NIH System Changes

NIH system (hopefully not the final name) is proudly a 5e D&D fork. That's because I find that 5e does *most* of what I want in a system, at least at the core level. So why clone it and change stuff? Because I don't believe in WotC, and feel I could do better for my own purposes.

Why the code-name NIH?

I'd like to say that it means something cool or clever. But it doesn't. NIH is short for both of "Naming Is Hard"...which it is...and "Not Invented Here". It started when I looked at the first OneD&D UA material and went "I could do better than that." And figured I'd put my time and effort where my mouth was.

I hope that by the time I publish this for real (if that day ever comes), I'll have a better name.

Can I steal stuff from NIH and use it in my own system/games?

Absolutely 100%. It uses the CC-BY 4.0 SRD as a base and everything else is licensed the same way. If you publish stuff using ideas or material, please do credit me somewhere. But imitation is the sincerest form of flattery.

Where can I get an updated version?

The latest "fit for others to see" version is always found at my github page. Click on the little down-arrow button under the word "history" to download the full PDF. This will always be kept up to date as I merge in side projects and rebuild it.

What changed from 5e?

Ok, this is a big list. And I'm not going to point out everything that changed, just the highlights. And I'll try to break it up by chapter.

Core System Changes

- v1.1: Added html version: https://admiralbenbo.org/homebrew/nih/index.html.
- v1.1: Lotsa cleanup on formatting and stupid mistakes.
- I've rearranged a bunch of things. And tried to be more explicit about what I was thinking.
- There is a default setting,Dreams of Hope. It's got quite a few differences from most published settings.
- XP is radically different–now it's a small counter that increments after each "meaningful" session, basically a formalized fiat leveling system.
- No ability scores, just modifiers.
- I've decided to lean in to ability scores as archetype-compliance, not physical measurements. You can be strong but not particularly high Strength, but being high Strength means that you are good at approaching things in a direct, forceful, physical way, often using brute physical force.
- Wisdom is specifically called out as perceptiveness and Charisma as force of personality.
- All PCs now have 2 new "universal" resources: Stamina and Aether. Aether replaces spell slots and fuels magical stuff–it comes back on a long rest. Stamina fuels non-magical stuff and comes back on a short rest. Casters have more aether and less stamina; martials the reverse. Half-casters are more balanced. Your aether limit is how much aether you can spend in a single action, mostly used for limiting what spells you can learn/cast.
- Everyone has three new options, Deflect, Exert, and Focus.
  - Deflect is basically like the monster Parry ability (reaction to add +proficiency to AC) and must be declared before seeing the attack but allows a counter attack if the attack misses. Only affects one attack, and requires you to be wearing armor or mage armor. Costs Stamina.
  - Exert spends Stamina to add your proficiency bonus to a STR/DEX/CON ability check or save. Allows you to stack proficiency–you can use it even if you have proficiency or expertise.
  - Focus is basically Exert, but for INT/WIS/CHA stuff. Costs aether.
- Helping someone with an attack requires you to be able to attack.
- Explicit rules for jumping further than your STR (Athletics) allows.
- Added suggested vision distance limits and hearing limits.

- A blind archer shooting at a blind target has disadvantage–unseen attackers only get advantage if they can see the target.
- Small rework of the wording around (natural) darkness, concealment, etc.
- (Coming soon) More detailed downtime rules, including "personal projects"
- More explicit wording around bonus action timing. Actions are atomic, although explicit permission is given for bonus actions to break up the Attack action (but not during an individual attack).
- Dodge is renamed Guard. Because that annoyed me.
- Ranged attacks and non-self or touch-ranged spells provoke Opportunity attacks.
- Cleaned up wording around movement–basically everything is either explicitly difficult terrain (such as spirit guardians) or explicitly costs extra movement. No combining "speed halved" and "extra movement cost" weirdnesses.
- Shoving now gives +5ft on the shove for every 5 you beat the opponent by.
- Shoving someone successfully forces a DC 10 Concentration save.
- Hit points are meat. Reintroduced the Bloodied condition–it has no effect directly, but serves as a trigger for other things.
- Anything that repeatedly does damage is rolled once at the start of the initiator's turn and all targets take that same damage (unless they save or are resistant, of course).
- No force damage type. It's all transformed into various physical types.
- Only melee *weapon* attacks can knock someone out without consequences. Others can, but the NPC/PC will suffer lingering injuries.
- More clarity around controlled vs independent mounts. Basically, if the player controls it/dictates its actions, it's controlled. Otherwise it's independent.

Equipment Changes

- Ditched electrum. Instituted "astral credits" (at 10x platinum).
- To cast spells in armor, you need to have proficiency in the armor *from the class in question.*
- Reworked the armor types. Renamed some, moved some around, adjusted AC and especially weight (both generally downward)
- Added some "exotic materials" for armor, with defined (non-magical) effects.
- Also added masterwork armor, which reduces the cost of Deflect and (for heavy/medium armor) increases the amount of DEX you can

apply by 1. Costs 2x and requires special craftsmen.
- Added several new weapon properties that do special things (like cleaving).
- TWF is now a property of light weapons, and no longer takes your bonus action.
- Added special weapon materials. More of a role for silvered and adamantine weapons (see monsters for details), as well as masterwork weapons that cost 10x as much, require special craftsmen, but allow you to add your proficiency to damage.
- Tridents now have the Special property that crits restrain the enemy until end of your next turn. Not much, but…
- Hand crossbows only deal 1d4.
- v1.1: Nets are now equipment, not weapons, and require saves, not attacks.
- v1.1: Added "exotic ranged weapons", which subsumes all the thrown, attack-based consumables. Reworked their effects.

Character Creation

Substantial changes. Many the classes got rewritten from the ground up, as did most of the "races" (now called lineages).

- Race is now Lineage. No sub-races. Each lineage gives a +1 ability modifier and a big feature or two small ones. Only physiological stuff.
- Added Cultures. Anyone can take any culture. They give a +1 ability score and a non-biological feature.
- Backgrounds now have a list of questions rather than tables to roll on. Mostly because I'm lazy. They also all give a skill trick (see that section for details).
- Point buy removed. You've got standard array and rolling. Because I have an irrational dislike for point buy.
- No multiclassing. If it comes back, it will be very different. Probably in the form of skill tricks that emulate class features with a delay.

Class Changes

- Barbarian is now called Warden, and is explicitly magical/primal in nature. Complete rework of how rage works, splitting the offense and defensive parts. The defensive part can be sustained as a bonus action. Complete rework of subclasses. Super crit focused, and gets stuff that buffs crit chance.
- Bard is removed, replaced by the Spellblade, a half-caster/half-rogue focusing on debilitating enemies and mixing spells and weapons. Has basically an inverted Bardic Inspiration. One subclass gets more party-buffing uses. No music focus.

- Cleric renamed priest, and generalized. Only one domain gets medium armor, rest are light only. Gets Divine Intervention much earlier and more frequently, but weaker and roll-based. Very support focused.
- Druid renamed Shaman, more elemental focused. Removed shapeshifting in favor of "manifest zones", basically placeable persistent buff/debuff/damage zones. More control focused.
- Fighter renamed Armsman. Now the heavy armor/weapon/martial versatility guy. Anything's a weapon. Can use STR or DEX for all weapons starting at 6. At high levels, gets the ability to instantly kill low-health enemies, with a scaling threshold. Those too high to instantly kill must save or stun.
- Monk renamed brawler, removed "eastern" influence. Gets extra stamina from Wisdom. No separate ki pool. More explicit magic.
- Paladin becomes the oathbound. Not tons of changes here, but made find steed a class feature and integrated the smite spell effects into divine smite directly–you can give up damage dice to do special effects. Slightly more support oriented than stock.
- Ranger keeps its name, but gets more focus on dealing damage. Subclasses refocused on "hunting" different types of prey (including "civilized" folks).
- Rogue keeps its name, gets more explicit magic from subclasses. Lots and lots of skill tricks. Gets in-class ways to do sneak attack multiple times per turn (at a cost). No longer resource free.
- Sorcerer and wizard merged into the arcanist. Now "wizard" is the book mage subclass. Metamagic is their big thing, and it's expanded.
- Warlock goes much more like 3e's warlock–eldritch blast is a class feature and has blast shapes and effects. Only gets spells via invocations, but gets more invocations.
- v1.1: Rogue now has 2 subclasses–the very magical Shadowdancer and the less magical Trickster.

Skill Tricks

Basically, I replaced feats with skill tricks. Everyone gets one when they gain an ASI. They're tiered into four groups (Basic, Advanced, Expert, and Master), with access half-way through each tier of play (except Master, which is 17). Rogues get more and get them early. They're mostly a single bullet point, but let you do all sorts of things, including (at high levels) find planar portals automatically and walk on air. Some are explicitly magical, others aren't.

Spell Changes

Probably the most controversial part.

- No spell levels or slots. Only aether and aether limits. Each spell costs a certain amount of aether to cast (1-15, roughly), and you can only spend so much on a single effect (including upcasting and metamagic or other effects).
- Everyone is a "prepare from the full list every day" caster. But the lists are way smaller.
- Spells as such stop at what would be 5th level (roughly). Higher level effects are Legendary Effects, and you gain access much more limitedly and they're limited to 1x/day each (unless you have specific features). And you can't change them out every day. But LE don't cost aether. So they're kinda like Mystic Arcana.
- Many "utility" spells are moved to Incantations, which are kinda like 4e rituals. Anyone can find a Ritual Scroll (which allows you to do an Incantation if you're high enough level) and use it. They are balanced in other ways than spell slots. This includes everything from divinations to resurrection, flight, teleportation, planar travel, etc.
- Minionmancy nerfed. Summon spells now explicitly prescribe what your choices are, and you can summon a lot fewer creatures (usually 1 bigger or 2 smaller). Animating dead is right out (in part for setting reasons, as necromancy is Kill on Sight just about everywhere for raisins).
- Many spells rebalanced. For example, *shield* now only lets you use aether to Deflect instead of Stamina and lasts an hour.
- Upcasting (now called Overcasting) is better.
- Counterspell doesn't exist as a spell. Instead, it's a feature some classes have in different ways and affects more than just spells. Yes, a high-level warden can smack a dragon and stop its breath.
- Still need to balance out the spell lists and make new spells to cover niches that the SRD didn't but should exist.

Monster changes

Not nearly as many here.

- Split CR into offensive and defensive rating, listing both.
- Removed resistance/immunity to nonmagical attacks and (where appropriate) increased health to compensate.
- Added specific vulnerabilities to silver and adamantine. For example, were creatures now have stupid high regeneration and don't die at 0 unless you can use your action and a

weapon to chop their head off. Or, if you hit them with silver weapons (note, *not* magical ones), their maximum health goes down (basically they can't regenerate that damage). So reducing their max HP to 0 with silver kills them. Fiends (now unified) suffer disadvantage on their next attack if they're hit by silver. Constructs ignore a certain (often large) amount of damage from any source that isn't an adamantine weapon or a crit.

- Reformatted how spells are done. No more slots means they're all X/day. Cantrips are moved to spell attacks specific to the monster, but they're marked as cantrips.
- More work is needed here.

MAGIC ITEMS

- Remove most, if not all, +AC, +ATK, +save DC, +saves from items. I take bounded accuracy much more seriously. +Damage is ok–generally a +X weapon now gives +2X damage.
- Started adding the formulas directly to the magic items in some cases. Especially because some skill tricks give you access to magic item crafting recipies.
- Still need to flesh out the list.

CAN I SUGGEST CHANGES?

Absolutely. Email me at bentomhall *at* gmail *dot* com. Please put in the subject line that you're talking about NIH system so I don't think it's spam.

I may not *accept* your suggestions, but I promise to consider them.

Chapter 1: Introduction

Core Principles of NIH

Core Assumptions

The core assumptions are that:

1. **The world is thoroughly magical.** Magic is in and through everything and everyone. There is no mundane (in the sense of "bound by all the principles of real world"), at least as far as adventurers and adventuring goes.

2. **Adventuring is normalized.** Adventurers are a known social "group", even if a disreputable one.

3. **The world responds to mortal efforts.** In these sorts of worlds, training really hard physically *is* a form of access to magical power just as much as learning magic gestures and words in a book. But both of these plateau quite hard for most people.

4. **The world has its own logic, not real-world science.** Players should be able to rely on *surface* similarity between the real world and the fictional one. Things will fall when dropped. Water flows downhill. Paper burns and fire hurts. Fire turns water to steam. If it looks like a cow, walks like a cow, and moos like a cow, it's probably a cow. But the *reasons* why these happen are not at all guaranteed to be the same. The further and deeper you get into modern scientific understanding of the world, the less this will apply to the fictional world. A fire spell will burn flammable things...but not because of exothermic oxidation reactions. There might not even be oxygen, and fires might burn just fine even in a "vacuum"...if such a thing even exists. Atoms, molecules, cells, DNA–these sorts of things are not at all guaranteed to exist.

5. **PCs are among the few that break the normal (soft) limits.** Most people in the world are relatively low power, and will never grow much further. PCs are not bounded in the same way.

6. **World-ending threats are rare, but problems are common.** Most threats a party will face don't have whole-world-changing consequences. But they do change the local world.

7. **PCs change the world...but not by pushing buttons.** It's expected that the outcome of the PCs adventure will be changes to the status quo. The world *should* react to their actions. But the PCs don't have powers that allow them to directly do that on the large scale. Large-scale changes happen because of the relationships the PCs form with others, the movements they support, and the people they affect.

8. **PCs are usually the underdogs.** Either due to numbers (the enemy has an army) or due to individual power. PCs generally win against significant foes not by overwhelming the opponents with bigger numbers but by teamwork, guile, good strategy, finding the opponents' weak spots, building alliances with others, etc.

9. **Accuracy is bounded.** What does this mean? It means that attack bonuses, armor class, and saving throw and ability check DCs and modifiers are not assumed to grow significantly (relative to the d20's effect) with level. They may change and grow, but it should be hard if not impossible to "move off the d20" permanently in most cases. Monsters that hit PCs at level 1 should still be able to hit some appreciable fraction of the time against level 20 PCs, even if that fraction is smaller. Unsaveable saving throws shouldn't usually happen unless the PC or monster has a strongly negative modifier. Neither should "unmissable" saving throws unless class features or magic is involved, and then rarely. PCs and monsters scale mostly in three ways–(a) having more health to absorb hits and stay standing, (b) dealing more damage (usually via more attacks rather than bigger single attacks, but this varies), and (c) having abilities that give different ways to approach the problem entirely (horizontal growth). As a result of this, magic items no longer give +1 (etc) to AC, saving throw DCs, or attack rolls. Such passive stacking bonuses are rare if they exist at all.

> **What is Magic?**
>
> That word is used throughout these documents, and deserves a little more reflection. "Magic", as used here, is all those things that separate the fictional world in which the game takes place from the real world in which the players act. Spells? Magic. Dragons? Magic. Heroic mortals breaking "normal" constraints? Magic. **It's magic all the way down.** Unlike Dungeons and Dragons, I attempt to be more precise in my use of this term. So abilities that counter *specific forms* of magic will be written precisely.

How to Play

NIH requires one player to assume the role of Game Master (hereafter GM), while the remaining players (usually 2-4 in number) create and control individual characters, called Player Characters (PCs) or "the party". It's assumed that the PCs will work together cooperatively–the basic unit of the game is the party, not the individual. The GM's role is several-fold:

1. He voices and decides the actions for all the non-Player Character characters (NPCs, for short). If the party is fighting someone, the GM makes decisions for that antagonist. This doesn't mean the GM is antagonistic toward the *players* or is trying to kill the PCs, but the characters he or she controls most certainly may be antagonists.

2. The GM is the voice of the setting and the narrative. Nothing happens in-game until he narrates it, and he is the eyes through which the players experience the world and the story they are collectively creating. Which makes it imperative that the GM is not biased toward or against any of the players and should, when speaking as the "voice of the world", never lie to the players. NPCs may lie and try to deceive, the GM as the GM should not. Of course, when illusions and compulsions are in play, what a PC sees or experiences may not be real. But what is described should be what the PC experiences.

3. The GM is the rules engine for the game. These rules are inputs and guidelines, not mandates. It's the GM's role to decide how, when, and even if the rules apply and to adjust on the fly. Many GMs rely on group consensus for rule modifications and rulings, but at the end of the day, the GM is the final decider. If a player says that his PC acts a certain way, the GM is responsible for deciding how to execute that action and what success or failure looks like, as well as narrating the result.

4. Often, the GM is responsible for coming up with the world and/or the set of events surrounding the PCs. Unlike a video game, there may not be a "main quest" that the PCs must follow, but the GM is the one placing things in the world for them to find and interact with.

The Basic Game Loop

The most basic, most generic pattern of play is as follows:

- The GM describes a scenario, including what the PCs see, hear, smell, etc.

- He or she then asks either a single player or the group "What do you do"? (or something similar).
- That player or group of players then describes what action or actions they want their PC to attempt. This description may be vague ("I attack the giant with my sword!") or specific ("Gerrold lunges forward, slashing upward at the giant's leg with his sword"), but must always provide

  1. An indication of what the player wants to have happen (a goal)

  2. An indication of how the player character is achieving that goal (a method)

  3. And any pertinent facts, such as abilities being used, amounts of bribes being offered, etc. that may change the resolution of the action.

- The GM, often after discussing details with the player, decides how the action will be resolved. This often involves some sort of die roll for randomization purposes. These rules are full of resolution mechanics such as attack rolls, ability checks, saving throws, etc. Many actions don't need any explicit resolution method–they just succeed. It is not expected that you have to roll to tie your shoes in the morning. Actions that have little opposition (chance of failure), are a core fictional competency of the character in question (the sailor can climb masts in calm weather), or where failure doesn't have meaningful consequences that change the situation (picking a practice lock in the safety of your home) rarely, if ever, call for active resolution.
- Once the action is resolved, the GM narrates the changes to the situation and the loop continues.

Many times, multiple actions can be resolved simultaneously and the GM may ask multiple players for their actions and decide how to order their resolutions. The first person to speak doesn't necessarily go first–that depends on the entire situation.

At times when exact sequencing is important (such as combat), the GM may call for initiative checks (see Initiative). When in initiative order, players take actions from highest initiative downward. In the game world, they're all acting within the same short period of time–one complete pass through the initiative order, called a **round** represents about 6 seconds of game time, but they are sequenced for ease of play.

Rolling the Dice

The roll of dice (pun intended) in NIH is to provide a way of resolving actions when the

outcome is uncertain and the outcomes are interesting. The dice never dictate the result but shouldn't be called on if one of the outcomes isn't acceptable. NIH calls for four major categories of dice rolls: attack rolls, saving throws, ability checks, and damage rolls.

Attack rolls, saving throws, and ability checks all follow the same format. When the GM asks for one of them in response to a proposed course of action, roll one twenty-sided die (1d20, for short) and add any modifiers (usually an ability score and possibly your proficiency bonus) and tell the GM the result. If the total is equal to or higher than the pre-set target number of the check, the roll is a success; generally this means you either succeed at what you're trying to do or suffer no or less of a consequence from what someone else is trying to do. In the rare case where both parties make an opposed check (both rolling and adding modifiers), ties go to the defender (and generall nothing happens).

Advantage and Disadvantage. Some abilities and situations make a result more probable (giving you an advantage) or improbable (giving you a disadvantage). These will generally be referred to as "making a roll at advantage/disadvantage". See Advantage and Disadvantage for the details–in short, advantage and disadvantage cancel out to a normal roll; if you have either, roll the d20 twice instead of once and keep the higher (for advantage) or lower (for disadvantage) result, adding modifiers as normal.

Attack rolls. Attack rolls use the target's armor class as a target number–if you roll equal to or higher than the target's armor class (including modifiers), you hit the target and generally roll damage. If lower, you miss and no damage is rolled.

Attack rolls can be either melee or ranged and either weapon or spell attacks. Melee attacks generally have a short range (5' or 10' for weapons with reach, although some monsters have larger reach) and can be made with enemies adjacent; ranged attacks have longer range and are dangerous to do while enemies are next to you. Weapon attacks default to either Strength (for melee) or Dexterity (for ranged), although the Finesse property and the Thrown property allows options. Spell attacks specify what ability score to add. You add your proficiency bonus if you are proficient with the weapon; you are always proficient with spell attacks you can make.

A roll of 1 on the d20 is always a miss (and nothing more), called a "critical miss". A roll of 20 on the d20 is always a hit, called a "critical hit". See Critical Hits for more details.

Saving Throws. You make saving throws (or saves) to resist or evade traps, spells, and many monster abilities. Saving throws are the defensive version of attacks. Each saving throw is linked to a particular ability score and you add that ability score to the result of the d20. You add proficiency if you have it in that kind of saving throw. Generally, Strength saves are made to avoid being knocked down or held in place, Dexterity saving throws are most common to avoid or reduce the damage from abilities affecting an area, Constitution saving throws are most common against disease, poison, and cold, as well as many environmental effects. Intelligence saving throws are mostly against psychic attacks and illusions, where figuring out that the influence isn't real removes the threat. Wisdom saving throws are made to discern external influences from your own–most spells that try to affect your mind, perceptions, or actions call for Wisdom saves. Charisma saving throws are to hold to your identity and place in the world–spells and abilities that change your shape or force you to other planes call for Charisma saving throws.

Each class is proficient in two of the six saving throws by default–usually one of Dexterity, Constitution, or Wisdom, and one of Strength, Intelligence, and Charisma. Some classes, such as the brawler, get extended saving throw proficiencies later on.

Ability Checks. Ability checks are the catch-all–if you need to make a check to determine success or failure and it isn't one of the other types, it's probably an ability check. Ability checks all involve an ability decided by the GM and may possibly include proficiency, which may come from one or more skills, tools, languages, or even weapons or armor. If you have proficiency that applies from multiple sources, you can make the check at advantage.

Damage Rolls. When an ability calls for a damage roll, it will specify how many of what size of dice to roll and what, if anything, to add to the roll. This entire total (total of the numbers on the dice plus any modifiers) is the damage roll. You can never roll less than zero damage, but modifiers may reduce the damage to zero.

Inspiration. Sometimes, the dice just aren't in your favor after you've done everything you can. The party, as befits heros, has a pool of luck they can call on, called Inspiration. Each party has a maximum number of Inspiration Points equal to the number of player characters. You start the session with this pool full, and when someone *else* needs a boost, you can grant them inspiration by spending an Inspiration Point. Whether your character says some inspiring

words or a plea to the heavens is up to you, but it's most moving when you do *something* in-character. When you do so, they can choose to reroll one attack roll, saving throw, or ability check they had just made and take either result. If the original roll had advantage or disadvantage, so does the new roll–it completely replaces the original. **Remember, you cannot give yourself inspiration**, although the character whose player is giving you inspiration does not have to be conscious, capable of taking actions, or even alive to do so (as you're inspired by their memory).

STAGES OF PLAY

NIH is a game about adventurers and heroes. Some are barely starting out on their journeys–others have become legends, etched into the world's history and myth, their deeds growing with every passing minstrel. Some campaigns start at level 1 and go all the way to level 20, others start at level 1 and end around level 5-6; others are just a few sessions at some level in between. Some start at higher levels, with characters who are already established in their adventuring careers. It's really up to you.

Play is roughly divided into four **stages of play**, each spanning about 5 levels. Not all games reach all stages, but the ideal is to progress through the stages and follow the adventurers as they begin their careers all the way until they retire as legends. Each stage differs in the kinds of tasks you might tackle and adventures you might undertake, as well as the threats you might face and direct effects you might have on the world around you. Generally, the first few levels of a new stage represent a major, intentional power jump.

It is important to keep in mind that player characters are adventurers first and foremost. Even a high-level character is not a world-class expert at anything except adventuring. Classes and proficiencies are *adventuring-focused* skillsets and powers. Even a level 20 arcanist with expertise in Arcana is not a world-class theoretical mage; having tool proficiency and high level doesn't make one a master-craftsman. Your time and learning has been in the adventuring applications, and of that you are truly a master (at higher levels).

Journeyman Stage (Levels 1-4). The first stage is that of the **journeyman adventurer**. This covers the introduction to adventuring life–the events that happened after you left your earlier way of life and set out on the path to become a true hero. Journeyman adventurers are not nobodies–they're stronger, tougher, faster, and generally more capable than the

average militiaman or town guard, for instance. But they're just learning the ways of adventuring. At the early stages, a few bandits or an ogre with some goblin goons poses a serious threat; they might end this stage facing down a nest of werewolves or a succubus and a demon cult. The problems they face and effect they have is generally local–a village, a small region, a caravan or a town. Reputationally, they're not well known except to those that they personally help. Bards don't sing songs about them; if they've decided on a group name, the general reaction is "who?" Comparatively, they're action heroes with minor fantastic powers. Magic items at this stage are rare and often cosmetic, although consumable items are not super uncommon.

