stealth +6
Senses passive Perception 13
Languages —
Challenge 2 (450 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 and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Scorpion

Tiny beast

Armor Class 11 (natural armor)
Hit Points 1 (1d4 - 1)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
−4	+0	−1	−5	−1	−4

Senses blindsight 10 ft., passive Perception 9
Languages —
Challenge 0 (10 XP)

Actions

Sting. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) poison damage on a failed save, or half as much damage on a successful one..

Sea Horse

Tiny beast

Armor Class 11
Hit Points 1 (1d4 - 1)
Speed 0 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
−5	+1	−1	−5	+0	−4

Senses passive Perception 10
Languages —
Challenge 0 (0 XP)

Water Breathing. The sea horse can breathe only underwater.

Actions

SPIDER

Tiny beast

Armor Class 12
Hit Points 1 (1d4 - 1)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
−4	+2	−1	−5	+0	−4

Skills Stealth +4
Senses darkvision 30 ft., passive Perception 10
Languages —
Challenge 0 (10 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:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) poison damage.

SWARM OF BATS

Medium swarm of Tiny beasts

Armor Class 12
Hit Points 22 (5d8)
Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
−3	+2	+0	−4	+1	−3

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 60 ft., passive Perception 11
Languages —

Challenge 1/4 (50 XP)

Echolocation. The swarm can't use its blindsight while deafened.

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

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer..

SWARM OF INSECTS

Medium swarm of Tiny beasts

Armor Class 12 (natural armor)
Hit Points 22 (5d8)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
−4	+1	+0	−5	−2	−5

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 8
Languages —
Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer..

SWARM OF POISONOUS SNAKES

Medium swarm of Tiny beasts

Armor Class 14
Hit Points 36 (8d8)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
−1	+4	+0	−5	+0	−4

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 10 ft., passive Perception 10
Languages —

Challenge 2 (450 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny snake. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one..

SWARM OF QUIPPERS

Medium swarm of Tiny beasts

Armor Class 13
Hit Points 28 (8d8 - 8)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+3	−1	−5	−2	−4

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 8
Languages —

Challenge 1 (200 XP)

Blood Frenzy. The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny quipper. The swarm can't regain hit points or gain temporary hit points.

Water Breathing. The swarm can breathe only underwater.

ACTIONS

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer..

SWARM OF RATS

Medium swarm of Tiny beasts

Armor Class 10
Hit Points 24 (7d8 - 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
−1	+0	−1	−4	+0	−4

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 30 ft., passive Perception 10

Languages —
Challenge 1/4 (50 XP)

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

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer..

Swarm of Ravens

Medium swarm of Tiny beasts

Armor Class 12
Hit Points 24 (7d8 - 7)
Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
−2	+2	−1	−4	+1	−2

Skills Perception +5
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 15
Languages —
Challenge 1/4 (50 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny raven. The swarm can't regain hit points or gain temporary hit points.

Actions

Beaks. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer..

Tiger

Large beast

Armor Class 12
Hit Points 37 (5d10 + 10)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	−4	+1	−1

Skills Perception +3, Stealth +6
Senses darkvision 60 ft., 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 and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

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.

Vulture

Medium beast

Armor Class 10
Hit Points 5 (1d8 + 1)
Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
−2	+0	+1	−4	+1	−3

Skills Perception +3
Senses passive Perception 13

Languages —
Challenge 0 (10 XP)

Keen Sight and Smell. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

Actions

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

WARHORSE

Large beast

Armor Class 11
Hit Points 19 (3d10 + 3)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+1	−4	+1	−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 and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

WEASEL

Tiny beast

Armor Class 13
Hit Points 1 (1d4 - 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
−4	+3	−1	−4	+1	−4

Skills Perception +3, Stealth +5

Senses passive Perception 13
Languages —
Challenge 0 (10 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

WINTER WOLF

Large monstrosity

Armor Class 13 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+1	+2	−2	+1	−1

Skills Perception +5, Stealth +3
Damage Immunities cold
Senses passive Perception 15
Languages Common, Giant, Winter Wolf
Challenge 3 (700 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 an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Snow Camouflage. The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone..

Frost Breath (recharge 5-6). The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

WOLF

Medium beast

Armor Class 13 (natural armor)
Hit Points 11 (2d8 + 2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+2	+1	−4	+1	−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 the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone..

WORG

Large monstrosity

Armor Class 13 (natural armor)
Hit Points 26 (4d10 + 4)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+1	−2	+0	−1

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14
Languages Goblin, Worg
Challenge 1/2 (100 XP)

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

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..

CHAPTER 10: MONSTERS

ACOLYTE

Medium humanoid (any race)

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

STR	DEX	CON	INT	WIS	CHA
+0	+0	+0	+0	+2	+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.

ARCHMAGE

Medium humanoid (any race)

Armor Class 12 (15 with *mage armor*)
Hit Points 99 (18d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+2	+1	+5	+2	+3

Saving Throws Int +9, Wis +6
Skills Arcana +13, History +13
Damage Resistances damage from spells; nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)
Senses passive Perception 12
Languages any six languages
Challenge 12 (8,400 XP)

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation, shocking grasp*
1st level (4 slots): *detect magic, identify, mage armor, magic missile*
2nd level (3 slots): *detect thoughts, mirror image, misty step*
3rd level (3 slots): *counterspell, fly, lightning bolt*
4th level (3 slots): *banishment, fire shield, stoneskin*
5th level (3 slots): *cone of cold, scrying, wall of force*
6th level (1 slot): *globe of invulnerability*
7th level (1 slot): *teleport*
8th level (1 slot): *mind blank*
9th level (1 slot): *time stop*
The archmage casts these spells on itself before combat.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Assassin

Medium humanoid (any race)

Armor Class 15 (studded leather)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+3	+2	+1	+0	+0

Saving Throws Dex +6, Int +4
Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9
Damage Resistances poison
Senses passive Perception 13
Languages Thieves' cant plus any two languages
Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack. Once per turn, the assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one..

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one..

Bandit

Medium humanoid (any race)

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

STR	DEX	CON	INT	WIS	CHA
+0	+1	+1	+0	+0	+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 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Bandit Captain

Medium humanoid (any race)

Armor Class 15 (studded leather)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+3	+2	+2	+0	+2

Saving Throws Str +4, Dex +5, Wis +2
Skills Athletics +4, Deception +4
Senses passive Perception 10
Languages any two languages

Challenge 2 (450 XP)

Actions

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

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.

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

BERSERKER

Medium humanoid (any race)

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

STR	DEX	CON	INT	WIS	CHA
+3	+1	+3	−1	+0	−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.

COMMONER

Medium humanoid (any race)

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+0	+0	+0	+0	+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.

CULTIST

Medium humanoid (any race)

Armor Class 12 (leather armor)
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+1	+0	+0	+0	+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 target. *Hit:* 4 (1d6 + 1) slashing damage.

CULT FANATIC

Medium humanoid (any race)

Armor Class 13 (leather armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+2	+1	+0	+1	+2

Skills Deception +4, Persuasion +4, Religion +2
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 2 (450 XP)

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

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *command, inflict wounds, shield of faith*
2nd level (3 slots): *hold person, spiritual weapon*

ACTIONS

Multiattack. The fanatic makes two melee attacks.

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

DRUID

Medium humanoid (any race)

Armor Class 11 (16 with *barkskin*)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+1	+1	+1	+2	+0

Skills Medicine +4, Nature +3, Perception +4
Senses passive Perception 14
Languages Druidic plus any two languages
Challenge 2 (450 XP)

Spellcasting. The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, produce flame, shillelagh*
1st level (4 slots): *entangle, longstrider, speak with animals, thunderwave*
2nd level (3 slots): *animal messenger, barkskin*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with *shillelagh.*.