Adventurer Stage (Levels 5-10). This is the "meat" of adventuring. By the end of this stage, you've gained a solid reputation in an area that might be as large as a nation; national and international organizations are paying attention to you. The kings' champions and most top mages are of comparable power to a high-end adventurer; you've reached the peak of what people normally can do, but aren't legends. Dedicated adventurer-watchers know your names. Threats as large as a vampire or even a rogue archmage or maurauding young dragon (or even a weaker adult) might be the capstone of this stage. Comparatively, you're a street-level superhero. Way stronger, tougher, faster, smarter, and more powerful than the average man, but facing those high-power threats with guile and tricks rather than a knock-down brawl. By the end of this stage, the purely mundane is being left behind and everyone is using both mundane and aetheric skills to adventure. Travel becomes much quicker, whether by flight, wondrous mounts, teleportation, or other means. Travel to other planes may happen, but it's rare and generally uses fixed portals. You start to acquire permanent magic items of various degrees of power, as well as find information leading toward constructing new ones.

Hero Stage (Levels 11-16). This stage is where the world really starts to know your names and deeds. People as powerful as kings and regional leaders pay attention to where you go and with whom you ally yourselves. Your growth definitely starts to slow down here, although you are starting to learn the introductory Legendary Effects, feats very few are capable of. You've transcended what is normal; broken beyond the plateau that most face no matter how they try. You may face adult dragons, minor demon or fiendish lords, aberrant creatures from Beyond, or elemental threats that promise to reshape

continental affairs. Much of your large-scale power, however, comes from your reputation and relationships–the allies you've made along the way. And the enemies you've made may now be gathering together to impede your efforts. Travel to other planes is more regular and more controllable, but still not effortless. Overland travel is rarely much of a challenge in the Mortal plane–only the most barren and hostile environments even pose a small challenge. Comparatively, you're still low-power superheroes; much of the growth is horizontal, developing new capabilities. Everyone is firmly planted in both mundane and magical worlds by this point. By the end of this stage, the stakes are set for the final showdown, the culminating events of the campaign. Magic items, while not *common*, are prevalent here–most characters have several permanent items of significant power. Possibly even ones with histories of their own.

Legendary Stage (Levels 17-20). This is the capstone. The denouement, the climax and resolution of a full-length campaign. An ancient dragon, a demon lord (although only very rarely a full Prince), an impending elemental catastrophe, a full manifestation from Beyond. These are the threats that you face at the end of your journey. At this point, you've entered legend. Your powers are beyond those of most mortals and are on par with the least of the Ascendants, although major Ascendants and demigods still outclass you significantly. The threats you face shape the fate of the world and possibly the planes beyond. Still, much of your power and "reach" comes from the allies you've gained. If you're storming a section of the Abyss to stop a Demon Prince from breaching the veil between worlds, you're doing so with the aid of an entire Adventuring Company or maybe even a few nations. You might have earned favors from gods, be friends with dragons, and be owed debts by angelic flight-leaders. Comparatively you're middle-weight superheros. Not Superman or Thor; no mountain cracking or casual city destroying. No throwing planets at each other. But more than capable of punching above your weight class. Your magic items have names of their own and even the ones that were not already part of history have started to accumulate stories of their own.

CHAPTER 2: 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 starting gear from class.

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

If a culture or background gives you a proficiency you already have from another source, pick a different one instead.

For an example of how this might work, see Appendix B (Character Creation).

CLASS

Each character has a "class", which represents how they go about adventuring. It is a combination of archetype, fictional "role", approach to matters, as well as the mechanical abilities you will use during play. Classes are not necessarily formal parts of the fictional world–you may meet many people who have similar abilities, but this does not mean that all wielders of arcane power are Arcanists and have all those abilities.

The classes available for play are described in Classes.

LINEAGE AND CULTURE

Your character's lineage describes their biological heritage. Are they one of the tall, long-lived gwerin? Or a human? Or a draconic-souled dragonborn? Or one of many other lineages. Each lineage grants a few features, including giving a +1 to one ability score. It also describes the common heights, weights, appearance, etc. of members of that lineage.

The lineages available for play are described in Lineages.

A character's culture describes where in the world they come from and what kind of culture they grew up with. Some cultures are more generic and others more narrow–pick what fits your character best after consultation with the GM. Each culture gives a set of features, including a +1 to one ability score. You can't pick the same ability score for this +1 as you did from your lineage–if they would overlap, pick a different one of your choice. After including both changes, no ability score can be greater than +5.

The lineages available for play are described in Cultures.

ABILITY SCORES

A character's basic approach to adventuring is summed up in 6 numbers, called "Ability Scores" (or sometimes "ability modifiers"). They range between −5 (nearly incapable, usually only used for things like unthinking oozes or undead) and +5 (about the peak of normal earth humanity in that area). Some class abilities, magic, and monsters break that upper limit, but no ability score in the game can be above +10. A score of +0 is perfectly average for that area. Ability scores are added, by default, to all d20 rolls, whether ability checks, saving throws, or attack rolls, as well as damage rolls with weapon attacks (not spells).

The six abilities are, with abbreviations in parentheses:

1. **Strength (STR):** Someone with high STR is good at wielding big melee weapons, wearing heavy armor, lifting and carrying heavy weights, climbing, jumping, swimming, grappling, and generally performing tasks of brute strength. Such characters are often described as "ripped" or "buff". Armsmen and Wardens are particularly likely to have high STR; Oathbound as well tend to lean towards STR as a primary score. Melee weapons, by default, use STR as their modifier.

2. **Dexterity (DEX):** Someone with high DEX is good at tasks requiring a delicate, precise approach. Ranged weapons, stealth, feats of acrobatics, pick-pocketing, and acting first in combat are all governed by Dexterity. Such characters are often described as "quick" or "nimble". Rangers and rogues are particularly likely to have high DEX, as well as brawlers. Some melee weapons, called "finesse" weapons, can use DEX as their modifier, but all ranged weapons do by default. Most "big explosion" spells and effects require DEX saves to reduce or eliminate the effect. Light armor relies on having a high DEX to dodge, rather than outright block, incoming attacks.

3. **Constitution (CON):** Someone with high CON is good at enduring damage, dealing with toxins and diseases, and harsh environments.

Such characters are often described as "tough" or "hardy". While CON is not a primary ability score for any class, it's rarely dropped below zero. Your character's maximum hit points increases with your CON score. Poison, acid, and cold-based abilities often require CON saving throws.

4. **Intelligence (INT):** Someone with high INT is good at recalling lore, finding the connections between facts, dealing with languages, and generally handling arcane magic. They are often described as "smart". INT is a primary score for arcanists and spellblades. Low INT does not mean you are stupid–it also reflects a life or aptitude for intellectual pursuits for their own sake. So a person with street smarts may not have high INT, but wouldn't be stupid. INT also helps against illusions and other tricks that try to make you perceive a false reality. Several other subclasses depend on INT as a secondary score.

5. **Wisdom (WIS):** Someone with high WIS is perceptive, in tune with the world around them. They can see what others cannot and understand how animals and people are feeling. They are often in tune with nature, being able to find tracks and food in the wilderness. They are often described as "wise" or "clear-eyed". WIS is a primary ability score for saving throws against magic or abilities that affects the mind. It is the primary ability score for priests and shamans, and a secondary ability score for brawlers and rangers. Both primal and divine magic rely on WIS as the spellcasting modifier.

6. **Charisma (CHA):** Someone with high CHA has a powerful force of personality. They are naturally good with people, as CHA governs social interactions by default. They are often described as having "magnetic personalities". It also represents force of will and sense of self–magics that try to alter your shape or banish you to other planes are defended against with CHA saves. It is the primary ability score of the Warlock and a secondary ability score for the Oathbound, both of whose magics come from sheer stubbornness and will.

Ability scores aren't as much physical measurements as they are *archetypes*–you can have normal (ie +0) STR and still be physically fit. Using *any* weapon requires both physical power and coordination, but heavier melee weapons are archetypally associated with the Strong Guy, while ranged weapons and sneaky daggers are both associated with the Sneak or the Archer,

neither of whom is traditionally "buff" (despite archers being very strong in reality). Your high ability scores are best thought of as how your character prefers to approach problems–brute force (STR), precise maneuvering or stealth (DEX), toughing them out (CON), outthinking the problem (INT), intuiting the solution (WIS), or just bluffing your way through on sheer personality and charm (CHA).

Also of note is that your character's decision-making skills are **NOT** governed by any ability score. Those are entirely up to you. You don't have to do stupid, reckless things because you have low WIS or INT. Such a character might have bad information (faulty perception) or not know the facts (lack of knowledge), but if an action wouldn't be fun for the rest of the party (insulting the king to his face knowing it will get you thrown into jail, touching the obviously-marked "end of the world" button), don't feel like your ability scores are compelling you to do it anyway.

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.

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.

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
Sarthak	Ship Speech	Ship folk and pirates of the Moon Sea	Modified Aelven
Tiborian	Old Imperial	Scholars	Imperial

ABILITY SCORES

To generate ability scores, choose from the following methods after discussion with your GM. Either way, you shouldn't end up with any ability scores above +4 or below -4. Your lineage and culture will adjust these later, each adding +1 to one score.

COMMENTARY ON EXPECTED VALUES

The average for a normal, non-adventuring person is +0 in each score. Ability scores represent as much *archetypes* or *approaches* as they do physical parameters. Someone with high Dexterity and low Strength may be "strong"–wielding a bow (which requires Dexterity) also requires substantial physical strength. But the way they approach matters is more nimble, dextrous, and subtle. In appearance, they'd be less muscle-bound and more lean–more of a runner's build than a bodybuilder's build.

Generally, you'll want your highest ability score to be in your class's primary score. That is:

1. Arcanist: Intelligence
2. Armsman: Strength (if you want heavy armor) or Dexterity (for light armor)
3. Brawler: Either Dexterity or Wisdom
4. Oathbound: Either Strength or Charisma
5. Priest: Wisdom
6. Ranger: Dexterity
7. Rogue: Dexterity
8. Shaman: Wisdom
9. Spellblade: Charisma
10. Warden: Strength
11. Warlock: Charisma

Many classes (especially Brawler, Oathbound, Ranger, and Spellblade) want your second highest score in one other score (called a secondary ability score). Some subclasses, chosen at level 3 generally, also key off of certain ability scores.

As a general rule, your Constitution score should be positive, but doesn't need to be your highest score.

Standard Array. The standard array provides a fixed, consistent set of values for play. It trades the ability to get unusually high ability scores for the surety of not getting unusually low ability scores.

To use the Standard Array, distribute the following values among your ability scores in whatever order you choose: +2, +2, +1, +1, 0, -1.

Rolled Scores. Rolling provides a bit of risk in return for possible reward. It can produce widely varying attributes between party members, and so should be done with care.

To roll ability scores, follow the following process:

1. Roll 4d6 and sum the highest 3 (effectively discarding the lowest).

2. Subtract 10 from the resulting score.

3. Divide the result by 2, rounding toward negative numbers (ie -5 divided by 2 becomes -3).

4. Repeat the above steps until you have 6 numbers, then assign them to your ability scores in whatever order you choose.

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 one of your ability scores (usually by 1). You can't increase an ability score above +5 unless the feature explicitly says so. In addition, every character's proficiency bonus increases at certain levels.

Each time you gain a level, you gain 1 additional Hit Die. This increases your maximum hit points by the average result of the die roll (rounded up) or half the maximum value of the die, plus 1 (which is the same result). Your maximum hit points also increase by your Constitution modifier. For example, a warden gains 7 (12 / 2 + 1) hit points from each additional hit die plus the value of his Constitution modifier.

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 armsman has a Constitution score of +3, when he reaches 8th level and chooses to increase his Constitution score 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.

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

XP and Advancement

The 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.

Chapter 3: Lineages

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)
- 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, cannot overlap with your lineage choice–if it does, pick a different one)
- 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 See Backgrounds.

Lineages

Human

Humans, also called "the devout kindred", are among the most common of the peoples of Noefra. Created by the Gwerin from goblinoids and gwerin blood during the interregnum between the Second and Third Ages, they dominated the Third Age with their devotion to the gods that arose with the dawn of the Third Age. They occupy the middle ground of the lineages–not as strong as orcs, not as aetherically gifted as gwerin, not as connected to the spirits as the ihmisi, nor as durable as dwarves–instead, they have faith and community. Unique among the lineages, they willingly and gracefully include others, even strangers, into their kin groups. They lean on the gods and Powers, using whatever sources of power and help they can. Where ihmisi and orcs and dwarves have clans and gwerin have families, humans build nations on ideas.

Physically, humans of Noefra come in four major appearances, each with wide variation.

Wall Builders. The wall-builders, native to the Sea of Grass, are a mixed group who can trace their heritage back to the confusion around the Cataclysm about 250 years ago. Physically, they are have medium-brown skin, stand shorter and rounder than most, and have wide variation in hair. The median wall-builder has curly brown hair, but red, blonde, and even more exotic hair colors are known.

Night's Children. Visually the most distinct, the Night's Children of Byssia are generally tall and statuesque, with visible musculature. With very pale skin (that rarely tans or burns) and pure-black, straight hair, they have the least internal variation. Descended from the ancient Nocthians, who were an isolated people, the Night's Children stand out from the rest.

Fang-kin. The fang-kin of the Jungle of Fangs are the shortest and slightest ethnic group of humans in Noefra. They rarely display any notable musculature or fat; both males and females are slender. Males rarely grow facial hair; females tend to be less well endowed. Their notable feature is that they have visible patches that are reminicient of snake scales scattered across their bodies–these flush and become more visible when they are experiencing strong emotions.

Golden Coasters. The eastern side of Noefra is dominated by the Jinse Empire, and has been for millennia. The main human ethnicity there is of medium stature, with slightly golden skin and generally fair-to-brown hair and eyes. Pure-blooded Jinse nobles often have a reddened cast to their skin due to generations of diabolical influence.

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

Dwarves, more properly the *tumnii*, are the kindred most unchanged by time. Their ancestors at the end of the First Age, nearly 20,000 years ago, were titans, masters of order and runes. The ruling council created an act of hubris–the Orb of All Might–to destroy their longstanding enemy, the wyrm (ancestors of dragons). To empower it, they drained the power and potential out of the "weaker" elements of their society. These were the first dwarves. Sons and daughters of the earth and runes, they change only grudgingly. This carries over to their physiology. Undermountain-dwelling has sharpened their eyesight and the stone in their blood gives them increased endurance.

Tumnii are overwhelmingly born as fraternal twins–one male and one female. Dwarves are considered adult at age 25 and generally live until they are about 150. Overall, they tend to be shorter than humans, standing between 4'0" and 5'2", but broader and more muscular. Generally, all adult dwarves have beards. Whether one or both sexes shave is a cultural matter. Of all the lineages of Quartus, there is the most in-group physiological difference between cultural groups of tumnii, as their physiology directly adapts to their circumstances at the clan-group level.

Two major ethnic variants exist, although this is more *social* rather than directly physiological.

Surfacer. Surfacer dwarves have ancestors that lived above ground and were craftsmen and traders. They tend to be taller than deep-mountain dwarves (averaging 4'8" with 5'0" not being too uncommon) but more wiry and slender than mountain dwarves. Sexual dimorphism (while muted compared to other races) is more pronounced in surfacer dwarves than in deep-mountain dwarves. This mainly shows up in facial features and body build. Height, weight, and strength are only minimally different. Female surfacer dwarves tend to have sharper features and straighter, longer hair than males. Both have elaborate beards.

Deep Mountain. Deep mountain dwarves live in the hard conditions deep inside the mountains–their clans rarely come to the surface except to trade. As such, they tend to be shorter and more overtly muscular than surfacer dwarves. There is virtually no externaly-visible sexual dimorphism between male and female deep mountain dwarves.

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

The ihmisi, the children of the woods, also called "wood elves" by the less educated, are the descendants of those ancient elves (the aelvar) who renounced the arcane arts...or were psychologically or physically ill-suited for that task. Rejected from the mage-dominated aelvar society, they found a home in the woods. The end of the Second Age came when they developed the primal arts, calling on the spirits of nature (aka ihminen or kami) for power. With this power, some of them wreaked a terrible vengeance against the decadent empire, cajoling the great spirit embodied in the third moon of Quartus to crash down upon their capital. The reprecussions of this event still remain–the ihmisi and gwerin (the other major aelvar offshoot) are still somewhat at odds despite the passage of more than six millennia.

Physically, ihmisi are of medium height, standing shorter than many taller humans but much taller than dwarves. Slender and graceful, they have light-brown skin (often with a greenish undertone) and brown hair, often with blonde or red tones...but just as often with green tones and mottled, almost leaf-like patterns. Green and brown eyes are most common; their eyes only have a small amount of the jewel tones of the gwerin. Their ears are slightly elongated and pointed, and their faces are sharper with larger eyes than most humans. Their pupils are cat-like slits.

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

Like humans were created from goblinoids and gwerin, the orcs were created (at about the same time even) by the ihmisi from goblinoid, ihmisi, and animal souls. Second largest of the kindred (after the jazuu), they are an imposing people. Their early history was stained with the blood and curses of the War of Blood, when an orc leader turned to demonic power to fight back against oppression and assault...and built an empire of skulls and ruin. After the gods were created to cast him down to the Abyss, the people who shared his face (justly or not) were considered evil and outcast to the fringes of civilization throughout the Third Age. With the Cataclysm and the great leveling of the old ways, they have re-entered society as equals. The legacy of that demon-tainted orc still echoes in the blood of Noefran orcs, although the compulsion that once drove them to mad bloodlust is gone.

Physically, orcs have slightly green-colored, rough skin. The most common ethnic group, the orcs of the Fiach Woods, use tatoos to indicate standing in their clan-based society and personal history–exiles have their tattoos magically (and painfully) wiped, leaving smooth scar tissue. Calling a tatooed orc "smooth skin" is a deadly insult. They stand much taller than most humans and much heavier, with dark hair and eyes. Some show signs of elongated lower canines, almost to the level of tusks.

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 warden, 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

The other elven kindred, the gwerin (aka high elves) are the least populous of the kindreds. Slow to breed due to a legacy of near-agelessness (now lost, a fact that many still take very hard), they stand out wherever they go. Historically their kind were masters of arcane magics; even now they have an enhanced sensitivity to aetheric manipulation and a knack for intellectual pursuits. Culturally, they are stereotyped as being snooty and stuck up, always considering themselves better than other kindreds. And, truth be told, many fit that stereotype.

Physically, they stand of medium-tall height but usually stick-thin, rarely showing many curves or muscle. A visibly obese gwerin is an oddity. Their hair, skin, and eyes are jewel or metallic tones, with pale ivory skin being quite common with various exotic shades of hair including amethyst and emerald. Their ears are quite pointed, but not substantially longer than most human ears.

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

Halflings are the second-youngest of the lineages of Noefra, having spontaneously developed out of goblin-kind during the War of Souls roughly 800 years ago (just after the creation of the dragonborn). The magical radiations of that war and the extreme genetic bottlenecking attendant to their creation and then the Cataclysm (which hit their homelands the worst) led to an unusual genetic quirk–approximately 1/2 of all halflings are neuter females called Kliba. About 3/5 of the remainder are fertile females, known as matriarchs, and the remainder are males.

As the shortest, smallest kindred, they are often confused for children of larger lineages, especially humans (among whom they live quite frequently). They've taken this and run with it to a magical degree, using this "cute" nature to their advantage.

The tallest of them are shorter than the shortest humans, and they weigh very little. Males are usually shorter and smaller than females. Halflings do not grow beards or facial hair (usually), and their hair is almost always short and tends to stick up. Their ears are slightly pointed and they have pronounced canines. Their eyes have a reflective undercoat like felines. All normal human hair colors and skin colors are found among the halfling-folk, and most have light hair and eyes.

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

Another "artificial" lineage, the true dragonborn (so called to distinguish them from the dragonkin or draconians who result from prolonged human exposure and interaction with dragons) were created in a lab by mages of the Western Empire immediately prior to the War of Souls that destroyed that empire. In fact, their creation sparked the war–they were created by forcibly implanting fragments of dragon souls into unborn human babies conceived on unwilling mothers in factory conditions. This so horrified many people that civil war erupted. But the dragonborn were considered innocents and given a place of their home high on the Nocthian Caldera, now known as Wyrmhold.

Few in number, the dragonborn are a proud, martially-oriented people both by nature and by history. Their nation spent 90 years fighting an existential battle against mysterious forces of ice and snow that nearly wiped them out and succeeded in pushing them out of their ancestral home down into the hills south of the Fiach Woods. Fircely clan-oriented, the dragonborn take no grief from anyone.

Physically, dragonborn look like man-dragon hybrids. Standing of normal human height, they have scales, clawed feet and hands, dragon-like muzzles, and grow very little hair, if any. They are still mammals; females still have breasts and give birth to live young. Their scales are not hard enough to provide protection, but they are less sensitive to the elements and general abrasion, so dragonborn often wear less clothing than most other kindred (although armor is still worn). They wear specially-constructed boots that allow their talons to jut out (or encase them in armored "toe sheaths" in the case of heavier armor). Their coloration is draconic–they have scales reminicient of one of the colors of dragons and a breath weapon like a wyrmling dragon that matches their soul's heritage. This is not hereditary–a pair of gold dragonborn might have a silver or white child. Some have nearly-vestigial bat-like wings; others have thicker, harder scales that provide some protection from blows.

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

The Gwerin masters who ruled the Jungle of Fangs before they abruptly vanished about 400 years ago were obsessed with snakes. Hence the fang-kin Humans…and their distant relatives, the ophidians. Their ancestors were humans who were biomagically infused with snake essence to a much greater degree than their kin. To this day, they retain visual markers and altered physiology. Some of them suffer extreme mutations; their kin-folk often resort to extreme ritual magics to stabilize them in human/snake-hybrid forms so they don't die. These are outcast except among the most isolated tribes.

Physically, ophidians are very close to fang-kin humans, except that their eyes are slitted and their tongues are forked. They tend to be extremely charming, almost magically so, and flexible to an extreme.

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

The steelborn soulforged, along with their mirrors the shrine guardians, are the youngest lineage of Quartus. In the wake of the Fourth

Wish approximately 40 years ago, metal clockwork labor constructs across Wyrmhold started to "wake up", becoming ensouled living beings made of metal, stone, and crystal. Not all of them–only a tiny fraction. No one knows *why* this is happening, or how long they will live. Or how to cause one to awaken. Unlike most, they do not visibly change over time–their appearance at the time of their awakening is how they will look throughout their lives unless they modify their own appearance, something many steelborn engage in.

The steelborn are varied, but generally human-size or larger, but much heavier. The exact look is entirely arbitrary–some have almost humanoid features; others just a plain metal mask. How they talk and why they need rest is entirely unknown. They are much stronger (due to their labor-construct nature) than the average human and have a seemingly-endless lightning-infused core...although their souls are their real power source.

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

The shrine guardians, along with their counterparts the steelborn, are the youngest lineage of Quartus. In the wake of the Fourth Wish approximately 40 years ago, magically-animated wood-and-stone shrine guardian golems started to "wake up", becoming ensouled living beings made of metal, stone, and crystal. Not all of them–only a tiny fraction. No one knows *why* this is happening, or how long they will live. Or how to cause one to awaken. Unlike most, they do not visibly change over time–their appearance at the time of their awakening is how they will look throughout their lives unless they modify their own appearance, although shrine guardians tend to be less free with this than the steelborn.

The steelborn are varied, but generally human-size or smaller. Their shape is humanoid, but the details vary and their faces are often carved into frightening masks.. How they talk and why they need rest is entirely unknown. Their connection to the nature spirits is real, and they are very difficult to pick out of a forest...as long as they don't move.

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

The other living descendants of the ancient titans, the jazuu are those whose ancestors were *not* drained of runic potential. In the wake of the Orb's backfire, the runic power was shattered, leaving them locked in their "small" form...which still towers over most others. They retreated into the mountains and deep wastes of Noefra, forming civilizations such as the Tuura Adam around the few Titanwalls remaining. These runic constructions carry the promise of transformation into a true giant for the worthy and strong. As a result, many jazuu-dominated cultures are fircely competitive and perfectionist. The Tuura Adam take this to an extreme–they do *everything* by the literal book, a collection of the "perfect ways to do things" that has grown and changed as new methods are discovered.

A short jazuu is taller than most humans, and the tall ones rival their ogre kin. They rarely have hair of any kind, and generally have extremely chiseled musculature (both males and females). Their eyes tend to be blue or grey, although other colors are somewhat common. Their skin is often blue-grey or mottled, giving them the appearance of being chiseled out of stone. Tatoos are very common among the 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

The influence of various forces, whether from outside the Mortal plane or not, often produces "sports", called the Touched. Most often, these are human-touched (especially the light- and fiend-touched), but also the element-touched. The touched do not, generally, breed true, although the descendants of touched individuals have a larger chance of showing signs of that influence randomly (skipping generations). Many, if not most, are born to completely "normal" parents. Each culture reacts differently to this–the eastern Jinse empire considers the fiend-touched to be "blessed", as they worship and traffic with fiends on a regular basis. By contrast, the fiend-touched are often given to the Church of the Truth in the Holy Kaelthian Republic and raised to be merciless inquisitors in that rigidly theocratic land.

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)

Those that are born in areas or to parents touched heavily by astral influence, especially the clergy serving various Ascendant powers, are born with a measure of the light of the Astral. Light is not good–the angels are known as avengers and dispensers of justice as much as mercy.

Every light-touched has a stigma, a sign that sets them apart and makes them visible as light-touched. While it can be hidden, it often flares and becomes most visible when they experience strong emotions. This might be a visible halo, hair that sheds sparks of light, eyes that glow from within, or a birthmark of wings...that expands into luminous wings of pure energy.

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 (Lucian)

The fiend-touched are born to those who traffic with fiends or who were exposed to significant fiendish energy, whether demonic or lucian. Those born of abyssal influence are much less acceptable in most societies, although those born to victims of attempted demon-serving sacrifice are accepted most places. They have a prediliction to fire, as most of the aether-woven fiendish combat bodies are fire-aspected.

Fiend-touched have stigmata like light-born, but theirs tend toward red skin or golden slitted eyes, horns (whether small prongs or large ram-style horns), or tails. Some can manifest actual wings, but these are bat-like, not the glowing energy constructs of the light-born.

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

The element-touched are most common in Byssia and the less settled lands, as the influence of the elements is strongest there. Depending on the exact influence, a fire-touched might have red hair that burst into literal (although heatless) flame when the child experiences strong emotions; a earth-touched might have rocky dermal patches, a water-touched might have (non-functional) gills and vestigial fins, and an air-touched might crackle with lightning.

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 gain the Haggler skill trick even if you wouldn't otherwise qualify.

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 4: 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

Wizard, sorcerer, mage, witch. Many names for the same thing. The masters of arcane magic, the arcanist. Mastering this unmediated magical ability is a long and arduous process that leaves little time for other practices and leaves the user more frail than those who spend their time training their bodies. This does not mean that arcanists are weak, but their strength is in their magic rather than their arms. They rarely wear armor–the slight restrictions interfere with their highly practiced motions.

Arcanists learn and cast spells via complex memory palaces, practices, meditation, and other intellectual processes. Because of this, they can modify their spells in ways most cannot. Some arcanists have more intuitive grasp of their magics than those who must learn everything from books or teachers, but they in turn struggle to control the often wild power which causes stress on their bodies.

Arcanists tend to be frailer than most, and not very good at protecting or supporting their allies. Instead, they're quite good at both dealing damage (especially to groups of enemies) and hampering the abilities of foes to do the party harm. Most of their strength is in their spells, so choosing the right spells to cast is how an arcanist excels.

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.

Quick Build. To easily build an arcanist, put your highest ability score into Intelligence and your next two into Dexterity and Constitution. Pick the Awakened mage subclass and the Ray of Frost, Produce Flame, Mage Hand and Prestidigitation cantrips. Burning Hands and Sleep are good spells at early levels. Pick up leather armor as soon as you can afford it, since you can wear it as an awakened mage.

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 or (*c*) a scholar's pack
- Two daggers

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. You can trade out any single known cantrip for any other arcanist cantrip each time you gain a new level in this class.

PREPARING AND CASTING SPELLS

The Arcanist 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 have a certain number of arcanist spells fixed in mind (prepared for casting), choosing from the arcanist spell list. You can trade out any number of prepared spells for any other spells you can learn from that list when you finish a long rest. When you do so, the total

number of spells prepared must be less than the number of arcanist spells shown on the Arcanist table for your level. 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.

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.

ARCANE APPROACH

Choose a arcane Approach, which describes the source of your magical training: Awakened Mage or Book Mage, both 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 two of the metamagic below, learning an additional one at each of levels 6, 9, 12, 15, and 19. Each time you learn a new metamagic, you can also trade

The Arcanist

Level	Proficiency	Features	Cantrips	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	Metamagic	4	4	2	12	4
4th	+2	Ability Score Improvement	5	5	2	16	5
5th	+3	Practiced Aether Manipulation	5	6	3	20	6
6th	+3	Arcane Approach Feature, Extra Metamagic	5	7	3	24	7
7th	+3	Disruption	5	8	4	28	8
8th	+3	Ability Score Improvement	5	9	4	32	9
9th	+4	Extra Metamagic	5	10	5	36	10
10th	+4	Arcane Backlash	6	11	5	40	11
11th	+4	Dual Metamagic	6	12	6	44	12
12th	+4	Ability Score Improvement, Extra Metamagic	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), Extra Metamagic	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, Extra Metamagic	6	15	10	76	16
20th	+6	Sorcerous Restoration	6	15	10	80	17

out one you know for a different one from the list.

You can use only one Metamagic option on a spell when you cast it, unless otherwise noted. Once you start learning Legendary Effects, you can apply metamagic effects to those as well, but the cost is doubled.

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. If the spell deals half damage on a successful saving throw, the chosen creature takes no damage.

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 replace the result with the average value.

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. Remember that you can only spend aether on a single action each turn.

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 and the area affected by the spell must remain contiguous. You cannot, for example, cut a line effect into multiple separate segments using this metamagic.
- 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. Spells affected by this metamagic cannot be detected during casting unless they have a material component.

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 or directly affecting 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 Produce Flame are. Secondary effects, such as being hit by the bonus attack granted by Haste do not count as "directly affecting".

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 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.

PRACTICED AETHER MANIPULATION

At 5th level you learn one of the abilities below.

Flicker. As a reaction when you are forced to make a saving throw against an ability that causes half damage on a success, you can spend 3 AET to force yourself into the Border Shadow for an instant. Make an Intelligence saving throw instead of whatever saving throw the ability requires, with the same DC. On a success, you take no damage or ill effect from the ability. On a failure, you count as having succeeded on your regular saving throw against the ability.

Aetheric Backlash. When you lose concentration on a spell due to damage from a creature, you can use your reaction and expend 2 AET to cause the creature who dealt that damage to take psychic damage equal to your proficiency bonus times your Intelligence modifier.

Resonant Concentration. When you lose concentration on a spell due to any reason except voluntarily ending concentration (which includes casting another Concentration spell), you can use your reaction and spend 4 AET to make the spell you were concentrating on last until the end of your next turn instead of failing immediately.

Aetheric Siphon. When you cast a spell that has no effect on a successful saving throw and all targets make their save, you can use your reaction to regain half the base AET cost of the spell. Once you use this feature a number of times equal to your Intelligence modifier, you cannot do so again until you finish a long rest.

DISRUPTION

Starting at 7th level, you've learned to disrupt aether weaving while it is still forming. As a reaction when a creature you can see casts a spell or uses a magical ability within 60 feet of you, you can expend 6 AET to force them to make an Intelligence saving throw against your spell save DC. On a failed save, the ability or spell has no effect but any limited uses and the action are expended.

ARCANE BACKLASH

Starting at 10th level, your Disruption ability now causes psychic damage equal to your level to creatures that fail the saving throw or half as much to those that succeed. This damage forces Concentration saving throws if the creature is concentrating on an effect.

DUAL METAMAGIC

Starting at 11th level, you can use two different metamagic effects on any individual spell as long as their effects are compatible. Legendary effects are still limited to one metamagic.

ARCANE SECRETS

Starting at 13th level, you begin learning Legendary Effects. Pick one Legendary Effect that has the tags *Arcane* or *General* as well as *lesser*. You can pick another with these labels at level 15.

Supreme Arcane Secrets

At 17th level you learn an even greater Legendary Effect. Pick one Legendary Effect that has the tags *Arcane* or *General*. You can pick another with one of these labels at level 19.

Legendary Metamagic

At 20th level, you can apply any single metamagic to a use of a Legendary Effect or spell without expending AET. Once you do this, you cannot do it again until you complete a long or short rest.

Arcane Approaches

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 official training. Their power flows from within, on its own, but requires self-mastery and will to control. 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, you learn an additional Legendary effect of a level you could learn at this level using your Arcane Secrets ability.

Repeated Legendary Magic. Starting at 18th level, you can use any of your regular Legendary Effects twice per long rest instead of once. Once you cast the same Legendary Effect twice, you cannot cast any others twice until you finish a long rest.

Arcanist Spell List

The Arcanist Spell List table contains a list of the spells available to all Arcanists, ordered by aether cost.

Arcanist Spell List

Aether Cost	Name	Aether Cost	Name
0	Acid Burst	3	Scorching Ray
0	Dancing Lights	3	Shatter
0	Grave Touch	3	Web
0	Mage Hand	4	Hold Person
0	Message	4	Vampiric Touch
0	Minor Illusion	5	Blink
0	Prestidigitation	5	Fear
0	Produce Flame	5	Fireball
0	Ray of Frost	5	Haste
0	Shocking Grasp	5	Hallucinatory Terrain
2	Burning Hands	5	Hypnotic Pattern
2	Color Spray	5	Lightning Bolt
2	Disguise Self	5	Major Image
2	Expeditious Retreat	5	Protection from Energy
2	False Life	5	Slow
2	Feather Fall	5	Stinking Cloud
2	Flash Freeze	5	Unbind
2	Fog Cloud	6	Blight
2	Grease	7	Ice Storm
2	Mage Armor	8	Arcane Eye
2	Magic Missile	8	Black Tentacles
2	Shield	8	Confusion
2	Silent Image	8	Conjure Mephits
2	Sleep	8	Dimension Door
2	Thunderwave	8	Faithful Hound
3	Acid Arrow	8	Greater Invisibility
3	Alter Self	8	Hallucinatory Terrain
3	Blindness/Deafness	8	Phantasmal Killer
3	Blur	8	Wall of Fire
3	Darkness	10	Cone of Cold
3	Detect Thoughts	12	Conjure Elemental
3	Enlarge/Reduce	12	Hold Monster
3	Invisibility	12	Telekinesis
3	Levitate	12	Wall of Ice
3	Mirror Image	13	Chain Lightning
3	Misty Step	14	Cloudkill
3	Ray of Enfeeblement	15	Wall of Force

ARMSMAN

The armsman is a master of weapons. His power comes from training, discipline and superior techniques that allow him to break the boundaries of what is possible for others. While he does not cast spells, his skills are themselves beyond the natural.

Wearing heavy armor, able to use any weapon with equal skill, the armsman is versatile and deadly in any situation. Durable as well, he isn't as suited at standing on the back lines and assisting others. His control over the battlefield is more oriented toward punishing those who attack his allies.

Quick Build. To quickly build an armsman, put your highest ability score into Strength, with Constitution also high and take a one-handed weapon and a shield.

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: All 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

WEAPON MASTERY

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 by spending 1 STA. On a failed save, the target is knocked prone.

Cleaving. You can attempt to cleave even if you miss by spending 1 STA. If you do so, roll a new attack with the same modifiers and compare it to the new target's AC.

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

Armsman

Level	Proficiency	Features	Stamina	Aether	Aether Limit
1st	+2	Weapon Mastery, 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, Repeated Strikes	5 + CON	3	2
6th	+3	Versatility, Ability Score Improvement	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

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 by spending 1 STA. 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. You can use the Deflect action as many times as you want per turn as long as you expend the necessary stamina.

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.

Two-handed. 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.

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 rest.

Action Surge

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can spend 3 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 either the Defender or Sword Saint archetype, 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 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.

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.

Repeated Strikes

Beginning at 5th level, you've learned to strike the same point repeatedly in quick succession, amplifying the effects of the blows. Each time you hit a target with a weapon attack during one of your turns, you you can spend 1 STA to gain a Momentum point against that target. If you spent STA as part of the attack, you gain a Momentum point for no additional cost. You can expend these Momentum points on any hit after your first in a given turn. If you end your turn with one or more unspent Momentum points, you automatically apply them the next time you hit the target, up to the first hit of your next turn. The Momentum gained on that first hit does not stack with the existing one. Each Momentum point spent increases the damage dealt by one.

Alternatively, you can expend 2 Momentum points on a hit to force the target to make a Constitution saving throw against your Weapon Mastery DC. On a failed save, they are Staggered until the end of your next turn. You can expend 4 Momentum points to force the same saving throw, but instead of staggered, they are Stunned until the end of your next turn.

Versatility

Beginning at 6th level, you gain the following benefits:

- You can use Strength or Dexterity as the modifier for weapon attacks and damage regardless of the type of weapon.
- You can interact with any number of weapons as part of your other actions or movements as long as they are on your person. This does not consume your free object interaction.
- Equipping or unequipping a shield only requires a bonus action.
- You can choose to make a Strength check when a Dexterity check would otherwise be called for and vice versa.
- You can Shove or Grapple instead of making a regular Opportunity Attack.

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. You can change your approach when you finish a long or short rest.

- **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 distaneces that it appears you can teleport. When you move on your turn, you can spend 2 STA 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. This consumes your movement at a rate of 1 ft per ft teleported.

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 4 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. Additionally, you can spend 1 STA to make an opportunity attack when provoked without consuming your reaction. No individual creature can provoke more than one opportunity attack per movement.

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), you can spend 8 STA to instead heal to half your maximum HP.

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 6 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.

Sword Saint

Armsman Level	Feature	Aether	Aether Limit
3	Exceptional Aether, Weapon Flexibility	3	1
4	–	4	2
5	–	5	2
6	–	6	2
7	Blades of Air	7	3
8	–	8	3
9	–	9	3
10	Cold as Ice	10	3
11	–	11	3
12	–	12	3
13	–	13	5
14	–	14	5
15	Lightning Step	15	5
16	–	16	5
17	–	17	5
18	Cascading Deathblow	18	5
19	–	19	8
20	–	20	8

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 one of the following weapon properties possessed by a weapon you are wielding for any of the others in the list: Battering, Cleaving, Finesse, Parrying, Precise, or Thrown. If you chose to make a weapon Thrown, its range is 30/120.

Blazing Flash

Starting at 3rd level, you can concentrate fire-aspected aether in your weapon strikes. When you hit with a weapon attack, you can expend 1 STA or AET to force the target to make a Constitution saving throw. On a failed save, they are staggered until the end of their next turn.

Blades of Air

Starting at 7th level, you can concentrate air-aspected aether in your melee strikes, launching blades of solid air at your foes. When you take the Attack action with a melee weapon, you can expend 1+ AET to extend your reach for that action by 10 ft per aether spent and convert the damage to thunder. The damage dealt by these attacks also increases by 2 for every AET spent.

Cold as Ice

Starting at 10th level, you are nearly impossible to fluster or make angry. You can add twice your proficiency bonus to any saving throw or ability check against an effect that would impose the frightened or charmed condition and if you are affected by either of those conditions, you can expend 2 STA at the start of your turn to suppress the effect until the end of your turn.

Additionally, you can touch one creature who is frightened, charmed, or possessed and expend 2 AET as an action, removing the effect or expelling the possessor.

Lightning Step

Starting at 15th level, when you use your Flash Step ability, all creatures within 5 feet of your destination must make a Constitution saving throw against a DC of 8 + your Intelligence modifier + your proficiency bonus. On a failed save, targets take lightning damage equal to your proficiency bonus × your Intelligence modifier and are staggered until the beginning of your next turn. On a success, targets take half damage and are not staggered.

When you do this, you can expend 5 AET. If you do so, creatures that fail their saving throw are stunned instead of staggered and targets that succeed are staggered until the start of your next turn.

Cascading Deathblow

Starting at 18th level, when you use your Deathblow ability, you can expend 1+ AET in addition to the STA spent (if any) to activate the ability. If you do so, all creatures of your choice within your reach if wielding a melee weapon or all creatures of your choice within 10 feet of the original target if wielding a ranged weapon take damage of the weapon's type equal to one roll of the weapon's base die for every aether spent.

Brawler

Not all warriors use weapons and armor; some use their body as both weapon and armor. They have substantial reserves of stamina and prefer many lighter hits over slow massive hits. Darting in and out of combat, they dodge attacks and strike to the weak points. They excel at separating and locking down the most dangerous foes. Their raw damage isn't the best, but it's respectable. They can be vulnerable if caught alone and without any way out, and aren't the best at actively healing and supporting their allies' efforts. Ranged damage is their particular weakness.

Quick Build. To quickly make a brawler, make Dexterity your highest ability score and Wisdom and Constitution your other best scores. Wisdom powers your saving throw DCs and other features, while Dexterity gives both offense and defense.

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

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. Additionally, you can take the Deflect action as if you were armored.

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 as well as for grapples and shoves.
- 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 count as being armed when you take the Deflect action.

Flurry of Blows

When 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 and yourself 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 Brawler 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

The Brawler

Level	Proficiency	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
17th	+6	1d12	+25 ft.	Martial Tradition Feature	17 + CON + WIS	9	4
18th	+6	1d12	+30 ft.	Empty Body	18 + CON + WIS	9	4
19th	+6	1d12	+30 ft.	Ability Score Improvement	19 + CON + WIS	10	4
20th	+6	1d12	+30 ft.	Perfect Self	20 + CON + WIS	10	4

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 and without expending extra movement.

Martial Tradition

When you reach 3rd level, you commit yourself to a martial tradition: the Way of the Guarded Soul or the Way of Closed Fist, 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 silvered. In addition, once per turn when you hit with an attack you can expend 1 AET to increase the damage dealt by your Martial Arts by 1 die (dealing 2d8 bludgeoning damage on an unarmed strike, increasing as your Martial Arts die increases).

At 9th level, your unarmed strikes count as adamantine and silver.

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 3 STA without taking an action as long as you have at least 1 hit point.

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 3 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. 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 8 STA as a reaction to instead heal to full health.

MARTIAL TRADITIONS

There are many traditions for those that fight with spirit and fists. All these 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.

Some traditions are balanced, training body and soul as one, balancing martial and mystical

powers. Others are more focused on direct physical action; yet others are focused primarily on the soul, emphasizing mystic powers.

WAY OF THE GUARDED SOUL

Brawlers of the Way of the Guarded Soul are the ultimate masters of defensive martial arts combat. They learn techniques to push and trip their opponents, manipulate aether to heal damage to their bodies, and practice advanced techniques that can protect them from harm.

GUARDED TECHNIQUE

Starting when you choose this tradition at 3rd level, you can manipulate your enemy when strike them. Whenever you hit a creature with an unarmed strike, 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.

POISE

At 12th level, your physical and mental balance are nearly total. You are immune to being charmed or frightened, and the cost of ending the incapacitated status on you using Stillness of Mind is reduced to 2 STA.

LEGENDARY EFFECT: CONTINGENCY

At 17th level, you are prepared for almost anything. You learn the legendary effect Contingency and can use it once per day without requiring the expensive component or needing to cast a spell. You can only use the following spells:

- Blur
- Cure Wounds (targeting only yourself, cast as if you spent 12 aether, and your spellcasting ability is Wisdom)
- Greater Invisibility (targeting yourself)
- Remove Curse
- Revivify (targeting yourself, no component needed)
- Unbind (targeting yourself)

WAY OF THE CLOSED FIST

Brawlers of the Closed Fist are the masters of offensive unarmed martial arts combat. They train their bodies as weapons, focusing on delivering telling blows to their opponents.

CLOSED FIST TECHNIQUES

Starting when you pick this subclass at level 3, you gain the following benefits.

- When you hit a target that is incapacitated with an unarmed attack, you deal maximum damage to them.
- When you score a critical hit with an unarmed strike, the damage dealt by the additional damage die is maximized.

KNOCK OFF BALANCE

Starting at 6th level, when you attack a creature with an unarmed strke and hit, the creature cannot make Opportunity Attacks against you until the beginninng of your next turn.

TORNADO KICK

Starting at 12th level, you can spend 1 AET and 2 STA and a bonus action to make a spinning attack. All creatures within 5 feet of you must make a Dexterity saving throw. On a failed save they take 5d10 bludgeoning damage and are knocked back 10 feet. On a success, they take half as much damage and are not knocked back.

EMPTY MIND

At 12th level, you learn the legendary effect Mind Blank and can use it on yourself once per day.

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 bonus 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 substitute this special action for one attack you can make during your turn or as an Opportunity Attack.

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

Many knights, priests, nobles, and others swear oaths to do or not do certain things; to live in fealty to a king, prince, or god. Their oaths are important, but do not themselves give rise to power. For an oathbound, their Oaths are their devoted purpose. Their reason for existing. Obedience to those vows gives their lives meaning. The altar on which they sacrifice much–even their own lives if necessary. And the universe respects this sacrifice, this devotion, this purity of purpose. In return, the Oathbound is helped to become a warrior, bearing arms and magic both to uphold their Oath.

Unlike a priest, the oathbound's power comes not from faith in an Ascendant or the teachings of a religion, although the oathbound might be devoutly faithful. An oathbound's power comes from within as their soul reaches out to the universe itself in with wholehearted confidence in the righteousness of their cause and the necessity of their actions to further this cause. In effect, they demand that the universe give them power, and the universe looks at their confidence and stubbornness and bends to their will.

Oathbound excel at front-line defense and support. While they can output significant damage, many of their abilities revolve around assisting and protecting others nearby. Their weaknesses are enemies at range (like a brawler) and large groups of weaker foes. Their charismatic bent makes them natively good at social situations.

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.

Quick Build. To quickly build an oathbound, put your highest ability score into Strength and your second ability score into Charisma, with Constitution higher than zero. If you want to focus more on damage, use a two-handed weapon (and pick either Two-handed or Cleaving as your Weapon Specialization). For a more defensive build, pick a one-handed weapon and a shield, and pick Versatile or Parrying as your Weapon Specialization.

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

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. Total cover does not block this, but you cannot sense a creature who is behind more than two feet of stone or earth or a thin sheet of lead. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity. 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

The Oathbound

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

Hands, expending hit points separately for each one.

This feature has no effect on undead and constructs.

Weapon Specialization

You have learned to wield one type of weapon better. Choose one of the properties below. You gain the bonus listed. 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.

Parrying. You can use the Deflect action as many times as you want per turn as long as you expend the necessary stamina.

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

Two-handed (Melee only). 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.

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

Spellcasting

By 2nd level, you have learned to draw on astral power through meditation and confidence in your own rightness to cast spells much like a priest 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

ARMORED CASTER

You can cast oathbound spells while wearing any armor or wielding a shield. You can use your weapon or shield as a focus for your oathbound spells as long as it has a symbol relevant to your Oath (of your choice) emblazoned (ie painted, engraved, or otherwise drawn) on it.

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.

In addition to expending aether to deal more damage, you can expend aether to add additional effects (up to your aether limit).

Banishing Smite. By expending 12 additional aether, you can force the target to make a Charisma saving throw. On a failed save, the creature is banished to a harmless demiplane and incapacitated for 1 minute. If the target was a celestial or devil, it is instead banished to the Astral on a failed save. If the target was a demon or undead, it is banished to the Abyss on a failed save. If the target was an elemental, it is banished to the corresponding elemental plane. Targets native to the plane they were banished from can attempt the saving throw again at the end of each of their turns, ending the banishment on a success and reappearing in the closest unoccupied space to where they left. Targets banished to a specific plane cannot return to the plane they were banished from by any means for a year and a day.

Blinding Smite. By expending 4 additional aether, you can force the target to make a Constitution saving throw against your spell DC, becoming blinded for 1 minute on a failure. The target can attempt the saving throw at the end of each of their turns, ending the effect on a success.

Searing Smite. By expending 2 additional aether, you can convert the smite's damage to fire and cause it to ignite the target. The target takes additional fire damage equal to half the damage dealt by the smite at the beginning of their next turn and every turn thereafter for 1 minute or until they succeed on a Constitution saving throw against your spell DC or take an action to extinguish the flames.

Thundrous Smite. By expending 2 additional aether, you can force the target to make a Strength saving throw against your spell DC. On a failed save, the target is pushed 10 feet away from you and knocked prone.