GLADIATOR

Medium humanoid (any race)

Armor Class 16 (studded leather, shield)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	+0	+1	+2

Saving Throws Str +7, Dex +5, Con +6
Skills Athletics +10, Intimidation +5
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 5 (1,800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

ACTIONS

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.*.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.*.

Parry. As a reaction, the gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

GUARD

Medium humanoid (any race)

Armor Class 16 (chain shirt, shield)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+1	+1	+0	+0	+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..

KNIGHT

Medium humanoid (any race)

Armor Class 18 (plate)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+0	+2	+0	+0	+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.

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.

MAGE

Medium humanoid (any race)

Armor Class 12 (15 with *mage armor*)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
−1	+2	+0	+3	+1	+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:* 3 (1d4 + 1) piercing damage.

NOBLE

Medium humanoid (any race)

Armor Class 15 (breastplate)
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+1	+0	+1	+2	+3

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 12
Languages any two languages
Challenge 1/8 (25 XP)

ACTIONS

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

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

PRIEST

Medium humanoid (any race)

Armor Class 13 (chain shirt)
Hit Points 27 (5d8 + 5)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+0	+1	+1	+3	+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.

SCOUT

Medium humanoid (any race)

Armor Class 13 (leather armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+2	+1	+0	+1	+0

Skills Nature +4, Perception +5, Stealth +6, Survival +5
Senses passive Perception 15
Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. The scout makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Spy

Medium humanoid (any race)

Armor Class 12
Hit Points 27 (6d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+2	+0	+1	+2	+3

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4
Senses passive Perception 16
Languages any two languages
Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Thug

Medium humanoid (any race)

Armor Class 11 (leather armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+0	+2	+0	+0	+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 target. *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.

Tribal Warrior

Medium humanoid (any race)

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

STR	DEX	CON	INT	WIS	CHA
+1	+0	+1	−1	+0	−1

Senses passive Perception 10
Languages any one language

Challenge 1/8 (25 XP)

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

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..

Veteran

Medium humanoid (any race)

Armor Class 17 (splint)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+2	+0	+0	+0

Skills Athletics +5, Perception +2
Senses passive Perception 12
Languages any one language (usually Common)

Challenge 3 (700 XP)

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands..

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Chapter 11: Appendix

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.

Bloodied

Bloodied, by itself, does little. It is automatically applied to any creature whose hit points are below half of its maximum.

- Deflect, exert, and focus cost double.

Broken

The default way of imposing the broken condition is by the creature failing a Wisdom saving throw against Morale effects. Some other abilities may impose it. It lasts for one round at minimum, or more if appropriate. Mindless creatures are immune to being broken.

- A broken creature focuses their attention on personal survival. This may mean surrendering, fleeing, or taking the Total Defense action if they can't get away.
- Broken creatures rarely attack, but if they do they do so at disadvantage.
- Attacks against broken creatures are at advantage.

Charmed

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

Deafened

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

Exhaustion

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

Each level of exhaustion (up to five levels) adds a cumulative -1 modifier to all checks, saves, and attacks. It also decreases the save DC of your abilities and spells by 1. Upon taking a 6th level of exhaustion, you are incapacitated until you no longer have 6 levels.

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.

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 (or was incapacitated with 6 levels).

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 Incapacitated).
- 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 *thunder-wave* spell. The reverse also holds–effects that move

the grappler out of reach of the grappled creature end the grapple as well.

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 Incapacitated) 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.

SHAKEN

- A shaken creature cannot take reactions.
- A shaken creature's speed is reduced to half.

STAGGERED

- A staggered creature has disadvantage on attack rolls
- A staggered creature has disadvantage on Dexterity saving throws and ability checks.

STUNNED

- A stunned creature is incapacitated (see Incapacitated), 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 Incapacitated), 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.