Wrathful Smite. By expending 2 additional aether, you can force the target to make a Wisdom saving throw against your spell DC. On a failed save, the target is frightened of you until the end of your next turn.

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 and expend 3 STA.

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 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.

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.

FIND STEED

At 7th level, you learn to summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it. Summoning your steed takes 10 minutes of prayer and requires expending 5 Aether. 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. You and your steed act on the same turn, and you can control its actions (mounted or not) without spending any actions of your own. Unlike other controlled mounts, the steed can take the Attack action while you are mounted on it, but cannot take the Multiattack action if it has it. While mounted on your steed, you can make any spell you cast that targets only you also target your steed. In addition, while mounted on the steed, you can force any attack that targets the mount to instead target you.

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.

Starting at level 14, you can expend 8 Aether when you summon your steed to instead summon a gryphon, dire wolf, saber-toothed tiger, or pegasus.

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

Your Oath provides you with the following spells, which are oathbound spells for you. You always have them prepared and they do not count against your spell limit.

DEVOTION

Oathbound Level	Oath Spells
3rd	Protection from Otherworldly Influence
5th	Enhance Ability
7th	Revivify
9th	Death Ward

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.

IMPROVED LAY ON HANDS

You can spend STA to refill your Lay on Hands pool–as an action, spend 1+ STA. The available pool of healing increases by 5 for every STA spent, up to a maximum of 5 ×your level.

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 otherworldly influence* 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.

OATH OF SIN'S WEIGHT

Those who swear the Oath of Sin's Weight (the Sinners, as they're often called) are those who

have felt the pain that their betrayals, murders, and other "sinful" actions have caused themselves and others. Many of them believe themselves beyond any hope of redemption and have dedicated the remainder of lives to taking on the hard jobs, the dirty jobs, the *necessary* jobs so that others do not have to pay the price, do not have to lose their innocence.

Sinners are generally pragmatic and often cynical, but not uncaring. In fact, they often care too much...about everyone else but themselves. The cynicism and rough manners are a defense. As an archetype, they are the Knight in Sour Armor, the Jerk with a Heart of Gold.

Sin is Painful, but Pain is Unavoidable. No Sinner *wants* to sin. They do not glory in it–they prefer if they can avoid it. But sometimes, sin must happen that righteousness may prevail.

A Fallen World Demands People Do Hard Things. Despite not wanting to sin, Sinners know that sometimes sin and other hard things must be done–the demon cult must be suppressed, the oppressive taskmaster, although he does not violate the law, must be stopped. The raiding tribes cannot be allowed free reign to plunder, even if they're not evil.

Better the Sinner Suffer than the Innocent Shed a Tear. Sinners are already damned–their souls already blackened by sin. Better *they* be the ones to carry more weight. Heavy is the weight of sin; strong is my back for having carried it this far. Let me carry more, so that others are unburdened by its weight.

The Meaning of Sin is Personal. Most Sinners agree that demons and undead are evil. But each Sinner has his or her personal crusade, the thing that he or she considers sinful, that they are willing to stain their souls to fight. Choose something (in coordination with your GM) that fits your character.

Oath Spells

As a Sinner, your fervent devotion to your Oath grants you certain spells.

Once you gain access to a oath 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 oathbound spell list, the spell is nonetheless an oathbound spell for you.

Sin's Weight

Oathbound Level	Oath Spells
3rd	Disguise Self
5th	Calm Emotions
7th	Suggestion
9th	Fear

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options. Once you use either one, you cannot use this feature again until you finish a long rest.

Unveil. As an action, you unveil the weight of your accumulated sins, which causes those who witness it to cower and quail. All creatures of your choice within 30 ft that can see and hear you must make a Charisma saving throw. On a failed save, they are frightened of you for one minute. While frightened, their speed is reduced to zero. Frightened creatures can repeat the saving throw at the end of each of their turns, ending the effect on a success. Creatures who succeed on the initial saving throw are instead Shaken until the end of your next turn.

Drive Home the Blade. When you hit with a weapon attack but do not score a critical hit, you can expend your Channel Divinity to convert the hit into a critical hit. Alternatively, you can use it when you miss to turn the miss into a hit.

Bear Another's Burden

Starting at 3rd level, you can expend 10 hit points of your Lay on Hands pool to remove the staggered, stunned, shaken, frightened, or broken conditions. Alternatively, you can expend 5 points to remove the condition in question, but become afflicted with it instead, using the original duration, saving throw, and any other effects.

Aura of Weight

Starting at 7th level, you can expend 4 STA to impose burdens on enemies within the area of your Aura of Protection. Enemies in the area must make a Charisma saving throw. On a failed save, their speed is reduced to half and they deal half damage with attacks for one minute. On a success, they are shaken until the end of your next turn. Enemies that fail their saving throw can attempt the saving throw again at the end of each of their turns that they are not inside your Aura of Protection (including the effects of total cover), ending it on a success.

Penance Stare

Starting at 15th level, you spend 3 AET and an action to target one creature you can see within 60 ft and force it to relive its mistakes and sins. The target must make a Wisdom saving throw. On a failed save, the target takes 8d6 psychic damage and is incapacitated for one minute. On a success, the target takes half as much damage and is frightened of you until the end of your next turn.

Inner Demon

At 20th level, as an action, you can become what others think you are, at least outwardly–a ravening fiend. You gain the following benefits for 1 minute or until you are incapacitated:

• You grow shadowy wings, gaining a flight speed of 60 ft for the duration.
• Your attacks deal one extra die of fire or necrotic (your choice) damage. Damage dealt by Divine Smite or Improved Divine Smite becomes that same damage type.
• You gain 20 temporary hit points whenever a creature is reduced to 0 HP within your Aura of Protection.
• The area within your Aura of Protection cannot be brighter than dim light, regardless of sources of illumination. If it already would be dimly illuminated, it becomes complete darkness.

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 priest 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.

Oathbound Spell List

The Oathbound Spell List table contains a short summary of the spells available to all Oathbound, ordered by aether cost. The Details column may contain any of the following symbols:

Oathbound Spell List

Aether Cost	Name
1	Cure Wounds
1	True Strike
2	Bane
2	Bless
2	Command
2	Divine Favor
2	Heroism
2	Longstrider
2	Protection from Otherworldly Influence
2	Sanctuary
2	Shield of Faith
3	Aid
3	Calm Emotions
3	Magic Weapon
3	Prayer of Healing
3	Protection from Poison
3	See Invisibility
3	Warding Bond
5	Beacon of Hope
5	Daylight
5	Remove Curse
5	Revivify
8	Banishment
8	Death Ward
8	Freedom of Movement
9	Mass Cure Wounds
12	Dispel Otherworldly Influence
12	True Seeing
12	Divine Wrath

PRIEST

Priests draw their power from the Ascendants–the gods, powerful angels, elemental lords, and mortals who have transcended mortality through the worship of their fellows. The priest's power is not their own–they are the channels for a superior power. Priests who channel the power of the true gods are often called clerics, even if they belong to no particular religion.

Priests rarely are the best at destroying enemies directly or even weakening them. Instead, they are the paragons at supporting allies, healing their wounds and bolstering their efforts. Slightly tougher than the arcanist (by default), they tend to sit in the middle–close enough to the front-line to affect them but far enough to not draw the majority of the attention. They do better against the undead and fiends, which react badly to the priest channeling divine power.

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.

Quick Build. To quickly build a priest, choose whether you intend to fight with weapons or spells. In either case, make Wisdom your highest ability score. If you intend to fight with weapons, choose the Battle domain and make Strength a secondary score, with enough in Dexterity to have a +1 or +2. If you choose to fight with spells, pick either of the other two domains and make Dexterity your secondary ability score.

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, 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*) leather armor, or (*b*) a chain shirt (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

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

The Priest 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

The Priest

Level	Proficiency	Features	Cantrips	Spells	Miracles	Stamina	Aether	Aether Limit
1st	+2	Spellcasting, Divine Domain	3	2	-	1	4	2
2nd	+2	Miracles, Divine Domain Feature	3	3	1	1	8	3
3rd	+2	Channel Divine Power	3	4	1	2	12	4
4th	+2	Ability Score Improvement	4	5	1	2	16	5
5th	+3	Divine Overflow	4	6	1	3	20	6
6th	+3	Divine Domain Feature	4	7	2	3	24	7
7th	+3	Improved Channel, Improved Miracles	4	8	2	4	28	8
8th	+3	Ability Score Improvement, Divine Strike	4	9	2	4	32	9
9th	+4	Divine Domain Feature	4	10	2	5	36	10
10th	+4	Improved Divine Overflow	5	10	2	5	40	11
11th	+4	Lesser Legendary Effect	5	11	2	6	44	12
12th	+4	Ability Score Improvement	5	11	2	6	48	13
13th	+5	Lesser Legendary Effect (2)	5	12	2	7	52	13
14th	+5	Radiating Overflow	5	12	2	7	56	14
15th	+5	Lesser Legendary Effect (3)	5	13	2	8	60	14
16th	+5	Ability Score Improvement	5	13	2	8	64	15
17th	+6	Divine Domain Feature, Greater Legendary Effect	5	14	3	9	68	15
18th	+6	Greater Legendary Effect (2)	5	14	3	9	72	16
19th	+6	Ability Score Improvement	5	15	3	10	76	16
20th	+6	Supreme Miracles	5	15	3	10	80	17

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.

ARMORED CASTER

You can cast your priest spells while wearing light armor and wielding a shield. You can emblazon your holy symbol on your shield–if you do so, you do not need a free hand to manipulate it as long as the symbol is visible.

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

MIRACLE OUTCOMES

Check Result	Outcome
Less than 5	No intervention
5-9	No intervention, but the daily use is not expended
10-14	A priest spell with cost less than 5 AET, chosen by the DM, takes effect
14-19	A priest spell with cost less than 5 AET, chosen by you, takes effect
20+	Any spell with cost less than 5 AET, chosen by you, takes effect

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.

MIRACLES

At 2nd level, your relationship with your Ascended patron has grown to the point that you can make impromptu pleas for direct assistance and have them answered based on your faith. As an action, you state the nature of the assistance you desire and roll a d20 and add your Wisdom modifier. This is not an ability check and cannot be modified by any other feature. The result determines the outcome:

Once you use this feature once, you cannot use it again until you complete a long rest. The number of uses per day increases as shown on the Priest table.

CHANNEL DIVINE POWER

Starting at 3rd level, you can channel divine power more directly, creating magical effects not possible through normal spells. Every priest gains the options to channel healing energy or to channel destructive energy (outlined below). Your Domain may grant additional options for this. Channeling divine power requires expending aether and is limited by your aether limit as if it was a spell, but cannot be countered or dispelled by non-legendary effects.

CHANNEL HEALING ENERGY

As an action, you expend at least 2 aether to radiate positive energy. For every two AET spent, all creatures other than demons, undead, or constructs within 10 feet of you regain 1d6 hit points. Constructs are unaffected by this ability; demons and undead must make a Constitution saving throw against your spell save DC, taking 1d6 radiant damage per aether spent on a failed save or half as much on a success.

CHANNEL DESTRUCTIVE ENERGY

As an action, you expend at least 1 aether to radiate destructive energy. For every AET spent, all creatures other than demons or undead within 10 feet of you must make a Constitution saving throw against your spell save DC, taking 1d6 radiant damage per aether spent on a failed save or half as much on a success. Demons and undead are healed for 1d6 hit points per aether spent.

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.

DIVINE OVERFLOW

Starting at 5th level, the energy you expend on your spells and other magical effects overflows, allowing you to create additional effects. Every priest can use the Castigation overflow effect; your Domain grants you an additional option. Once you use this feature once, you cannot use it again until you finish a short or long rest.

CASTIGATION

When you expend AET to heal one or more creatures, you can cause a creature you can see

MIRACLE OUTCOMES

Check Result	Outcome
Less than 5	No intervention
5-9	No intervention, but the daily use is not expended
10-14	A priest spell with cost less than 8 AET, chosen by the DM, takes effect
14-19	A priest spell with cost less than 8 AET, chosen by you, takes effect
20+	Any spell with cost less than 8 AET, chosen by you, takes effect

within 60 feet of you to take radiant damage equal to your level.

IMPROVED DIVINE CHANNEL

Starting at 7th level, when you use your Divine Channel ability, you add your Wisdom modifier to the damage or healing done.

IMPROVED MIRACLES

Starting at 7th level, the outcomes of your miracle uses have improved. Use the table below instead of the previous one.

DIVINE STRIKE

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

IMPROVED DIVINE OVERFLOW

Starting at 10th level, you can use your Divine Overflow options twice per long or short rest instead of once.

LEGENDARY EFFECTS

At 11th, 13th, and 15th levels, you can learn one Legendary effect tagged with Divine or Generic that is also tagged as Lesser.

At 17th and 18th levels, you can learn one Legendary effect tagged with Divine or Generic whether it is tagged Lesser or Greater.

You can use each Legendary effect once per long rest, and your saving throw DC for these effects is your spell save DC. When you learn a new legendary effect, you can also swap out one legendary effect you know for a different one.

RADIATING OVERFLOW

Starting at 14th level, when you use your Divine Overflow ability, you can affect a number of

Miracle Outcomes

Check Result	Outcome
Less than 5	No intervention
5-9	No intervention, but the daily use is not expended
10-14	Any priest spell, chosen by the DM, takes effect
14-19	Any priest spell, chosen by you, takes effect
20-24	Any spell, chosen by you, takes effect
25+	Any legendary effect, chosen by you, takes effect.

creatures equal to half the ather expended instead of one. All creatures must be within 60 feet of you.

SUPREME MIRACLES

At level 20, you can perform greater miracles. Use the table below to determine the outcome of your miracles. You can only gain the benefit of rolling a 25 on the check once per day; any other times that result comes up, treat it as a 24.

PRIEST DOMAINS

BATTLE DOMAIN

Priests who focus on the domain of Battle are the militants of the religious world. They are most associated with Tor Elan and Roel Kor, but many gods and ascendants have militant orders. Of the gods, only Peor-fala is truly incompatible with the Battle domain. Unlike an Oathbound, battle priests are supporting players rather than front-line warriors.

EXTRA PROFICIENCIES

When you choose this domain at level 1, you gain proficiency with medium armor and shields and can cast priest spells while wearing medium armor and wielding a shield.

MIRACLE: PUNISH HERETICS

Starting at 2nd level, when you use your Miracles feature to plead for an effect that deals damage or imposes a condition on an enemy, the result of the Miracle check is increased by one step.

DIVINE OVERFLOW: BOLSTER ALLY

Starting at 6th level, you can use your Divine Overflow ability to enhance the attacks of others. When you expend 1 or more aether to cast a spell that targets an enemy, you allow an ally you can see to use their reaction and expend 3 STA to make a weapon attack. If the weapon attack targets the same creature as the spell, the attack is made at advantage.

DIVINE CHANNEL: EXPOSE WEAKNESS

Starting at 9th level, you can use your Channel Divine Power ability to target one or more creatures you can see within 30 feet. Spend 2+ AET and target one creature per 2 expended AET. Targets must make a Wisdom saving throw against your spell save DC. On a failed save, a target gains vulnerability to one damage type of your choice until the beginning of your next turn.

WARLEADER

Starting at 17th level, when an ally within 60 feet rolls a damage roll, you can use your reaction to allow them to reroll the damage and take whichever result they choose.

ASCENDANT WRATH

Additionally at 17th level, you learn the greater Legendary Effect Holy Aura. If you already know this legendary effect, choose another legendary effect with the tags Divine and Greater.

KNOWLEDGE DOMAIN

The Knowledge Domain focuses on learning and disseminating information. It is most associated with Lon-Ka and Yogg-Maggus, but Korokonolkom, Kela Loran, and the Hollow King are all suitable patrons. Knowledge priests are generalists, capable of utilizing their knowledge in support of the party and helping other party members overcome obstacles. Less healing focused than life priests and less offensively-driven than battle priests, knowledge priests tend to aid allies and hinder opponents in battle.

EXTRA PROFICIENCIES

At 1st level when you pick this domain, you gain proficiency in two skills and one tool of your choice.

When you reach 4th and 12th levels, you can pick an additional skill trick associated with one skill or tool proficiency gained by this feature that you qualify for.

MIRACLE: REVEAL THE HIDDEN

Starting at 2nd level, when you use your Miracles feature, you can plead for knowledge and guidance. If you do so and roll at least a 10 on the Miracle check, choose one of the following benefits:

- You automatically succeed on any Wisdom (Perception) or Intelligence (Investigation) checks made to reveal hidden objects in your environment, including trap or door triggers. This lasts for 10 minutes.
- You and all allies within 30 ft of you cannot be surprised. This lasts for 1 hour.

- You understand all languages and do not need to make an Intelligence check to decode coded information. This includes information hidden by illusion spells or effects. This lasts for 10 minutes.

DIVINE OVERFLOW: UNCOVER WEAKNESS

Starting at 6th level, you can use your Divine Overflow to reveal the weaknesses of enemies to your allies. When you expend 1 or more AET and damage an enemy with a spell or effect, the next attack against the target has advantage. If you damage multiple enemies with the same effect, only one of those targets (of your choice) is affected by this.

CHANNEL DIVINE POWER: BESTOW COMPETENCE

Starting at 9th level, you can use your aether to assist your allies. As an action, expend 1 or more AET and choose a number of creatures you can see up to the amount expended. All creatures targeted must be within 60 feet of you. Targeted creatures can take the Focus or Exert actions once within the next 10 minutes without expending any resources. If they do so, they make the relevant check or saving throw at advantage.

FLEXIBLE LEGEND

Starting at 17th level, you can choose your Legendary effects from the entire list. In addition, you can use your action to switch a legendary effect you know but have not expended that day for a new one of your choice. Once you use this portion of the feature, you cannot do so again until you finish a long rest.

When you reach 17th level, you can exchange any number of Legendary effects you know for others you could learn at that level instead of only one.

LIFE DOMAIN

The Life Domain focuses on bringing health and purity to those around them. Welcomed in all civilized areas, priests of the Life Domain are the core of most religions. The gods most associated with the domain are Aerielara, Sarapha, Melara, Peor-fala, and Sakara, but any of the Congregation except for the Hollow King, Yogg-Maggus, and Selesurala would be appropriate patrons.

MEDIC

At 1st level you learn the Medic skill trick even though you do not meet the requirements.

DISCIPLE OF LIFE

Starting at 1st level, your healing abilities are more effective. Whenever you use a spell or Channel Healing Power and expend 1 or more AET to restore hit points to a creature, the creature regains additional hit points equal to 2 + 1/2 the aether expended (rounded up).

MIRACLE: PRESERVE LIFE

Starting at 2nd level, when you use your Miracles ability to plead for healing for a creature who is below half health, the result on the miracle check is increased by one step.

DIVINE OVERFLOW: SHIELDING SPELL

Beginning at 6th level, you can use your Divine Overflow ability to create a shield around allies. Whenever you cast a spell with total cost of 1 or more AET that targets an ally but does not restore hit points, you can grant the creature temporary hit points equal to 2 + the total aether cost of the spell. These temporary hit points last for one minute.

DIVINE CHANNEL: PANACEA

At 9th level, you can use your Channel Divine Power ability to remove conditions affecting your allies as an action by expending 5 AET. When you do so, a number of creatures up to your proficiency bonus within 30 feet of you are cured of all poisons and if they are under any of the charmed, frightened, stunned, blinded, or deafened conditions, that condition ends for the creature.

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.

PRIEST SPELL LIST

The Priest Spell List table contains a short summary of the spells available to all Priest, ordered by aether cost.

Priest Spell List

Aether Cost	Name		Aether Cost	Name
0	Grave Touch		3	Silence
0	Guidance		3	Suggestion
0	Light		3	Warding Bond
0	Message		4	Hold Person
0	Resistance		5	Beacon of Hope
0	Sacred Flame		5	Bestow Curse
0	Shillelagh		5	Clairvoyance
0	Thaumaturgy		5	Daylight
1	Cure Wounds		5	Fear
2	Bane		5	Haste
2	Bless		5	Protection from Energy
2	Charm Person		5	Remove Curse
2	Command		5	Revivify
2	Create or Destroy Water		5	Unbind
2	Feather Fall		5	Wind Wall
2	Guiding Bolt		8	Banishment
2	Healing Word		8	Confusion
2	Inflict Wounds		8	Control Water
2	Heroism		8	Death Ward
2	Longstrider		8	Fire Shield
2	Protection from Otherworldly Influence			
2	Sanctuary		8	Freedom of Movement
2	Shield of Faith		8	Resilient Sphere
2	Spiritual Weapon		8	Spirit Guardians
3	Aid		8	Stone Shape
3	Blindness/Deafness		8	Stoneskin
3	Calm Emotions		8	Wall of Fire
3	Darkvision		9	Flame Strike
3	Detect Thoughts		9	Mass Cure Wounds
3	Enlarge/Reduce		12	Contagion
3	Find Traps		12	Dispel Otherworldly Influence
3	Flame Blade		12	Divine Wrath
3	Invisibility		12	Hold Monster
3	Magic Weapon		12	Mislead
3	Prayer of Healing		12	
3	Protection from Poison		12	True Seeing
3	Ray of Enfeeblement		12	Wall of Stone
3	See Invisibility		14	Sunbeam
3	Shatter		15	Blade Barrier

Ranger

"Ranger" is the name given to those that range the borders between civilization and wildness. Hunter, scout, and bounty-hunter are other terms often used. Rangers draw on the spirits of nature as do shamans, but balance their magical prowess with martial training. Most often, they stand with civilization against the perils of the wilds...whether those perils come from uncivilized people or beasts or nature itself. Many rangers find that civilization is also in peril from the uncivilized folks within its borders–these too draw a ranger's wrath.

Rangers are skirmishers, either attacking from afar with ranged weapons or fighting with multiple weapons. They can put on a shield and fight on the front-lines, but they are less suited to that than a specialized armsman, warder, or oathbound. They have more ability to deal with hordes of small enemies than most weapon-users, but are not nearly as supportive as a primalist.

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

Quick Build. To quickly build a ranger, make Dexterity your highest ability score, with Wisdom and Constitution your secondaries. For weapons, you should either use a longbow for ranged combat or two light weapons for melee combat.

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*) chain shirt 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

Focused Foe

Rangers have the ability to focus on a single enemy at a time, predicting their actions and striking their weak spots. As a bonus action, choose a creature you can see to become your Focused Foe. This lasts until the target dies or you select another target as your Focused Foe. While focused, a creature takes additional damage from your attacks equal to your Focused Foe die (originally a d4) once per turn when you hit them with an attack.

The Ranger

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

Additionally, focused foes cannot gain advantage on attacks against you and you cannot have disadvantage to attack them. This even works if they are invisible. You always know where they are if they are within 120 feet of you; if they are further away, you have advantage to track them.

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, swamp, or underground. 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 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.
- Your group 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.

Additionally, when you are in your favored terrain, creatures have disadvantage on attempts to hide from you and you have advantage on Wisdom (Perception) checks made to spot hidden creatures and objects.

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

Weapon Specialization

At second level, you have become especially adept at using particular weapon properties. Choose one of the properties below; you gain the effect listed in addition to the property's normal effect. If an effect calls for a saving throw, the DC = 8 + your Dexterity 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.

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. You can use the Deflect action as many times as you want per turn as long as you expend the necessary stamina.

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.

Two-handed (Ranged only). 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.

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

SPELLCASTING

By the time you reach 2nd level, you have learned to befriend the kami, teaching them to do magical tricks (in the form of spells) in exchange for your personal aether. 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

ARMORED CASTER

You can cast your ranger spells while wearing light or medium armor.

RANGER ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate: Bounty Hunter or Monster Slayer, 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 to focus your awareness on the region around you. For a number of minutes equal to your proficiency bonus, 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 reveals the direction and approximate distance (very near, near, far, very far) as well as a general sense of the number (solitary, a group, a horde) of each distinct cluster of creatures detected. Once you use this feature, one hour must pass before you can use it again.

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. At levels 4 and 12, you learn two Skill Tricks instead of one.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. In addition, you can expend 1 STA when you hit with an attack to deal your Favored Foe damage an additional time per turn.

Land's Stride

Starting at 8th level, moving through difficult terrain costs you no extra movement. You can also pass through 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.

Aether Strike

Starting at 9th level, you can manipulate aether to strike multiple targets in a blur. As an action on your turn while you are wielding a weapon, expend 4+ AET and choose a number of targets equal to half the amount of Aether spent, rounded up. Depending on the type of weapon (ranged or melee) you are wielding, one of the following occurs.

Melee weapon. You teleport from target to target in an order you choose, moving no more than twice your speed in each jump. As you briefly appear next to each of them, make a melee weapon attack against the target. On a hit, the target takes normal damage from your weapon plus a number of d10s equal to your proficiency bonus. After attacking the final target, you appear in an empty space within your reach of that target.

Ranged Weapon. Make a ranged weapon attack against each target in turn. On a hit, targets take normal damage from your weapon plus a number of d10s equal to your proficiency bonus. Targets struck by this attack have disadvantage on their next attack.

Vanish

Starting at 14th level, you can use the Hide action as a bonus action on your turn. If you expend 2 STA while doing so, you have advantage on the check. 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, nor do those creatures gain advantage on attack rolls against you.

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 are particularly adept at finding the weak spots of your enemies. When you attack a target you've selected as your favored foe, you can spend 5 STA and choose to target a vital spot. Make the attack as normal. You score a critical hit on a roll of a 2 - 19, as long as the attack would hit. On a natural 20, you score a critical hit and the damage done is the maximum possible damage for that attack, including all additional damage. A natural 1 is still an automatic miss. Once you use this ability against a particular foe, you cannot use it again against that creature.

Ranger Archetypes

The ideal of the ranger has two classic expressions: the Bounty Hunter and the Monster Slayer.

Bounty Hunter

Bounty Hunters are those who specialize in tracking down and dealing with civilization's refuse. Those who harm others, those who prey on the weak, those who flout society's standards. Many of your preferred foes are humanoid, but more monstrous foes are not exempt. You are just as much at home in the cities and settled areas as you are in the wilds; your quarry goes to ground wherever they are most comfortable. A bounty hunter lives and dies by his reputation–it is his currency and one of his primary weapons.

Information Gatherer

At 3rd level, you gain proficiency in Charisma checks made to gain information. Additionally, you learn the secret signals that identify one as an ally of the various criminal organizations of the known world. This does not gain you any direct favors, but grants access to black markets, fences, and other less reputable establishments.

Fearsome Reputation

At 3rd level, you've begun to establish a reputation as a hunter to be feared. This lets you unsettle the minds of the weak. As a bonus action on your turn, you can spend 2 STA to attempt to intimidate a number of creatures that can see and hear you equal to your proficiency bonus. The targets must speak at least one language that you are proficient in. Each target

must make a Wisdom saving throw against your spell save DC. On a failed save, they are frightened of you for one minute. A creature who ends its turn where it cannot see you can attempt the saving throw again, ending the effect on a success. Creatures that succeed on the saving throw are immune to this ability for 24 hours.

Additionally, you have advantage on Charisma (Intimidation) checks made against any creature who can see you and who speaks a language that you are proficient in.

DEBILITATING REPUTATION

At 7th level, your reputation has grown strong enough to make the weak unable to act against you. When you use your Fearsome Reputation feature, choose one creature that failed the saving throw. That creature is unable to make attacks against you while frightened of you.

RAZOR DANCE

At 11th level, you've honed your skills at taking down a single target. When you use your Aether Strike ability, instead of choosing multiple targets, you can choose to distribute the same number of attacks between fewer targets. For example, if you spent 6 AET (and thus could target 3 creatures), you can choose to make 3 attacks against a single target or 2 attacks against one target and 1 against another.

WORDLESS REPUTATION

Starting at 15th level, your reputation and the aura that surrounds you are such that you can use your Fearsome Reputation ability against any foe, whether it can understand you or not. In addition, you can choose to use Debilitating Reputation against all creatures that fail their saving throws instead of just one.

MONSTER SLAYER

Monster Slayers protect civilization from the horrific things that lurk on the frontier. Most at home in the wilderness, they are rangers in the truest sense–ranging the borders of civilization. Many of the things they hunt are twisted monstrosities and aberrations...but many of the worst monsters present a civilized face.

HUNTER'S PREY

At 3rd level, you gain the following features, but can only apply one of them per turn.

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. You can use it again on that same turn if you spend 1 STA when you hit again.

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. You can use it again on that same turn if you spend 1 STA when you hit again.

DEFENSIVE TACTICS

At 7th level, you gain the following features, but can only apply one of them per turn.

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.

Starting at 7th level, you have advantage on saving throws against being frightened.

MULTIATTACK

At 11th level, you gain the following features.

Volley.. When you use your Aether Strike ability with a ranged weapon, you can target one creature for every aether spent instead of one target per two aether spent.

Whirlwind Attack.. When you use your Aether Strike ability with a melee weapon, you can choose to perform a whirlwind attack at any point along the chain of attacks. If you do so, all creatures within your reach at that point count as targets for your Aether Strike. Make a separate attack for each one. You may only perform a single whirlwind attack per use of Aether Strike.

SUPERIOR HUNTER'S DEFENSE

At 15th level, you gain the following features.

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.

Ranger Spell List

The Ranger Spell List table contains a short summary of the spells available to all rangers, ordered by aether cost.

Ranger Spell List

Aether Cost	Name	Aether Cost	Name
1	Cure Wounds	3	Silence
1	True Strike	3	Spike Growth
2	Bane	3	Web
2	Burning Hands	4	Hold Person
2	Disguise Self	5	Bestow Curse
2	Entangle	5	Clairvoyance
2	Faerie Fire	5	Conjure Animals
2	Flash Freeze	5	Plant Growth
2	Fog Cloud	5	Wind Wall
2	Grease	6	Blight
2	Longstrider	6	Call Lightning
2	Sleep	7	Wall of Thorns
2	Thunderwave	8	Conjure Woodland Beings
3	Alter Self	8	Dominate Beast
3	Barkskin	8	Faithful Hound
3	Blindness/Deafness	8	Freedom of Movement
3	Darkvision	8	Giant Insect
3	Detect Thoughts	8	Greater Invisibility
3	Find Traps	12	Contagion
3	Flame Blade	12	Hold Monster
3	Invisibility	13	Chain Lightning
3	Pass without Trace		
3	See Invisibility		

Rogue

Rogues are those who focus their training on fighting smarter, not harder. Not for them is the clash of two-handed weapons on heavy armor–they fight nimbly and evade blows, waiting for the perfect moment to strike where it hurts. Out of combat they have a broad arsenal of capabilities–they are the undisputed masters of skills and skill tricks. At higher levels, they gain overtly magical effects, often tied to the spaces Between. Subtlety and stealth often characterize a rogue.

Rogues are both damage dealers and controllers, capable of inflicting conditions on enemies. They do not do well under direct pressure, preferring to attack opportunistically where their allies are commanding the enemy's attention, either up close or from range.

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, acid vials, flasks of alchemist fire
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

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 Rogue 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.

The Rogue

Level	Proficiency	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

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 Rogue 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. If you expend 3 STA, you can treat a d20 roll of 14 or lower as a 15.

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. Either option requires spending 6 STA.

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, you can choose to have the entire attack deal necrotic 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 spend an additional 1 AET to 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.

TRICKSTER

Tricksters hone their skills with less of a supernatural flair, but are no less effective for that. They gain better uses of mundane and magical objects and specialize in imposing conditions on their foes in combat.

TRICKSTER

Rogue Level	Features
3	Fast Hands, Expanded Sneak Attack
6	Confident Disguise, Distraction
9	Trick Attack
13	Magical Impersonation
17	Deceive the Universe

Expanded Sneak Attack

Starting at 3rd level when you take this archetype, you can sneak attack with any melee weapon that does not have the heavy property in addition to any finesse or ranged weapon.

When you hit and apply Sneak Attack, you can spend 1 STA to treat any damage die that was less than half the maximum value as half the maximum value instead.

Fast Hands

Starting at 3rd level when you take this archetype, you can do any one of the following as part of your Cunning Action in addition to the normal effect:

- Administer a potion to someone else.
- Draw or stow any number of weapons or other items on your person.
- Apply poison to a weapon.
- Set a trap, scatter caltrops, pour out oil, or similarly use any mundane piece of equipment that does not require an attack roll.
- Make a Wisdom (Medicine) check to stabilize someone.
- Flip any number of switches, pull any number of levers, or otherwise interact with the environment in ways that do not require ability checks.

Confident Disguise

Starting at 6th level, you can pull off disguises and impersonations more effectively. You have advantage on any attempt to persuade or deceive someone into believing you are someone else. If you spend 1 AET per person deceived, you can magically convince people against whom you succeeded that whatever documents you present (including blank paper) confirm your story in all details. If the documents are examined outside of your presence, the ruse will be revealed.

Distraction

Starting at 6th level, you've become even better at providing distractions for others. As an action, you can spend 1+ STA to attempt a distraction that affects a number of creatures of your choice that can see or hear you equal to the stamina expended. The targets must make a Wisdom (Perception) check opposed by your Charisma (Deception) check. On a failure, they are considered blind and deaf to everything but you until the end of your next turn. To maintain the deception, you must take the action again on your next turn(s), redoing the opposed check each time, but you do not need to expend more stamina.

Trick Attack

At 9th level, you learn to impose conditions on those that you hit with your Sneak Attacks. Each condition has a cost in either AET or STA, a saving throw necessary to apply the condition (or — for those that are applied automatically by spending the resource), and a duration. Notation of "Save Ends" indicates that the target can re-attempt the saving throw at the end of their turns, ending the effect on a success. The DC for all of these saving throws is 8 + your proficiency bonus + your Dexterity modifier. If you have expertise in Sleight of Hand, the DC increases by half your proficiency bonus. You can only apply one condition each time you apply Sneak Attack.

Trick Attack

Condition	Cost	Save	Duration
Blinded	4 STA	CON	1 round
Broken	2 AET + 3 STA	WIS	Save Ends
Charmed	2 AET + 1 STA	WIS	Save Ends
Deafened	2 STA	CON	1 round
Frightened	2 AET + 1 STA	WIS	1 round
Prone	2 STA	STR	—
Shaken	1 STA	—	1 round
Staggered	3 STA	CON	Save Ends
Stunned	2 AET + 2 STA	CON	1 round
Unconscious	2 AET + 8 STA	CON	Save Ends

Magical Impersonation

Starting at 13th level, you've learned to mold your aether to mimic that of other creatures. You gain the following benefits:

- You can attune to and use any magic item, regardless of the normal requirements, and your attunement limit increases by 1.
- Spells and other effects that are triggered by perceptible conditions, creature type, or other similar criteria are only triggered if you choose them to be, whether or not you would normally qualify. You must spend 1 AET to gain this benefit, at the time you make the choice.
- You can impersonate the master of golems, automated defenses, and other constructs unless that is tied to a particular item rather than a person. You must spend 1 AET per minute you attempt to do this.
- You can activate magic items keyed to another person by spending 2 AET and 2 STA.

Deceive the Universe

Starting at 17, you can attempt to cast any spell or use any incantation (without needing the Ritual Scroll). Spend any combination of AET and STA equal to the base cost of the spell and make a Charisma (Deception) check against the DC listed in the table below. This attempt takes the same time as the regular casting time and any material components. On a success, the

spell or incantation takes effect, using Charisma as the requisite spellcasting modifier where appropriate. Once you use this feature once, you incure 2 levels of Exhaustion every time you use it again until you finish a long rest.

Spell/Incantation Difficulty

Type	DC
Spell	12 + base cost
Incantations	—
Common	12
Uncommon	17
Rare	22
Very Rare	25
Legendary	30

Shaman

The shaman is the pure devotee of the primal powers, the spirits of nature and the elements. They call on elemental forces to create Manifest Zones to blast their foes and hamper them while aiding allies.

Not particularly suited to front-line assault or direct blasting, they specialize in controlling and hampering enemies and secondarily in supporting allies through healing and other means.

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

Note: Very not done it seems.

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
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

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

The Shaman 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 7, "Equipment") as a spellcasting focus for your shaman spells.

Armored Caster

You can cast your shaman spells while wearing light or medium armor. Shields still inhibit your spellcasting.

The Shaman

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

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. Manifesting your zone requires spending 2 STA and 2 AET. Choose one of the following as your first known zone. You learn an additional zone at 5th, 9th and 15th level.

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. Both of these benefits last until the end of their turn. 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.

Detonate Manifest Zone

Starting at 5th level, you have learned to terminate the influence of a manifest zone in a burst of elemental energy. As a bonus action on your turn, you can end the duration of an existing manifest zone, causing an effect that depends on the type of zone active. Alternatively, if you manifest a new zone (either a different type of zone or change its location), you can cause the initial one to erupt before it disappears as part of that action.

- **Air:** All creatures in the zone must make a Strength saving throw against your spell save DC. On a failed save, targets are pushed 10' into the air and are knocked prone. On a success, they are only pushed 5' and not knocked prone.
- **Earth:** All creatures in the zone must make a Strength saving throw against your spell save DC. On a failed save, targets have disadvantage on their next attack roll until the end of their next turn.
- **Fire:** All creatures in the zone must make a Dexterity saving throw against your spell save DC, taking fire damage equal to your level on a failed save or half as much on a success. Creatures that fail their save take additional fire damage equal to half your level at the start of your next turn.
- **Spirit:** All creatures in the zone must make a Wisdom saving throw against your spell save DC. On a failed save, they take necrotic damage equal to your level and cannot regain hit points until the end of your next turn. On a success, they take half as much damage and can regain hit points normally.
- **Water:** All creatures in the zone have their speed reduced by half until the end of their next turn.

Dual Zones

Starting at 7th level, you can have two zones active at the same time, but the affected areas cannot overlap.

Internalized Elements

Starting at 9th level, you can use an action and expend 3 STA to draw elemental energy from one of your known elemental zones into your own body without manifesting a zone. This counts as having a zone active, but affects only you based on which element you choose. You can only have one of these effects active at once and it lasts for 10 minutes.

- **Air:** You gain a flying speed equal to your walking speed and have advantage on Dexterity saving throws against effects you can see.
- **Earth:** You gain a burrowing speed of 15 feet, or 10 feet if you leave a 5' diameter tunnel behind you. You cannot burrow through solid stone using this burrow speed. You have advantage on Wisdom saving throws against being frightened or charmed.
- **Fire:** You shed bright light in a 20 ft radius and dim light in a 20 ft radius beyond that. In addition, you have advantage on Charisma checks made to persuade or intimidate others.
- **Spirit:** You cannot be surprised and gain advantage on Wisdom checks.
- **Water:** You gain a swimming speed equal to your walking speed and can breathe underwater; you have advantage on Intelligence checks made to recall information.

Enhanced Zones

Starting at 11th level, your zones have become more powerful. Choose one of the following–it applies when you create a zone.

- **Larger Zones:** Your zones now have a radius of 15 feet.
- **Bolstered Effect:** Saving throws required by your zones are made at disadvantage.
- **Overlapping Zones:** You can overlap zones, but only one effect can activate per turn. When an effect occurs, you can choose which zone the targets are affected by.

Primal Legend

At 13th level, you learn your choice of Legendary Effects and can use it once per long rest. The chosen effect must have either the *Primal* or the *General* tag as well as the *Lesser* tag. You learn an additional legendary effect of your choice with these same tags at 15th level.

Greater Primal Legend

At 17th level, you learn your choice of Legendary Effects and can use it once per long rest. The chosen effect must have either the *Primal* or the *General* tag, but can have either the *Lesser* or *Greater* tag. At this time you can also switch one other legendary effect you know for a different one you could learn with this feature.

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.

Rebirth

At 20th level, the primal forces you channel act as a shield against death for you and your allies. When you or an ally you can see within 60 feet of you is reduced to 0 hit points or would be killed outright by damage or any other effect, you can choose to instead heal them to full hit points and any negative condition afflicting them ends. If you do so, you gain 2 levels of exhaustion immediately and cannot use this feature again until you have completed a long rest and no longer have any levels of exhaustion (from this or any other effect).

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.

Spirit's Advice

At 6th level, the spirits give you advice when you need it most. When you make an ability check

Spirit

Shaman Level	Circle Spells
3rd	Hold Person, Detect Thoughts
5th	Hypnotic Pattern, Bestow Curse
7th	Death Ward, Greater Invisibility
9th	Reincarnate, Dispel Otherworldly Influence

and don't like the result, you can spend 2 STA to roll the dice again and take either result.

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.

Natural Rebirth

Starting at 14th level, your connection to the spirits has given you a certain influence over death. This gives you the following benefits:

- You learn the Resurrection incantation, and count as a priest of the Life domain when performing it.
- You can cast Reincarnate without expending expensive material components and when you do, you can choose the outcome.
- When you are brought to zero hit points or killed outright, you can instead choose to be healed to half hit points. This costs half of your total STA and 5 AET.

Circle of the Elements

Shamans who devote themselves to the elements tend to be the least connected to mortalkind. They serve and channel the most primal parts of nature...which are often the most destructive.

Circle Spells

Your mystical connection to the primal nature of the elements 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.

Winds Whisper, Walls Have Ears

Starting at 6th level, the wind and earth bring you word of things going on elsewhere. If you meditate for 1 minute and expend 3 STA, you gain one of the following benefits depending on the terrain. .

ELEMENTS

Shaman Level	Circle Spells
3rd	Scorching Ray, Detect Thoughts
5th	Call Lightning, Protection from Energy
7th	Death Ward, Greater Invisibility
9th	Reincarnate, Dispel Otherworldly Influence

Open terrain. You sense the presence of any humanoids, giants, undead, or fiends within 1 mile. You know approximate numbers, directions, and distance, but not identity.

Underground or enclosed terrain. You can cast your senses through a wall that you touch as part of your meditation and see and hear as if you were on the other side.

ELEMENTAL RESILIENCE

Starting at 10th level, you can use your reaction to grant yourself a defensive benefit. Choose one of the following:

- Earth: When you would take damage, you reduce the damage taken by half your level + your proficiency bonus.
- Water: When you fail a saving throw that imposes a condition, you can reroll the saving throw and take the second result.
- Air: During your turn, your movement speed doubles until the end of your turn and Opportunity Attacks against you are made at disadvantage.
- Fire: When you are hit with an attack from an attacker you can see, you force the enemy to make a Dexterity saving throw against your spell save DC. On a failed save, the target takes fire damage equal to half your level + your proficiency bonus.

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

ELEMENTAL SUMMONING

At 14th level you learn the Conjure Elemental spell if you do not know it already–it does not count against the number of spells you know. When you cast the spell, you get two elementals instead of one, both of the same type.

SHAMAN SPELL LIST

The Shaman Spell List table contains a short summary of the spells available to all Shamans, ordered by aether cost.

Shaman Spell List

Aether Cost	Name	Aether Cost	Name
0	Acid Burst	5	Bestow Curse
0	Dancing Lights	5	Conjure Animals
0	Produce Flame	5	Gaseous Form
0	Shillelagh	5	Lightning Bolt
1	Cure Wounds	5	Plant Growth
2	Bane	5	Sleet Storm
2	Burning Hands	5	Slow
2	Create or Destroy Water	5	Stinking Cloud
2	Entangle	5	Unbind
2	Faerie Fire	5	Wind Wall
2	Flash Freeze	6	Blight
2	Fog Cloud	6	Call Lightning
2	Grease	7	Ice Storm
2	Protection from Otherworldly Influence	7	Wall of Thorns
2	Sleep	8	Conjure Mephits
2	Thunderwave	8	Conjure Woodland Beings
3	Acid Arrow	8	Control Water
3	Alter Self	8	Dominate Beast
3	Barkskin	8	Fire Shield
3	Blindness/Deafness	8	Giant Insect
3	Blur	8	Polymorph
3	Calm Emotions	8	Stone Shape
3	Darkvision	8	Stoneskin
3	Enlarge/Reduce	8	Wall of Fire
3	Flame Blade	9	Cone of Cold
3	Flaming Sphere	10	Conjure Elemental
3	Gust of Wind	12	Contagion
3	Heat Metal	12	Dispel Otherworldly Influence
3	Pass without Trace	12	Move Earth
3	Protection from Poison	12	Passwall
3	Shatter	12	Reincarnate
3	Spike Growth	12	Wall of Ice
3	Web	12	Wall of Stone
4	Moonbeam	12	Cloudkill
4	Vampiric Touch	14	Insect Plague

Spellblade

The spellblade is half-rogue, half-arcanist. They weave distraction, illusion, and weapon-play to confuse their foes, warping reality around them to hamper their ability to strike others. Unique among the classes, they have the ability to mix weapons and spells directly, gaining the ability to cast a spell on their weapon and have it take effect when they strike an enemy.

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, medium 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
- (*a*) leather armor or ((*b*)) chain shirt
- a dagger

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.

Armored Caster

You can cast your spellblade spells while wearing light or medium armor.

Spellblade

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

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 and mark them 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 invoke the mark after you see the die result but before the success or failure is resolved.

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 proficiency.

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 to focus either on Inspiration or War, 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 +5 using this feature.

You can also pick a Skill Trick (included in the skill tricks column of the spellblade 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 *Unbind* 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 of your choice is affected, regardless.

Spellblade Focuses
Focus: Inspiration

Basically "bard, as a subclass.

Focus Spells

Your focus provides you with the following spells, which are spellblade spells for you. You always have them prepared and they do not count against your spell limit.

INSPIRATION

Spellblade Level	focus Spells
3rd	Healing Word, Heroism
5th	Hold Person, Aid
7th	Protection from Energy, Beacon of Hope
9th	Arcane Eye , Greater Invisibility

Inspiring Manipulation

Starting at 3rd level when you pick this focus, you can use your Arcane Manipulation to benefit allies as well. When you target a willing creature with your Arcane Manipulation, the target instead *adds* the die to one ability check or damage roll they make within the next minute. The target can use the die after they see the result of the check. If they add it to a damage roll, it is multiplied by critical hits and deals the same damage as the underlying source (the weapon or the spell or ability) deals.

Beneficial Channel

Starting at 7th level, when you take the Attack action and choose *not* to apply your Channeling ability, you can instead grant temporary hit points equal to your proficiency bonus + your CHA modifier to creature other than yourself you can see within 30 feet.

Shielding Counterweave

Starting at 14th level, when you use your Counterweave ability against a magical effect that causes damage and the target succeeds on the saving throw, you can choose a number of willing targets equal to your proficiency bonus. Those targets have resistance to the damage dealt by the magical effect.

Legendary Effect: Heroes' Feast

At 14th level, you learn the legendary effect Heroes' Feast and can use it once per day.

Improved Inspiring Manipulation

Starting at 18th level, when you use your Inspiring Manipulation ability, the friendly target can add the die to an attack roll or saving throw as well as an ability check or damage roll.

LEGENDARY EFFECT: ABJURE AETHER MANIPULATION

Starting at 18th level, you learn the legendary effect Abjure Aether Manipulation and can use it once per day.

FOCUS: WAR

Goes all in on combat.

FOCUS SPELLS

Your focus provides you with the following spells, which are spellblade spells for you. You always have them prepared and they do not count against your spell limit.

WAR

Spellblade Level	focus Spells
3rd	Guiding Bolt, Magic Missile
5th	Shatter, Scorching Ray
7th	Protection from Energy, Lightning Bolt
9th	Fire Shield, Wall of Fire

PIERCING MANIPULATION

Starting at 3rd level when you pick this focus, you can use your Arcane Manipulation to pierce the defenses of a foe you attack. When you make an attack roll, you can expend one use of Arcane Manipulation to add the die result to your attack roll. Alternatively, when you cast a spell or use an ability (other than Arcane Manipulation) that requires a saving throw from an enemy, you can expend one use of Arcane Manipulation to subtract the die result from the target's saving throw. This can only affect a single target even if the spell or ability targets multiple creatures.

STEADY CHANNELING

Starting at 7th level, when you deal damage with your Channeling ability and roll below half the maximum damage on the spell's damage, you can expend 1 STA to instead deal half of the spell's maximum damage.

REBOUNDING COUNTERWEAVE

Starting at 14th level, when you use your Counterweave ability against a magical effect that causes damage and the target fails the saving throw, the target takes psychic damage equal to your level in addition to the regular effects of a failed save.

LEGENDARY EFFECT: GLOBE OF INVULNERABILITY

At 14th level, you learn the legendary effect Globe of Invulnerability and can use it once per day.

IMPROVED PIERCING MANIPULATION

Starting at 18th level, when you use Piercing Manipulation, the target of the attack or ability it modified takes additional psychic damage equal to your level, regardless of whether the triggering attack hits or the triggering ability takes effect.

LEGENDARY EFFECT: POWER WORD KILL

At 18th level, you learn the legendary effect Power Word Kill and can use it once per day.

SPELLBLADE SPELL LIST

The Spellblade Spell List table contains a short summary of the spells available to all spellblades, ordered by aether cost.

Spellblade Spell List

Aether Cost	Name	Aether Cost	Name
0	Acid Burst	3	Invisibility
0	Dancing Lights	3	Levitate
0	Grave Touch	3	Misty Step
0	Light	3	Ray of Enfeeblement
0	Mage Hand	3	Scorching Ray
0	Prestidigitation	3	Shatter
0	Produce Flame	4	Hold Person
0	Ray of Frost	4	Vampiric Touch
0	Resistance	5	Bestow Curse
0	Shocking Grasp	5	Blindness/Deafness
1	True Strike	5	Blink
2	Bane	5	Fear
2	Burning Hands	5	Fireball
2	Color Spray	5	Hypnotic Pattern
2	Disguise Self	5	Slow
2	Expeditious Retreat	5	Stinking Cloud
2	Faerie Fire	6	Blight
2	False Life	8	Arcane Eye
2	Flash Freeze	8	Banishment
2	Fog Cloud	8	Black Tentacles
2	Inflict Wounds	8	Confusion
2	Guiding Bolt	8	Dimension Door
2	Hideous Laughter	8	Dominate Beast
2	Shield	8	Phantasmal Killer
2	Sleep	10	Antilife Shell
2	Thunderwave	10	Cone of Cold
3	Acid Arrow	12	Contagion
3	Blur	12	Hold Monster
3	Darkness	12	Mislead
3	Enhance Ability	12	Telekinesis
3	Enlarge/Reduce		
3	Flaming Sphere		
3	Heat Metal		

WARDEN

Wardens are warriors whose prowess has as much to do with their ties to primal power as their own skill. They channel nature's power via strong emotions. Many give themselves to supernatural anger, enough so that many call this state "Rage", despite it not always being anger that serves as the channel. They archetypally fight using two-handed weapons, although some fight with a weapon in each hand and a few use weapon and shield.

Primal power hardens their skin, acting as armor (although many still wear more normal armor). When gripped by their emotional channel, wardens can survive a pummeling that would kill all lesser types. Their blows carry power to crush bones and cleave foes in half, dealing devastating blows to their enemies. The heighened strength and agility from the primal emotion speeds their movements and grants them the ability to react faster than most; at higher levels they even gain the ability to appear like they're flying as they make soaring leaps.

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

Quick Build. To quickly build a warden, make Strength your highest ability score, with Constitution second and Dexterity third. Wear medium armor and wield a greataxe, greatsword, or maul. In tough combats, use Rage to gain defensive bonuses and then place yourself where incoming attacks will sustain it; spend your Stamina on Furious Blows, spending more than 1 STA per hit only against tough foes or where you know you'll be able to rest afterward. Your Stamina pool is large and refills on a short rest, so don't spare it if it will do good.

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

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

The Warden

Level	Proficiency	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

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.

Weapon Specialization

Starting at 3rd level, you have trained particularly with a particular weapon property. Choose one of the properties below; you gain the effect listed in addition to the property's normal effect. If an effect 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.

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

Parrying. The reaction attack granted by this property is made at advantage.

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.

Two-handed (Melee only). 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.

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

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.

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 into 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

Warlocks gain power by cheating. Unlike the arcanist who studies and meditates or the priest who must have faith, the warlock has struck a deal with an entity from outside the Mortal plane. An arch-devil, a powerful demon, an elemental lord, or even one of the mysterious and perplexing dwellers in the Dark Beyond. This deal is quid pro quo–a favor for a favor. At minimum, the Patron rips open the warlock's soul, shoving in unearned power. Each warlock is different, but they all learn the ability to shape raw aether into blasts.

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

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.

Spellcasting

Warlocks are not traditional spellcasters—they do not inherently get access to any spells above cantrips and do not have a spell list of their own. However, they can gain access to spells via incantations and other means, and do learn cantrips.

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

Armored Caster

You can cast any warlock spells you know while wearing light armor.

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

The Warlock

Level	Proficiency	Features	Cantrips	Shapes	Effects	Invocations	Stamina	Aether	Aether Limit
1st	+2	Otherworldly Patron, Eldritch Blast	2	—	—	—	1	4	2
2nd	+2	Eldritch Invocations, Blast Effects	2	—	1	2	1	8	3
3rd	+2	Pact Boon	2	—	1	3	2	12	4
4th	+2	Ability Score Improvement	3	—	2	3	2	16	5
5th	+3	Blast Shapes	3	1	2	4	3	20	6
6th	+3	Otherworldly Patron feature	3	1	2	4	3	24	7
7th	+3	Greater Blast Effects	3	1	2	5	4	28	8
8th	+3	Ability Score Improvement	3	2	3	5	4	32	9
9th	+4	Greater Blast Shapes	3	2	3	6	5	36	10
10th	+4	Otherworldly Patron feature	4	3	3	6	5	40	11
11th	+4	Mystic Arcanum	4	3	4	7	5	44	12
12th	+4	Ability Score Improvement	4	4	4	7	6	48	13
13th	+5	Mystic Arcanum	4	4	4	8	6	52	13
14th	+5	Otherworldly Patron feature	4	4	4	8	6	56	14
15th	+5	Mystic Arcanum	4	4	4	9	7	60	14
16th	+5	Ability Score Improvement	4	4	4	9	7	64	15
17th	+6	Mystic Arcanum	4	5	5	10	7	68	15
18th	+6	-	4	5	5	10	8	72	16
19th	+6	Ability Score Improvement	4	5	5	11	8	76	16
20th	+6	Eldritch Master	4	5	5	11	8	80	17

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 warlock 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 subsidiary pact with a familiar—an imp, gazer, or pseudodragon, or any Tiny beast. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of a beast.

Your familiar acts independently of you, but it always obeys your commands. In combat, it acts on your turn. A familiar can't attack except as described below, but it can take other actions as normal.

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.

When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. You can resummon it by spending 1 hour performing a ritual and expending at least 10 gp of appropriate insense, even if it has disappeared by being reduced to 0 HP

While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you. Items it was wearing or carrying stay behind when it disappears

You can't have more than one familiar at a time. If you perform the summoning ritual while you already have a familiar, you can cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature.

Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

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 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.

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 warlock 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.

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 are continually under the effect of the Sense Aura incantation as long as you are conscious. You can change which variety you are detecting as an action.

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 make a 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 and it does not provoke opportunity attacks from creatures within 5 feet.

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 1d12 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.

Pact Spells

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

Destruction Spells

Warlock Level	Spells
1st	burning hands, thunderwave
3rd	flaming sphere, ray of enfeeblement
5th	unbind, vampiric touch
7th	black tentacles, wall of fire
9th	cloudkill, dispel otherworldly influence

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).

Alternatively, when a hostile creature within 60 feet of you is reduced to 0 hit points by someone else, you can spend 2 STA and your reaction to gain the temporary hit points.

Eldritch Backlash

Starting at 6th level, you learn an additional Blast Effect that does not count against your limit of known blast effects:

(. Eldritch Backlash: 1+ AET) When you hit a target with your Eldritch Blast, a lingering aura of warped aether surrounds them until the end of your next turn. If they cast a spell or use a magical ability while the field surrounds them, they take psychic damage equal to 1d10 per AET spent.

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).

Pact of Protection

Those Patrons who proffer Protection Pacts want agents to act in defense of what the Patron holds to be important. That might be an Ascendant wanting to protect their faithful, high-ranking angels of the Celestial Legions looking for hands to ward against corruption (whether demonic or Beyond), archfey looking to protect the wilds, or even many of the Lucian (aka devil) dons looking to protect their "investments". Protection is not *good*, inherently—even the demon cults have protectors and defenders.

Pact Spells

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

Protection Spells

Warlock Level	Spells
1st	cure wounds, shield
3rd	calm emotions, prayer of healing
5th	beacon of hope, revivify
7th	death ward, mass cure wounds
9th	antilife shell, wall of stone

Steadfast Protection

When a creature you can see within 60 ft takes damage, you can use your reaction to grant them resistance to the damage. If you do so, you take the same amount of damage they did. You can still apply any applicable damage resistances or immunities you may have to reduce the transferred damage further. This transferred damage does not cause Concentration saving throws. If you spend 2 STA, you have resistance to the damage as well.

Eldritch Shield

Starting at 6th level, you learn an additional Blast Effect that does not count against your limit of known Blast Effects:

Eldritch Shield: 1+ AET. When you hit a target with your *eldritch blast*, you can choose one creature per AET spent within 30 feet of the target. That creature gains temporary hit points equal to your Charisma bonus + your proficiency.

Aether Ward

Starting at 10th level, you can call on your patron to shield allies from aetheric abilities. 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.

Legendary Effect: Globe of Invulnerability

At 14th level, you learn the legendary effect Globe of Invulnerability and can use it once per day. Unlike the normal effect, you can choose to target any creature you can see within 30 feet of you instead of only yourself.

If you already know this legendary effect via Mystic Arcanum, you may choose an additional legendary effect that you could know at this level.

Pact of Inquiry

Those Patrons who proffer Inquiry Pacts want clients to go out into the world in search of new things. Information, peoples, events, magics—each Patron has different interests, but many are rather universal. The entity most associated with this Pact on Quartus is Leviathan, the one mind in many bodies that rules the depths of the sea and considers itself

the keeper of all knowledge in its endless self-directed song. Its creations (now often rebellious) the mkhulu and comiedar both often form these pacts with mortals, seeking agents to go into the world on their behalf. There are devils and others who seek for knowledge–the devils of Leutis are most associated with this. But even some of the Ascendants themselves prefer to form Inquiry Pacts rather than empower priests—Yogg-Magus, Lord of Magic among them. It's important to note that information is a two-edged blade—gathering information requires deception. Thus, warlocks of Inquiry are often very good at appearing other than they truly are.

PACT SPELLS

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

INQUIRY SPELLS

Warlock Level	Spells
1st	charm person, disguise self
3rd	detect thoughts, see invisibility
5th	clairvoyance, major image
7th	arcane eye, greater invisibility
9th	mislead, true seeing

DECEPTIVE CHARM

When a creature you can see targets you with an attack or an ability that causes damage, you can spend 2 STA and your reaction to force them to make a Charisma saving throw against your Spellcasting DC. On a failed save, they must target someone else if possible. If no other targets are valid (in range, etc.), they can continue with the effect regardless. This has no effect on targets immune to charm.

ELDRITCH INTERROGATION

At 6th level you learn an additional Invocation that does not count against your normal limit of Invocations known.

Eldritch Interrogation. At 6th level you learn the Whispers of the Grave invocation. It does not count against your normal limit of Invocations known. When you target a corpse with this invocation, the corpse is required to speak truthfully and answer the questions to the best of its ability even if it recognizes you as an enemy.

If you already know that invocation, you can pick a different invocation to learn instead. The additional effect from this feature still applies.

PSYCHOMETRY

Starting at 10th level, your pact gives you the power to read the environment and reconstruct the events of the past. As an action, you touch an object and state a query about an event in its history. As an example, you could touch a bloodied dagger and ask "Where did this blood come from".

A ghostly scene unfolds around you, centered on the object. It includes up to 10 minutes before and after the event in question. You can walk around this scene, which is visible to everyone within sight of it. At your discretion (no action required), you can pause the scene, rewind the action, or fast forward it. You can dismiss the scene as an action; if you do not, it fades 30 minutes after it was created, even if paused the whole time.

This counts as divination magic, so creatures under the effect of Mind Blank and similar magics are invisible. Additionally, the psychometric effect has no special senses—it acts as if you, personally, were present and uses your ability scores, senses, and proficiencies if relevant. The scene is video only, no sound, smell or other sensory information is present.

Once you use this ability you must finish a long rest before you can use it again.

LEGENDARY EFFECT: MIND BLANK

At 14th level, you learn the legendary effect Mind Blank and can use it once per long rest.

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 armsman might have been a courageous knight or a grizzled soldier. Your arcanist 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. This is in addition to the starting equipment listed for your class.

QUESTIONS TO CONSIDER

Each sample background presents a list of questions you can use as a springboard to guide you in creating your character's history before they started adventuring. These are the sort of thing to discuss with your GM so that your story can be woven into the world and the ongoing campaign's story.

SKILL TRICK

A background gives access to a single skill trick (see 8 for more details and the complete list). As you customize your background, you can substitute the listed skill trick for any other that uses one of the proficiencies granted by the background.

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.

PERSONALITY TRAITS

Personality traits are small "tics" and mannerisms–things that your character does naturally–or other neutral facets other people can observe. These may be verbal tics, mannerisms, habits, etc. Generally these are small and neutral, just reminders for you to play off of. Unlike the bond, ideal, and flaw, they're less about being sources of plot hooks and more about characterization.

Ideas:

• You like to use overly-large words.
• You talk with your hands, which can get dangerous if you happen to be armed.
• Given a choice, you'll never take the shortest path between two points.
• You have a horrible sense of direction and frequently get lost if left to your own devices.
• You are fastidious about your grooming, getting annoyed if you're muddy or unable to bathe frequently.

IDEAL

Your ideal is something that you hold to deeply, something that you want to bring about. Different ideals can be interpreted many different ways–for one person, freedom might be being free from external restraints and going with the wind. For another, it might be about having enough power that no one tells you what to do. Choose something that your character will attempt to follow through on and seek for, but be careful about choosing things that strongly

conflict with the ideals of fellow party members. Conflict of ideals isn't necessarily *wrong*, but it should be discussed openly out of character before the campaign begins so all the players are ok with it.

- Freedom–you believe that everyone should be left to do as they please as long as it doesn't hurt anyone.
- Freedom–you don't ever want anyone to tell you what to do.
- Order–you believe it's best if everyone has a place and job and everyone stays in their place and does their job.
- Order–you believe it's best if everyone listens to you.
- Altruism–you believe that self-sacrifice for others is the noblest of goals.
- Profit–you believe that money makes the world go round.

BOND

While ideals are abstract, bonds are concrete. A person, organization, or place that you strongly want to protect, defend, regain, or help. Work with your GM to flesh out the details. A bond is supposed to act as a "plot eyebolt"–a place you've agreed with the GM that he or she can attach plot hooks and you'll bite.

- Family–your family means everything to you, but you're not strong enough to defend them. Which is why you're adventuring.
- Family–it was taken from you/you never had it. So you're out looking for family of your own.
- Family–they kicked you out. So now you're looking to make your own or show them that they were wrong to do so.
- A mentor–you act to further his or her legacy, fulfil their last wishes, etc.
- A guild, company, etc.–you are an agent of a group that has sent you out on an adventure. You owe much to them.
- A guild, company, etc.–they kicked you out and you want to prove them wrong/revenge/get back into their graces.

FLAW

A flaw is something that gets you in trouble. Like the bond, this is a plot eyebolt. Flaws should be noticeable and make you do things that aren't "optimal", but shouldn't make the game un-fun for others by putting the campaign in jeopardy senselessly. "I attack my fellows in blind rage" is not, generally, an appropriate flaw. Neither is "I never back down".

- I tend to drink more than I should.
- I'm an inveterate skirt-chaser (of the appropriate gender). A pretty person will turn

my head and make me stop thinking as clearly.
- I can stop gambling whenever I choose…
- I'm in debt to a criminal organization.
- I did something really stupid, and people are after me.

REGIONAL ORIGIN

Every character comes from somewhere. And that origin makes a big difference. Who you know, what you know, who knows you, and what things you're good at are all part of your regional origin. Some regions have peculiarities that make some backgrounds inapposite or at least require significantly more explanation–for example, the entirely land-locked Uulan Confederacy doesn't exactly have many sailors. And the kritocracy of Byssia doesn't have nobility, but a similar background can be framed around one of the more influential (in practice, if not in law) merchant or religious families.

In the default setting (Dreams of Hope's Federated Nations area), the regions of orign are:

Byssia. Byssia lies in the southern portion of the Nocthian Caldera and parts south, including a large portion of Gap Tooth Bay. The Byssians are mostly human and ihmisi, with a very few others mingled in. The nation is a highly-decentralized state governed by judges elected from the towns and villages, although their powers are mostly executive and judicial rather than legislative. The Church of Night Reborn (worshiping the Ascendant Nocthis) and the Home of the Elements (a monastic order of elementalists and sages) both have significant de facto influence. There are no nobility, and the nation does not have a standing army. It has many militias; some of them (such as the Caldera Militia), are more organized and perpetual than others. Byssians traditionally use little metal (the costal part has no significant sources of workable metal) and venerate ascendant ancestors, Nocthis, and the kami rather than the true gods. There are very few true priests in the area, and almost no organized religion other than the Church of Night Reborn. They do not have a strong academic tradition.

Giant Spine and Barrier Mountains. The mountain folk of Shinevog, Zhapai Karmap, the Tuura Adam, and the Uulan Confederacy are hardy and self-sufficient. Shinevog and Zhapai Karmap are known for their "anything goes" pursuit of knowledge and money, respectively, and are home to many peoples. The Tuura Adam and the Uulan Confederacy are both traditionalist states, the former the home of most jazuu and the later home to most of the dwarven clans. Neither of the latter has any water access,

and neither really has "nobility" per se. But similar backgrounds can be constructed. All three are heavily craft oriented, but much more guild and individual-oriented than the industrialized forces of Wyrmhold. None of them have standing militaries.

Jungle of Fangs. The Jungle lies mostly isolated from the south end of the Sea of Grass down to the Moon Sea. There are 3 nations here (Sha'slar, Asai'ka, and the Serpent Dominion), but they share most of the culture. Humans, half-elves (scaled), and ophidians are the dominant lineages, although dwarves are not uncommon. Aristocracy, merchant castes, and (in the far south), sailing are the big features. The area is uniformly religious, with heavy worship of the Queen Ascendant. Criminal organizations are quite common.

Sea of Grass. The Sea of Grass is a wide plain encompassing most of the largest cities. It borders Lake Coy'in heavily, with significant water traffic. The merchant nation of Rauviz, the gwerin-influenced Crisial Kingdom, the rugged Duarchy of Kotimaa, and the theocratic Holy Kaelthian Republic, the latter 3 of which are the most expansive nations in the area, are the dominant powers. Humans, halflings, gwerin, and dwarves are the dominant lineages. Any background is appropriate here.

Wyrmhold. Wyrmhold is a highly militarized and industrial neighbor occupying the eastern flank of the Nocthian Caldera and the adjoining Kairen Mountains, as well as the southern part of the Fiach Wood and western part of the Lupaus Plains. Populated primarily by dragonborn, orcs, and goblins, there are jazuu in the high mountains as well. Other lineages only occur as migrants in the last decade or so. A clan-based aristocracy ruled by a queen, the nation has a strong and proud military tradition. They are also the second-most technologically advanced nation of the area–Shinevog beats them out. But they have a much deeper industrial base (albeit mostly military focused until very recently). They have little water access and are not generally known for their trading or merchant prowess.

SAMPLE BACKGROUNDS

ARISTOCRAT

Proficiencies. History, Persuasion, one gambling set, land or water vehicles

Languages. Any language of your choice

Equipment. A set of fine clothes, a signet ring with your house's seal, a pouch containing 15 gp

Skill Trick. Scholar: History OR Diplomat

True nobles are rare in the Federated Nations–the noble houses are few and far

between and mostly very small–and not generally suited for adventuring. But aristocrats (formal or informal), the scions of landed gentry, rich merchant princes, influential families, etc? Those are many, even in the more egalitarian nations. And second and third children often make a name for themselves as adventurers.

Questions to consider.

- What role did your family play in the nation you grew up in? Did they have a formal title or just significant influence? Maybe they had an old name, but had fallen on hard times?
- Are you still in good favor with your family? Or are you estranged?
- Is there anyone trying to get you to return and play a bigger role in the family affairs? Are you running from any arranged marriages?
- How do you view the "common folk"? How familiar are you with their ways and traditions? How cloistered in your high status were you?

CRAFTER

Proficiencies. Investigation, two crafting tools of your choice

Languages. Dwarven

Equipment. A set of crafting tools you are proficient in, 10gp of materials for that work, and a pouch containing 15 gp

Skill Trick. Craft Apprentice

Most of the Federated Nations works on a guild apprenticeship basis, with individual crafters learning under masters and striking out on their own to provide services. You were one of those crafters.

Questions to consider.

- Did you complete your apprenticeship? If not, is your master still looking for you? If so, what is your relationship with your former master?
- Are you a member in good standing with any of the crafting guilds? If not, are you at odds with any?
- What variety of crafting did you do (e.g. fine metal work, pots, structural metal, armor/weapon smithing, etc)?

CRIMINAL

Proficiencies. Intimidation OR Deception, Stealth, Thieves tools

Languages. One common language of your choice

Equipment. Thieves tools, a set of dark clothing, and a pouch containing 15 gp

Skill Trick. Misdirect OR Feint

Criminal organizations, as well as individuals who live and operate outside the law, are common throughout the lands of the Federated Nations. The city state of Rauviz and the

oligarchy of Asai'ka are most notorious for harboring criminal organizations, but "guilds" are present in most areas. Before you were an adventurer, you lived such a life.

Questions to Consider.

- Were you part of an organized group? Or a freelancer?
- What was your specialty? Armed thuggery? Muscle? A pick-pocket? A confidence-man? A smuggler?
- Do you still have connections with the underground where you came from? Are they friendly? Or did you flee in haste? If so, why?
- What did you do that you regretted, if anything? What secrets do you have that might come back to bite you or your party?

ENTERTAINER

Proficiencies. Acrobatics, Performance, Disguise Kit, one musical instrument of your choice

Languages. One common language of your choice

Equipment. A disguise kit, a set of performers clothes, a musical instrument, and a pouch containing 10 gp

Skill Trick. Tumble

Entertainers are minstrels, traveling players, actors, actresses, temple dancers, street performers, etc. They often move from place to place in search of work and new audiences.

Questions to Consider.

- What kind of entertainer were you?
- Were you part of a troupe or band, or were you solo?
- What kinds of audiences did you favor? The common folk in taverns? Busking for coins on the street? The high society parties?
- Was there any particular person or people you had drama with?

FARMER

Proficiencies. Animal Handling, Survival, Nature, one crafting tool of your choice or Land Vehicles

Languages. One common language of your choice

Equipment. A small pet (CR 0) such as a dog, cat, or squirrel that will do simple tricks, a pouch containing 5 gp

Skill Trick. Soothe Domesticated Animal OR (if proficient in a crafting tool) Craft Apprentice

The majority of the population of the Federated Nations is involved in farming or livestock handling to one degree or another. Without the rural folks, no one eats. Not even the greatest. You were part of that agricultural backbone...until you took up the adventuring life.

- What did you or your family/village specialize in? Livestock? Grains? Did you have an orchard?
- What kind of village or town did you live in? Maybe an isolated hamlet of a few dozen souls? maybe the outskirts of a large city?
- Where did you get the resources and learning to pursue your adventuring career? A armsman might have inherited the sword and armor from an ancestor, etc.
- Do you still have family back on the farm? Were they ok with you leaving?
- What were you known for as a youth? Any particular events stand out?

MERCHANT

Proficiencies. Deception or Persuasion, Insight, land vehicles, one gambling set of your choice

Languages. One common language of your choice

Equipment. A book, a quill pen, and ink. A pouch containing 20 gp

Skill Trick. Diplomat OR Haggler

Merchants run the gamut from the great merchant princes of Rauviz or Asai'ka to the humble traveling peddlers wandering among the settlements on the fringes of the known world. Before taking up adventuring, you were living this life, trading goods produced by others for coin.

- Were you a solo practitioner? Part of a family business? Or part of a larger conglomerate?
- What did your business specialize in, if anything? Were you a purveyor of particular goods or a general peddler? What kind of customers were your norm?
- What contacts do you still have?
- What kind of reputation did you have? A fair dealer, accepted if not liked? A fly-by-night operator? Someone who could find what the customer wants...at a price? A shady, high pressure operator?

SAILOR

Proficiencies. Perception, Survival, water vehicles and cartographer's tools

Languages. None

Equipment. A compass, a dagger, a pouch containing 10gp

Skill Trick. Alert OR Lung Capacity

The Federated Nations is mostly landlocked. Four major bodies of water, plus a selection of riverine routes are the major outlets for the sailing dreams of mortalkind. The cold and misty Sea of Dreams to the north, the placid, freshwater, and deep Lake Coy'in (more the size of an inland sea), the shallow and stormy Gap-tooth Bay near Byssia, and the

pirate-infested, island-dotted tropical Moon Sea south of the Jungle of Fangs. Each one has their own maritime tradition. You were crew aboard a ship, or maybe a solo fisherman.

- Was your ship a large cargo vessel, a fast courier, or a fishing boat?
- Was the business of your ship entirely above-board? Or was smuggling a factor?
- What's your ship doing now?
- Were you willingly part of that life? Or were you snatched up and bound to service?
- Was your ship one big family or wer the captain and officers tyrants? Or maybe you were a tyrant?

SCHOLAR

Proficiencies. two of Arcana, History, Nature, or Religion
Languages. Any two languages of your choice
Equipment. A quill, ink pot, and a notebook, a pouch containing 10 gp
Skill Trick. Linguist OR Sense Baleful Magic

Many of the nations have a scholarly tradition, although not all have an *academic* tradition. Some scholars are bound up in a library, such as the Four Towers just outside Crisial City, others wander. Many, if not most, scholars have some association with the Sages Guild, the international union of "civilized" scholars. For some, however, that association is negative–they reject the hidebound and conservative traditions of the Sages.

- What was your specialty? The history of nations? Natural sciences? Arcana? The planes beyond? The practical matters of alchemy? Something even more esoteric or forbidden?
- What is your relationship with the Sages Guild? A member in good standing? An outcast? Something in between?
- If you were cloistered in a library or laboratory...what brought you out of that life? If you were a wanderer...what made you take up your particular practices (your class)?
- Do you have a reputation in the scholarly community?

SHRINE-KEEPER

Proficiencies. Religion, Persuasion, Wood-carver's tools
Languages. Sylvan OR Lucian
Equipment. A set of vestments, a holy symbol, and a pouch containing 10 gp
Skill Trick. Scholar: Religion OR Diplomat

Shrine-keeper, priest, cleric, wise one, witch. Those that tend to the shrines of the Ascendants and kami that dot the landscape have many names. Most have no particular gifts of power; those that do often take up a calling like that of the priest class. But the number of those that simply tend the shrines, participating in the veneration and worship while not having an official standing with the Power in question, is legion. You were among that latter number whether by birth or choice.

- What kind of shrine did you serve at? A small obscure rural shrine to a kami? Or a major temple in the heart of a city? Or maybe a private shrine frequented by the powerful?
- Were you part of a larger group of keepers and priests? Or was this your duty alone?
- Did you choose this life? Or was it thrust upon you by family obligations?
- Do you still have faith in that Power? What's your relationship with Them now?
- What event made you leave the service of the shrine and take up the life of a wandering adventurer? An oracle from your Power? Or the destruction/desecration of the shrine? Or maybe just a desire for a new life?

SOLDIER

Proficiencies. Athletics, Medicine, one game set, smiths' tools
Languages. One common language of your choice
Equipment. One weapon you are proficient in, a rank insignia, and a pouch containing 10 gp
Skill Trick. Frighten OR Medic

Most of the Federated Nations don't have large standing armies–it's been a time of peace for quite a while. Wyrmhold is the key exception. But they all have militias of one sort or another, and every nation has specialist forces such as Crisial's Scout Corps or the Caldera Wardens of Byssia. There are also many private guard companies (mercenary companies by another name) doing caravan and local security, as well as private "armies" of the various wealthy and/or aristocratic families, as well as the clan guards common in the more tribal areas. You served in one of these groups.

- What kind of organization did you serve with?
- Were you just a grunt or were you an officer?
- What role did you play in that organization?
- Did you leave on good terms? Or did you leave under a cloud (earned or not)?
- Were there any particular (small-scale) actions you participated in?

STREET KID

Proficiencies. Perception, Stealth OR Intimidation, thieves tools, one gambling set of your choice
Languages. None

Equipment. A gambling set, thieves tools, a pouch containing 5 gp

Skill Trick. Alert OR Frighten

Every city and substantial town has those who fall through the cracks. Kids, especially, who grow up among the poor and lack stable homes. Not all of them are orphans, but all of them share the desperate struggle for day-to-day survival. Working odd jobs, stealing food, joining a street gang, begging–these are the occupations of such children. You were part of that life, but unlike most, you broke out and gained enough training to adventure.

- Were you an orphan? Why did you end up on the streets?
- How did you survive? Did you try to play by the rules, or were you part of the underground (even if unofficially)? Were you part of a gang?
- How did you gain the training and resources for your class? Was there a kind (or cruel!) mentor or benefactor? A happy accident? A particularly big score?
- What kind of a town did you grow up in? Was it a big city? A medium-sized town?

Chapter 5: 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

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

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.

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 warden 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

Arcanists 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

Priests, rangers and shamans 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 or influence 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

Oathbound, spellblades, 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 arcanist, 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 Rauviz to Crisial City, 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

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

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.

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 an exceptionally slippery vertical surface or one with very few handholds requires a successful Strength (Athletics) check (usually DC 10, but higher for exceptional surfaces). Similarly, gaining any distance in rough water might require a successful Strength (Athletics) check.

JUMPING

Your Strength determines how far you can jump. To jump further than you can automatically (as described below), make a Strength (Athletics) check. If your total is 10 or higher, you can jump 5 additional feet, with 1 additional foot for every point higher than 10 you rolled. On a 10 or lower, you do not lose any distance but just cannot jump further than your automatic distance.

Long Jump. When you make a long jump, you cover a number of feet up to 10 + twice 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. Creatures that are not Incapacitated can generally fall a distance equal to their automatic standing high-jump distance without taking damage or twice that if they willingly fall prone when they land.

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 +2 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 opaque fog, or dense foliage——blocks vision entirely. A creature effectively suffers from the Blinded condition when trying to see something in that area or on the other side of the area.

The presence or absence of light in an environment creates three categories of illumination: bright, dim, and darkness.

Bright illumination 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 illumination, 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 an area where normal vision is impossible. It is as if it is heavily obscured, but one can see an illuminated object across any reasonable distance of darkness (whereas heavy obscuration blocks vision through the affected 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. This counts as being able to "see" the target for spells and other abilities.

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

Generally, creatures with human-like vision can see brightly-illuminated creatures and objects from a substantial distance (assuming nothing blocks their sight). A rule of thumb is that creatures and objects are visible and recognizable at the following distances based on their size, assuming normal contrast with the background (ie not camouflaged):

COMMON VISIBILITY RANGES

Size	Visible at...
Objects smaller than 6 in x 6 in	25 ft
Objects smaller than 1 ft x 1 ft	50 ft
Tiny creatures	100 ft
Small creatures or objects	400 ft
Medium creatures or objects	1/3 mile
Large creatures or objects	1 mile
Huge+ creatures or objects	2 miles
Mountains, the sun, etc	any (horizon limited)

Dim illumination or low-contrast backgrounds reduce the distance by at least half, stacking. So a small creature, dimly illuminated and against a low-contrast background or camouflaged, might only be visible out to 100 ft.

As a rule of thumb, a candle flame in the darkness can be seen (obstructions allowing) for at least 1.5 miles. Larger fires can be seen from further away, limited mostly by the horizon (about 4 miles if standing at ground level).

Adventurers can see the significant terrain features of the land about 2 miles from where they are. If the party is high up or the features are tall, they might be visible from as much as 10-15 miles. Or less if the area is heavily forested (as little as a few dozen feet in dense undergrowth).

transformed by magic. Furthermore, the creature can see into the Ethereal Plane.

OTHER SENSES

Most creatures rely primarily on sight, but are still capable of hearing and smelling other creatures, as well as perceiving them by touch. Some fantastic creatures have additional forms of perception, such as the ability to detect magic. The ranges at which this is possible are much more sharply limited than those of sight, but also vary wildly.

HEARING

For most humanoid (and similar) creatures, hearing is best at detecting *presence and direction*, but not *location* of creatures, and gives very little information about what they are doing. Background noise also plays a significant role in preventing hearing. As a rule of thumb, a Tiny or larger creature's movement produces enough noise to be audible out to at least 30 feet under normal conditions. If you cannot see the creature but can hear it, interactions that require pinpointing them are at disadvantage. If you can neither see nor hear the creature, they are hidden and you must guess their location (automatically failing any attempt to interact if

you guess wrong). To prevent being heard within the normal hearing range, you need to have succeeded at a Hide attempt.

NORMAL HEARING RANGE

Noise	Audible Distance (ft)
Whispering or slow movement	30
Conversation or normal movement	60
Combat	100
Shouting, unamplified concerts, loud spells	300
Amplified concerts, explosions, thunder	1 mile

Substantial background noise (noise at least one step higher) generally moves the distance down one step. So fighting during a riot would be audible out to 60 ft (instead of 100 ft). If this would reduce the audible distance below 30 ft, cut the distance in half instead. Creatures with advanced hearing such as dogs, cats, bats, etc. can generally hear and locate sounds at double the distance or more.

SMELL

For humanoid creatures, smell is even worse than hearing. You can detect, but not localize, exceptionally stinky creatures from a large distance as long as you're downwind. If you're upwind, you cannot detect anything. Smell is generally most useful for tracking creatures or detecting the presence of creatures (after which you use other senses).

Some creatures with exceptional olifactory capabilities (like bloodhounds) are capable of tracking even low-scent targets a very long distance.

MAGICAL SENSES

In a fantasy world, most creatures are at least somewhat sensitive to the manipulation of aether, especially in the form of spells. As a general rule, all creatures can recognize

COMMENTARY ON HEARING

This is fairly generous for those doing the perceiving. Adventurers and the foes they face are exceptional. If you're trying to get around normal commoners, trying to adjudicate such things too precisely can be more trouble than its worth and you should generally just use a Dexterity(Stealth) check instead.

In indoor/underground conditions, sounds can generally be heard from further away but become muffled/indistinct sooner. So it's a tradeoff not considered here. If the echoes are particularly strong, increase the range by a step. If it's an absorbent area or wide open area, decrease them by a step.

spellcasting occurring within 60 feet of them as long as it has one or more components. Hiding spellcasting is generally not possible unless you can remove all components.

FOOD AND WATER

Characters who don't eat or drink suffer the effects of Exhaustion. 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. Large creatures such as horses require 15 lbs of food per day, although they can subsist on forage and only two pounds of grain or other concentrated foods per day.

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. Large creatures such as horses used as mounts need 10 gallons per day, 20 if the weather is hot or the pace is fast.

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 or any 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. Creatures cannot progress personal projects during long rests.

SHORT RESTS ARE IMPORTANT

NIH system assumes that most "adventuring days" (the time between two long rests, whether 1 in-game day or many) that contain any significant amount of challenge will have time for at least one, and often two short rests. Some days may not–some days may have more. But on average, the system expects you to find time for at least one break sometime during the day, between challenges. That means that days consisting of a single big encounter are only ok when they're rare–use them as a spice, not a steady diet.

If you consistently find your pace too rushed (in universe) to take an hour off or if you frequently only have a single fight per in-game day, consider one of the variants listed below.

FAST SHORT RESTS

This variant is designed for parties that prefer a more heroic, "catch your breath before back into the next fight" style or who find that in-universe it rarely makes sense to pause for an hour to rest. In this variant, short rests take 10 minutes. Note that this makes classes that primarily depend on STA much more powerful, since they can routinely burn their entire pool each fight, unlike the casters who have to conserve. This is especially true if you have many (more than 2) short rests on most days.

INDIVIDUAL, LIMITED SHORT RESTS

This variant allows a short-rest dependent class to adventure alongside a party of long-rest dependent classes without compromise, at the cost of some in-universe verisimilitude. In this variant, short rests only take 1 minute, but are limited to two per character per long rest. This way, any individual can choose to take a short rest at almost any time between combats, but can't endlessly spam them.

SAFE RESTING ONLY

Unlike the previous two variants which focused on making short rests easier, this one focuses on making long rests harder. This is most suited for parties who frequently have only one (or even fewer) major fight/challenge per in-game day, so short rests become meaningless. In this variant, you can only take a long rest when in a "safe spot"–an inn in a safe town, a fortified camp, etc. Somewhere you don't have to set watches or worry about attack or random visitors interrupting you. Any other overnight rest becomes a short rest–short rests now take 8 hours of rest. This variant is hardest on pure casters (shamans, priests, and arcanists) if you try to use it while keeping a regular cadence of fights.

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. A travelling anvil and kit suffices for repairs or small modifications along the road.

For every day of downtime you spend crafting, you can craft one or more items with a total market value not exceeding 50 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 50 gp, you make progress every day in 50-gp increments until you reach the market value of the item. For example, a suit of plate armor (market value 1,500 gp) takes 30 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 10 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, training with a set of tools, or exchanging a skill trick you know for a different one you qualify for. 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 100 days minus 8 days per point of Intelligence modifier and costs 1 gp per day. After you spend the requisite amount of time and money, you learn the new language, gain proficiency with the new tool, or exchange the skill tricks.

CHAPTER 6: 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, based on their understanding of the situation. If neither side tries to be stealthy, they automatically notice each other. If there is remaining uncertainty about who, if anyone, is surprised, 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. They roll initiative and take their turn as normal. The condition automatically ends at the end of the surprised person's first turn. A member of a group can be surprised even if the other members aren't. For an example of this, see Appendix C (Surprise)

Surprise generally requires that all attackers are Hidden from the target. In exceptional circumstances, the GM might allow surprise in cases where the outbreak of hostilities is completely unexpected (such as an assassin pulling a hidden dagger at a peaceful ball). In social situations like the one mentioned, the GM might call for a Charisma (Stealth) check (in addition to any Dexterity (Sleight of Hand) checks necessary to conceal the weapon in the first place). Surprise is rare if both sides are openly wearing weapons or bearing spell foci and are interacting.

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 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. You cannot interrupt the resolution of an action with a bonus action *except* the Attack action (when you can make multiple attacks with that action)–in that case, you can take a bonus action between attacks just as you can move between attacks. If a bonus action requires you to take the Attack action, you must make at least one attack with that action before you can use the triggered 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. Communicating complex content or attempting to persuade, intimidate, or deceive an enemy into doing something takes your action.

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. Reactions do not interrupt actions unless they specifically say that they do, but they can interrupt movement.

Movement and Position

In combat, characters and monsters are in constant motion, often using movement and position to gain the upper hand.

At the beginning of your turn, you gain available movement equal to your speed. You can use as much or as little of this movement 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. If you have multiple speeds, each one has a separate pool of movement. However you're moving, you deduct the distance of each part of your move from your available movement in **all** mode (regardless of the mode you're actually using). When an available amount of movement in a mode reaches zero, you can no longer move using that mode that turn.

Effects such as the Slow spell that reduce your speed reduce *all* speeds you may have proportionately. For example, if you have a 30 foot walking speed and a 60 foot flying speed and are affected by Slow, you start your turn with only 15 feet of walking movement and 30 feet of flying movement available. If an effect changes your speed during your turn, recalculate your total available pool of movement and subtract the distance you have already moved from each of the (now altered) pools. This may stop further movement that turn. For example, in the case above if you were afflicted by Slow after you had walked for 20 feet, your new pool of walking

movement (15 feet) is already consumed and you have no walking movement left. You can still fly for 10 feet, since 60 ft, halved, is 30 feet, which is greater than the 20 you've already moved that turn.

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 armsman 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. Remember that any movement subtracts from all pools individually–if a movement mode has no movement available, you cannot use that mode for the remainder of that turn.

For example, if you have a 30 foot walking speed and a 60 foot flying speed (whether due to wings, a class ability, or an effect such as the Fly incantation), you start your turn with two pools of movement: 30 feet walking and 60 feet flying. If you fly for 20 feet, you now have 10 feet (30 - 20) of walking movement available and 40 feet (60 - 20) of flying movement available. If you then land and walk 10 feet, you now cannot walk further (since you have 0 feet of walking movement left) but could then fly for another 30 feet (because 60 ft - 20 ft flying - 10 ft walking - 30 ft flying = 0 remaining).

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 have the Prone condition.

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 or a dropped item in your own space or an adjacent one.
- 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.

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

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 unless it is two sizes larger than you or you are using it as a mount, including interrupting your movement to take an action, reaction, or bonus action.

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 incantation.

Creature Size

Each creature controls a different amount of space in combat. The Size Categories table shows how much space a creature of a particular size controls in combat. Objects sometimes use the same size categories.

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 four 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.

Creatures can squeeze through spaces two sizes smaller than themselves under extreme circumstances. However, while doing so they cannot make attack rolls, cast spells with somatic or material components, fail all Dexterity saving throws, and cannot move more than 5 feet per round.

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 weapon attack. See the "Making an Attack" section for the rules that govern attacks.

Certain features, such as the Extra Attack feature of the armsman, allow you to make more than one attack with this action.

CAST A SPELL

Spellcasters such as arcanists and priests, 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 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. The GM may rule that certain actions cannot receive help.

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. Creatures that cannot attack cannot Help with attacks.

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 action or movement containing the trigger finishes or ignore the trigger. Remember that you can take only one reaction per round. Reactions happen after the action that triggered it completes; each 5 feet of movement is considered a separate "action" for this purpose. The ready action cannot interrupt an action, regardless of how the triggers are are phrased. If you ready an action for when a goblin attacks you, the attack is completely resolved before your Readied action triggers. If you ignore the trigger and it happens again before you take your next turn, you can decide to use your readied action at that time. If it does not reoccur, your action is lost.

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. The game does not model changes in modifiers and conditionals during an attack–whatever was true at when the attack was declared is true throughout unless specifically overriden by another ability.

1. **Choose a target.** Pick a target within your attack's range: a creature, an object, or a location. The target cannot have total cover from you.

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 and by modifications during play, 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 and magical abilities 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. Features that allow scoring critical hits on other d20 results also cause such rolls to be automatic hits.

If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC. No other penalty is assessed.

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 totally concealed but does not have total cover (such by as if they are heavily obscured by 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 provoke opportunity attacks from hostile creatures who can see you and are within their reach of you.

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 or attempt to grapple or shove the 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.

Additionally, making ranged attacks while in the reach of an opponent who can see you provokes an opportunity attack, as does casting a spell with one or more component whose range is anything other than Self (including cones and auras) or Touch, even if it does not require an attack roll or a saving throw.

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. Only one such additional attack can be made per action, regardless of how many other attacks you can make during that action.

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) check. If you succeed, you subject the target to the Grappled condition. 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 you must spend 2 feet of movement for every foot you move, unless the creature is two or more sizes smaller than you. This stacks with difficult terrain. 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.

If you try to stay in place and rotate the grappled creature around you, you must spend 2 feet of movement per foot moved by the grappled creature.

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.

The distance you can push a creature increases by 5 feet for every 5 points your check beat theirs. Shoving a creature that is grappling someone and succeeding breaks the grapple if the shoved creature is pushed outside of their reach on the grappled creature.

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.

Successfully shoving a creature that is concentrating on a spell or other effect forces them to make a DC 10 Constitution saving throw or lose concentration on the effect.

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 a solid 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 a solid obstacle. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk. Creatures two sizes larger or more than the target provide three-quarters cover instead of half cover.

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 behind a solid obstacle. Note that total cover and total concealment are different–a target has total cover when it stands behind a Wall of Force, but as the wall is transparent, it has no concealment and cannot hide. And vice versa–a target concealed by heavy fog or by unilluminated darkness has no cover but is totally concealed and can attempt to hide.

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 the strength of the soul of the creature and its ability to suffer damage and keep fighting normally. 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. Generally, creatures show little signs of damage until their hit points reach half of their maximum, a state known as Bloodied. Any wounds they sustain as long as they have more than 0 hit points are superficial; the body's ablity to keep them going is unimpaired.

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 an arcanist casts Fireball or a priest casts Flame Strike, the spell's damage is rolled once for all creatures caught in the blast.

Spells or effects that deal damage on a different creature's turn, such as Flaming Sphere or Spirit Guardians, roll their damage once per round at the beginning of the caster's turn. Anyone affected by the spell until the beginning of the caster's next turn takes that amount of damage (modified separately by any saving throws or resistances).

Abilities such as poison that trigger on a hit with a weapon attack still take effect even if the damage from the weapon is mitigated (via resistance, temporary hit points, or the like) to zero.

CRITICAL HITS

When you score a critical hit with a weapon, 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.

If an attack has additional effects that require a saving throw to take full effect (such as the poisoned from a Giant Spider's Bite attack), those additional damage dice are not doubled on a critical hit.

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, constriction, unarmed blows, and the like—deal bludgeoning damage, as does falling.

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.

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 Grave 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 priest'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. Thunder damage is only notably loud if the spell or ability says it is. Otherwise, it's normally lost in the general sounds of combat.

> **What happened to force damage?**
> I've removed force damage as a type. There are constructs of force, but any damage they deal (or Magic Missile, for example), deal an appropriate physical damage type.

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 dice of that type are maximized when applying to that creature.

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.

Variant: Resistance, vulnerability, and multiple damage types

Dealing with resistance and vulnerability when a damage source has multiple damage types and the target is only resistant or vulnerable to some of them can be a pain. As a variant to the above rules, a GM may decide to do the following in that case:

1. calculate the total damage, disregarding resistance and vulnerability, but including immunity.

2. count up how many of the relevant damage types the target is vulnerable or resistant to.

3. For every relevant source of resistance, cut the damage by 25%, to a maximum reduction of 50%.

4. For every relevant source of vulnerability, increase the damage by 25%, to a maximum increase of 100%.

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 shaman 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 shaman, 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 priest 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 priest dies.

FALLING UNCONSCIOUS

If damage reduces you to 0 hit points and fails to kill you, you fall Unconscious. 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 weapon 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. It might sustain a lingering injury as a result unless attended medically before it becomes conscious. Ranged weapon attacks can knock a creature out, but the creature is always severely wounded.

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 (preventing additional failed death saving throws if the damage taken is reduced to zero), 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, an arcanist casting spells from the back of a griffon, or a priest 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 base walking 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, usually act independently. As a general rule, if the player is in control and deciding what the mount does, it's a controlled mount. If the GM is controlling the mount without player input, it's an independent mount.

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 and acts on your turn. 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. If you dismount, it cannot be mounted by anyone else until the beginning of your next turn.

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 armsman 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.

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 incantation 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 or particularly tough objects such as constructs of magical force 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.

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)

CHAPTER 7: 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 or wield a shield 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 +2" or "Str +3" 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.

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. You can grasp an item in the same hand, but you cannot effectively wield a weapon or cast a spell with the hand that is occupied.

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.

Leather. The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. It only covers the vitals and rarely has a back-plate.

Reinforced Leather. Reinforced leather armor is a regular leather suit of armor that has been reinforced with metal, wood, or bone plates in critical areas. It still only covers the upper torso and shoulders.

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.

Hide. This crude armor consists of thick furs and pelts. It is commonly worn by 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.

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. It may cover the upper arms, but is often in the form of a vest.

Breastplate. This armor consists of a fitted metal chest piece worn with chain tassets (covering the hips and upper thighs) and fauds (covering the shoulders). 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 torso with at least tassets and fauds and often include integrated arm, hand, leg, head, and foot protection 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 (unless masterwork), but it also doesn't penalize you if your Dexterity modifier is negative.

Lamellar Armor. This armor is made of metal (usually, although bone and wood can also be used) strips or plates held together by leather cords. Separate arm, leg, foot, and head pieces of the same pattern are commonly worn.

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, long sleeves, and a chain coif (head covering).

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; similar coverings are used for the arms.

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.

Getting Into and Out of Armor

The time it takes to don or doff armor depends on the armor's category.

Armor

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Light Armor					
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 2)	—	—	12 lb.
Chain shirt	50 gp	13 + Dex modifier (max 2)	—	—	15 lb.
Brigandine	400 gp	14 + Dex modifier (max 2)	STR +2	—	15 lb.
Breastplate	750 gp	15 + Dex modifier (max 2)	STR +2	Disadvantage	20 lb.
Heavy Armor					
Lamellar armor	30 gp	15	—	Disadvantage	20 lb.
Chain mail	75 gp	16	Str +1	Disadvantage	25 lb.
Half plate	750 gp	17	Str +2	Disadvantage	25 lb.
Plate	1,500 gp	18	Str +2	Disadvantage	30 lb.
Shield					
Shield	10 gp	+2	—	—	6 lb.

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

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.

FANTASTIC MATERIALS: ARMOR

Cow leather, cloth, iron, steel. Wood for shields. These are the normal materials used for armor, and what makes up the entries above. Adventures take place in fantastic worlds, and those worlds have many different exotic materials. The table below Fantastic Materials: Armor shows a few of these exotic materials. Each one applies to a particular type of armor (either a category such as heavy armor or a specific type of armor such as padded), has a rarity roughly corresponding to the tier in which you can expect to find them, and an effect or effects.

Additionally, Masterwork armor can be crafted by particularly skilled craftsmen. It costs twice the normal price, but reduces the cost of the Deflect action by 1 STA. Masterwork heavy and medium armor also allows you to add an additional point of your Dexterity bonus (if positive) to your AC. This raises the contribution from Dexterity for heavy armor to +1 max.

Exotic Armor Materials

Material	Applies To	Tier/Rarity	Effect
Adamantine	Heavy armor	2/Uncommon	weight doubled, critical hits have no extra effect. Requires STR +3.
Mithril	Heavy armor + breastplate	2/Uncommon	Weight is halved, strength requirement is removed, and no disadvantage on stealth. Immune to rusting.
Exotic Leather	leather, hide, reinforced leather	1+/Common	Increases AC by 1.
Chitin/exotic scales	scale, brigandine, breastplate	2+/Uncommon	Non-metal. If the creature had immunity to a damage type, gain resistance to that type.

Exotic Armor Materials

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.

Consumed. Unlike most thrown weapons, each attack consumes the weapon–the weapon is its own ammunition.

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 no longer expend your reaction. You can only use the Deflect action once during any turn.

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 are particularly 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.

FANTASTIC MATERIALS: WEAPONS

Some weapons are particularly finely crafted. Only the most skilled craftsmen can craft masterwork items, and magic items cannot be masterwork. Masterwork weapons allow you to add your proficiency bonus to the damage dealt and cost 10x the normal price.

Additionally, weapons can be made out of exotic materials just like armor can. This is much more expensive than regular steel, but can add unusual effects. Most of these materials require quests to find a source (including possibly negotiating access to an existing source) of the material, as well as a craftsman capable of working them. The rarity, effect, and application of each material can be found on the Fantastic Materials: Weapons table.

SPECIAL WEAPONS

Weapons with special rules are described here.

Alchemist's Fire. This sticky, adhesive fluid ignites when exposed to air. On a hit, the target takes 2d4 fire damage immediately and 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.

Blowgun. These needles don't do much damage by themselves but make excellent vehicles for poison and are particularly hard to notice. When

Exotic Weapon Materials

Material	Applies To	Tier/Rarity	Effect
Adamantine	Metal weapons	2/Uncommon	Deals maximum damage to objects, ignores construct damage resistance. Requires STR +3.
Mithril	Metal weapons	2/Uncommon	Weight is halved. Immune to rusting. Counts as silvered. Greatswords and Greataxes lose the Heavy property. Weapons without Two-handed gain Finesse.
Ignitite	Ammunition, melee weapons	3/Rare	Deals 1d6 fire damage on hit. Ignites flammable materials.
Necrite	Ammunition, melee weapons	3/Rare	Deals 1d6 necrotic damage on hit. Traps incorporeal creatures it reduces to zero, allowing them to be questioned (as Voice the Voiceless) for 1 minute.

Exotic Weapon Materials

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.

Holy Water. If the target is a fiend or undead or has a special vulnerability to damage from silvered weapons, it takes 2d6 radiant damage and counts as having been struck by a silvered weapon. Any devout individual may create holy water by performing a special ritual. The ritual takes 1 hour to perform and consumes 25 gp worth of powdered silver.

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.

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	2 lb.	Battering
Quarterstaff	2 sp	1d6 bludgeoning	3 lb.	Versatile (1d8)
Sickle	1 gp	1d4 slashing	1 lb	Cleaving, light
Spear	1 gp	1d6 piercing	3 lb.	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	3 lb.	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
Exotic Ranged Weapons				
Acid, Vial of	25 gp	2d6 acid	1 lb.	Consumed, thrown (range 20)
Alchemist's Fire, Flask of	50 gp	2d4 fire	1 lb.	Consumed, special, thrown (range 20)
Holy water, Flask of	25 gp	2d6 radiant (special)	1 lb.	Consumed, special, thrown (range 20)

Adventuring Gear

This section describes items that have special rules or require further explanation.

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. An arcanist 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.

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.

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.

Net. As an action, throw the net at a creature within 15 ft. The target must make a Dexterity saving throw with a DC of 8 + your Strength modifier, adding proficiency if you have proficiency in martial weapons. A creature that fails the save 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.

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 a potion takes a bonus action; administering 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.

Shamanic Focus. A shamanic 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 shaman can use such an object as a spellcasting focus.

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.

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.

ADVENTURING GOODS

Item	Cost	Weight	Item	Cost	Weight
Abacus	2 gp	2 lb.	Hunting trap	5 gp	25 lb.
Ammunition			Ink (1 ounce bottle)	10 gp	—
— Arrows (20)	1 gp	1lb.	Ink pen	2 cp	—
— Blowgun needles (50)	1 gp	1 lb.	Jug or pitcher	2 cp	4 lb.
— Crossbow bolts (20)	1 gp	1½ lb.	Ladder (10-foot)	1 sp	25 lb.
— Sling bullets (20)	4 cp	1½ lb.	Lamp	5 sp	1 lb.
Antitoxin (vial)	50 gp	—	Lantern, bullseye	10 gp	2 lb.
Arcane focus			Lantern, hooded	5 gp	2 lb.
— Crystal	10 gp	1 lb.	Lock	10 gp	1 lb.
— Orb	20 gp	3 lb.	Magnifying glass	100 gp	—
— Rod	10 gp	2 lb.	Manacles	2 gp	6 lb.
— Staff	5 gp	5 lb.	Mess kit	2 sp	1 lb.
— Wand	10 gp	1 lb.	Mirror, steel	5 gp	1/2 lb.
Backpack	2 gp	5 lb.	Net	1gp	3 lb.
Ball bearings (bag of 1,000)	1 gp	2 lb.	Oil (flask)	1 sp	1 lb.
Barrel	2 gp	70 lb.	Paper (one sheet)	2 sp	—
Basket	4 sp	2 lb.	Parchment (one sheet)	1 sp	—
Bedroll	1 gp	7 lb.	Perfume (vial)	5 gp	—
Bell	1 gp	—	Pick, miner's	2 gp	10 lb.
Blanket	5 sp	3 lb.	Piton	5 cp	1/4 lb.
Block and tackle	1 gp	5 lb.	Poison, basic (vial)	100 gp	—
Book	25 gp	5 lb.	Pole (10-foot)	5 cp	7 lb.
Bottle, glass	2 gp	2 lb.	Pot, iron	2 gp	10 lb.
Bucket	5 cp	2 lb.	Potion of healing	50 gp	1/2 lb.
Caltrops (bag of 20)	1 gp	2 lb.	Pouch	5 sp	1 lb.
Candle	1 cp	—	Quiver	1 gp	1 lb.
Case, crossbow bolt	1 gp	1 lb.	Ram, portable	4 gp	35 lb.
Case, map or scroll	1 gp	1 lb.	Rations (1 day)	5 sp	2 lb.
Chain (10 feet)	5 gp	10 lb.	Robes	1 gp	4 lb.
Chalk (1 piece)	1 cp	—	Rope, hempen (50 feet)	1 gp	10 lb.
Chest	5 gp	25 lb.	Rope, silk (50 feet)	10 gp	5 lb.
Climber's kit	25 gp	12 lb.	Sack	1 cp	1/2 lb.
Clothes, common	5 sp	3 lb.	Scale, merchant's	5 gp	3 lb.
Clothes, costume	5 gp	4 lb.	Sealing wax	5 sp	—
Clothes, fine	15 gp	6 lb.	Shamanic focus		
Clothes, traveler's	2 gp	4 lb.	— Sprig of mistletoe	1 gp	—
Clothes, winter	15 gp	6 lb.	— Totem	1 gp	—
Component pouch	25 gp	2 lb.	— Wooden staff	5 gp	4 lb.
Crowbar	2 gp	5 lb.	— Yew wand	10 gp	1 lb.
Fishing tackle	1 gp	4 lb.	Shovel	2 gp	5 lb.
Flask or tankard	2 cp	1 lb.	Signal whistle	5 cp	—
Grappling hook	2 gp	4 lb.	Signet ring	5 gp	—
Hammer	1 gp	3 lb.	Soap	2 cp	—
Hammer, sledge	2 gp	10 lb.	Spikes, iron (10)	1 gp	5 lb.
Healer's kit	5 gp	3 lb.	Spyglass	1,000 gp	1 lb.
Holy symbol			Tent, two-person	2 gp	20 lb.
— Amulet	5 gp	1 lb.	Tinderbox	5 sp	1 lb.
— Emblem	5 gp	—	Torch	1 cp	1 lb.
— Reliquary	5 gp	2 lb.	Vial	1 gp	—
Holy water (flask)	25 gp	1 lb.	Waterskin	2 sp	5 lb. (full)
Hourglass	25 gp	1 lb.	Whetstone	1 cp	1 lb.

Container Capacity

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

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.

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

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.

can add your proficiency bonus to any ability checks you make to play music with the instrument. 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. A armsman might commission a blacksmith to forge a special sword. A musically-inclined character 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

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

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

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 8: 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 bonus

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 OR Insight) Basic Skill Trick

You have advantage on Wisdom (Perception) checks against being surprised as well as passive Wisdom (Insight).

ARCANE INITIATE

Intelligence (Arcana) 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.

CHARGE

Strength (Martial Weapon) Basic Skill Trick

When you move at least 15 feet toward an enemy and hit them with a melee weapon attack, you can choose between making a shove attack against them as part of that attack or dealing one extra die of damage against them.

COORDINATED STRIKE

Charisma (Martial Weapon) Basic Skill Trick

As a bonus action you take when you take the Attack action and attack a target, expend 2 STA. Another creature of your choice that can hear you can use their reaction to make a weapon attack against that same target. If they hit, they deal additional damage equal to your proficiency bonus.

CRAFT APPRENTICE

Crafting Tool (any) Basic Skill Trick

You can make full progress with your chosen crafting skill while on the road. You learn the schema for one Journeyman magic item that requires that proficiency of your choice.

DIPLOMAT

Charisma (Persuasion) Basic Skill Trick

When you attempt to persuade someone to bypass procedures or to stop hostilities, you always interact as if the opponent is at worst indifferent to you.

DISARM

Strength (Martial Weapon) Basic Skill Trick

When you hit with a melee weapon attack, you can spend 1 STA to attempt to disarm the opponent. The target must make a Strength saving throw. On a failed save, their wielded weapon falls at their feet. If they are at least two sizes larger than you, they make the save at advantage. If they are one size or more smaller than you, they do so at disadvantage.

DIVINE INITIATE

Wisdom (Religion) 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.

EVASIVE FOOTWORK

Dexterity (General) Basic Skill Trick

When you use the Deflect action against opportunity attacks provoked by moving, the cost is reduced by 1 STA. This is cumulative with the benefit from masterwork armor.

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.

HAGGLER

Charisma (Persuasion OR Deception) Basic Skill Trick

You are particularly good at haggling. Any time you sell goods, you get 125% of the normal price, and you buy for 90% of the listed price.

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 (General) Basic 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 (General) Basic 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 Cloudkill 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.

PIERCING WOUND

Dexterity (Martial Weapon) Basic Skill Trick

When you hit with an attack from a ranged weapon or a Finesse weapon, you can spend 1 STA to try to hamper the offense of the opponent. The target must make a Constitution saving throw. On a failed save, their next weapon attack is at disadvantage.

PRIMAL INITIATE

Wisdom (Nature) 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: HISTORY

Intelligence (History) Basic Skill Trick

You can automatically identify significant family lines, crests, and recent events across the Federated Nations. Additionally, when you make an Intelligence (History) check to know information about more obscure facts, you do so at advantage.

SCHOLAR: NATURE

Intelligence (Nature) Basic Skill Trick

You automatically tell the creature type of beings you interact with for at least 10 seconds, as long as it is not masked by magic. In addition, when you make an Intelligence (Nature) check to recall information about habitats, patterns of life, or behaviors of natural or semi-natural creatures, you do so at advantage.

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

Wisdom (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 Wisdom (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

Wisdom (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.

TRAP FINDER

Intelligence (Investigation) Basic Skill Trick

You have advantage on Intelligence (Investigation) checks made to find trap triggers or figure out how to disable them. In addition, you can spend 1 STA to gain advantage on any Dexterity saving throws to avoid their effects.

TUMBLE

Dexterity (Acrobatics) Basic Skill Trick

You can move through opponents' spaces if they are one size larger than you 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 (Arcana) Advanced 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).

Bait and Switch

Charisma (Deception) Advanced Skill Trick

As a bonus action, you expend 2 STA to swap places with one willing creature within 5 feet of you. This movement does not provoke opportunity attacks.

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 (General) 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 (General) 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 (Religion) 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

Charisma (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. This lasts for one minute.

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 (General) 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 (Religion) Advanced 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 don't use eyes to see.

RESUSCITATION

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 9: 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)
- Create Demiplane (Very Rare)
- 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 Aura (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 oathbound'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

SENSE AURA
Common, 1 minute, Exclusive. Duration 10 minutes This incantation opens your senses to more clearly sense the auras around creatures and objects. Choose one of the following:

Sense Otherworldly Nature. You sense the aura associated with creatures with True Names. For the duration, you can determine whether a creature you see is an undead, fiend, celestial, fey, or elemental. You know the type and the general nature (such as zombie, vampire, demon, etc.) of the creature, but you don't know their personal identity. You can also sense the presence of areas that are affected by the *hallow* incantation, similar effects, or are heavily associated with Astral or Abyssal energies.

Sense Aether Manipulation. You sense the auras associated with active aetheric abilities. For the duration, you can sense any magical effect or item within 60 ft of you and have an idea as to its strength. The DM will tell you the

equivalent rarity of the effect. You also gain a sense of the type of magic involved and whether it is protective, baleful, or beneficial to the one that it is affecting or that would trigger it. For example, a magical trap that causes a burst of fire would be baleful, while a wall of force would be protective.

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 priest 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 priest of the Life domain 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: Priests and oathbound 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
Adamantine 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 arcanist'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 arcanist'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 bludgeoning 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.

Create Demiplane

Very Rare, 1 minute, Exclusive (special)

You create a shadowy door on a flat solid surface that you can see within range. The door is large enough to allow Medium creatures to pass through unhindered. When opened, the door leads to a demiplane that appears to be an empty room 30 feet in each dimension, made of wood or stone. When the incantation ends, the door disappears, and any creatures or objects inside the demiplane remain trapped there, as the door also disappears from the other side.

Each time you cast this incantation, you can create a new demiplane by speaking a new identifier (causing the previous one to fade back into the interplanar space), or have the shadowy door connect to a demiplane you created with a previous casting of this incantation by speaking its identifier as part of the ritual. You magically

know if the identifier you choose leads to an existing demiplane. Identifiers can be any short phrase of 60 characters or less, spaces included.

Additionally, if you know the identifier of a demiplane created by a casting of this incantation by another creature, you can have the shadowy door connect to its demiplane instead.

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 10: 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 or that requires more Aether than you have remaining.

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. You cannot cast spells with material or somatic components while wearing any physical armor (not including Mage Armor).

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 and cannot be overcast. Some cantrips gain more power as the caster becomes stronger; this is detailed in the entry itself.

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, 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 using any other aether-using ability 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. This is denoted as a range

of 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.

Remember that spells with ranges other than Touch or Self provoke Opportunity Attacks from non-incapacitated enemies.

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.

These mystic words are not in a recognizable language and can be immediately recognized as spellcasting by anyone who can hear the chanting (unless they are unintelligent or particularly ignorant). They cannot be hidden except by large amounts of ambient noise or intervening solid objects.

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.

These gestures cannot be performed in stealth. Anyone who can see the caster can see the gestures and may recognize them as components of spellcasting. Particularly ignorant people and animals may not recognize them as such.

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 on your turn (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 or being grappled or shoved.** 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 grappled or shoved requires a DC 10 Constitution saving throw to maintain concentration.
- **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 Constitution saving throw (against a DC they select) 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). Spells that explicitly target creatures cannot target objects (see Invalid Targets 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. Spells that require you to see your target(s) specifically say so.

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 are a target yourself unless the spell allows you to choose specific creatures, in which case you can (but are not required to) target yourself.

Spells with ranges of Self (cone) or Self (cube) start at one side of your space and project outward away from you. You can choose to be

included in the effect or not even if it normally does not allow a choice of targets.

INVALID TARGETS

If you select a target that is not valid for the spell and it would be obvious to the caster that this is the case, the GM will generally warn you that the cast will not succeed and allow you to pick a different target. If, for whatever reason, the invalidity would *not* be obvious (such as a fiend wearing a humanoid shape being targeted by Hold Person), the spell goes off, the aether (if any) is expended, but the target is not affected. You gains no information from this–for spells that do nothing if the target succeeds on a saving throw, you only know that they succeeded. Spell attacks "miss" (have no effect on the target).

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 **point 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. For example,

A cube's point of origin is not included in the cube's area of effect, unless you decide otherwise.

A 5' cube can affect four Medium or Small creatures as long as they are adjacent to each other in a square formation and the chosen point is directly between them.

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 5' wide line can hit two creatures if they are adjacent to each other and the line is placed directly between them.

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 GM may decide to tell you which creatures failed or succeeded on the saving throw, but this is not mandatory.

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.

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 priests 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

Abbreviations and notes: MOD is your spellcasting modifier (ie INT for arcanists and spellblades, etc.). (C) indicates a concentration spell. ATK means "requires a spell attack". "Save for half" means that on a successful save the target takes half damage and no other effect. "Save ends" means that the target can re-attempt the saving throw at the end of each of their turns, ending the effect on a success.

0 (Cantrips)

- Acid Burst (Arcanist, Shaman, Spellblade): acid damage 60 ft, CON, 1d8. Damage over time.
- Dancing Lights (Arcanist, Shaman, Spellblade): utility (C, 1 minute). Creates several mobile lights.
- Grave Touch (Arcanist, Priest, Spellblade): necrotic damage 90 ft, ATK, 1d8. Prevents healing 1 rnd.
- Guidance (Priest): utility (C, 10 minutes), touch. Assists with one check.
- Light (Arcanist, Priest, Shaman, Spellblade): utility. Creates a torch-like light.
- Mage Hand (Arcanist, Spellblade): utility (C, 1 minute), 30 ft. Limited third hand.

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

- Message (Arcanist, Priest): communications. Limited-range outgoing telepathy.
- Minor Illusion (Arcanist): utility (C, 1 minute). Creates small static illusion.
- Prestidigitation (Arcanist, Spellblade): utility. Creates various effects.
- Produce Flame (Arcanist, Shaman, Spellblade): fire damage 90 ft, ATK, 1d8. Can be held for light.
- Ray of Frost (Arcanist, Spellblade): cold damage 90 ft, ATK, 1d8. Reduces speed.
- Resistance (Priest, Spellblade): Defense (C, 1 minute), self. Assists with one save.
- Sacred Flame (Priest): radiant damage, 60 ft. DEX, 1d8. Ignores cover.
- Shillelagh (Priest, Shaman): utility (C, 1 hour), touch. Makes wooden weapon magical.
- Shocking Grasp (Arcanist, Spellblade): lightning damage, touch. ATK, 1d8. Prevents reactions 1 rnd.
- Thaumaturgy (Priest): utility. Creates various effects.

1-2 Aether

- Bane (Oathbound, Priest, Ranger, Shaman, Spellblade): debuff, 3 targets, 90 ft. wis. −1d4 to rolls.
- Bless (Oathbound, Priest): 3 targets, 90 ft. +1d4 to rolls.
- Burning Hands (Arcanist, Ranger, Shaman, Spellblade): 15 ft cone, DEX, 2d6 fire (save for half).
- Charm Person (Priest): social (C, 1 minute), WIS, 60ft. change attitude to friendly.
- Color Spray (Arcanist, Spellblade): 15 ft cone, WIS, blinded (save ends).
- Command (Oathbound, Priest): 60 ft., 1 target. WIS, 1 word command
- Create or Destroy Water (Priest, Shaman): 30 ft. Create or destroy up to 10 gal. water.
- Cure Wounds (Oathbound, Priest, Ranger, Shaman): Touch, heal 1d8 + MOD.
- Disguise Self (Arcanist, Ranger, Spellblade): Self, not concentration, illusionary change to self.
- Divine Favor (Oathbound): Self (C, 1 min), weapon attacks deal +1d4 radiant.
- Entangle (Ranger, Shaman): 20ft cube (C, 1 min), 90ft. STR or restrained.
- Expeditious Retreat (Arcanist, Spellblade): Self (C, 10 min), Dash as bonus action.
- Faerie Fire (Ranger, Shaman, Spellblade): 20ft cube (C, 1 minute), 60 ft. DEX or glow + attacks are at advantage.
- False Life (Arcanist, Spellblade): Self, 1 hr. 1d4 + 4 THP.
- Feather Fall (Arcanist, Priest): Reaction, up to 5 falling creatures. 1 min. Fall at 60ft./rnd, no fall damage.

- Flash Freeze (Ranger, Shaman, Spellblade): 1 creature, 60 ft. CON. 4d6 cold + no movement 1 rnd. Save for half.
- Fog Cloud (Arcanist, Ranger, Shaman): 20-ft radius (C, 1 hour), 120 ft. Heavily obscured. Dispersed by wind.
- Grease (Arcanist, Ranger, Shaman): 10 ft square, 60 ft. 1 min. DEX or fall prone. Flammable.
- Guiding Bolt (Priest, Spellblade): 120 ft. ATK. 4d6 radiant and next attack has advantage.
- Healing Word (Priest): 60 ft. 1d4+MOD healing.
- Heroism (Oathbound): Touch (C, 1 min). Immune to fear + MOD THP at start of each turn.
- Hideous Laughter (Spellblade): 30 ft (CON, 1 minute), INT > 4. WIS or prone and incapacitated. Save ends (new save on damage + end of turn).
- Inflict Wounds (Priest, Spellblade): Touch, ATK. 3d10 necrotic.
- Jump (): Touch, 1 min. Jump distance tripled until spell ends.
- Longstrider (Oathbound, Priest, Ranger): Touch, 1 hr. +10 ft. movement.
- Mage Armor (Arcanist): Touch, 8 hrs. AC = 12 + DEX and can use deflect action. Incompatible with armor.
- Magic Missile (Arcanist): 120 ft, 1-3 targets. 3 auto-hit darts, separately targeted. 1d4 + 1 piercing each.
- Protection from Otherworldly Influence (Oathbound, Priest, Shaman): Touch (C, 10 min). Protected (attacks at disadvantage, no charm/fear/possession) by aberrations, celestials, fey, fiends, undead.
- Sanctuary (Oathbound, Priest): 30ft. Attacks against creature must pass a WIS save. Ends if target attacks, deals damage, or casts a hostile spell.
- Shield (Arcanist, Spellblade): Self, 10 minutes. Barrier with 10 HP absorbs damage until depleted. Immune to magic missile.
- Shield of Faith (Oathbound, Priest): Bonus action. 60 ft (C, 10 min). +2 AC. Does not stack with a physical shield.
- Silent Image (Arcanist): 15-ft cube (C, 10 min). 60 ft. Illusion (visual only). Can move image with action.
- Sleep (Arcanist, Ranger, Shaman, Spellblade): 5 creatures in 20ft radius (C, 1 min), 90 ft. WIS or fall asleep until take damage or are awoken.
- Thunderwave (Arcanist, Ranger, Shaman, Spellblade): 15ft cube, Self. CON. 2d8 thunder and pushed 10 ft (save for half). Loud (300 ft).
- True Strike (Oathbound, Spellblade, Ranger): Bonus action. 60 ft. 1 round. Your next attack has advantage and crits on 19 or 20.

3-4 Aether

- Acid Arrow (Arcanist, Shaman, Spellblade): 90 ft. Attack. 4d6 acid + 2d6 acid next turn. Half of 4d6 on miss.
- Aid (Oathbound, Priest): 3 creatures, 30 ft. 8 hrs. Current and max HP increases by 5.
- Alter Self (Arcanist, Ranger, Shaman): Self (C, 1 hr). Actual physical changes to body.
- Barkskin (Ranger, Shaman): Touch, 1 hr. AC is minimum 16 and MOD THP at the start of each of their turns.
- Blindness/Deafness (Arcanist, Priest, Ranger, Shaman, Spellblade): 30 ft, 1 minute. CON or blinded/deafened (your choice). Save ends.
- Blur (Arcanist, Shaman, Spellblade): Self (C, 1 min). All attacks against you have disadvantage unless target can see through illusions or doesn't need sight.
- Calm Emotions (Oathbound, Priest, Shaman): Humanoids in 20 ft radius (C, 1 minute). 60 ft. Suppress charmed/frightened or make target indifferent unless attacked/friends harmed.
- Darkness (Arcanist, Priest, Spellblade): 15 ft radius (C, 10 min), 60 ft. Opaque sphere of blackness, extinguishes spell-based light.
- Darkvision (Priest, Ranger, Shaman): Touch, 8 hrs. Target gains darkvision (60 ft).
- Detect Thoughts (Arcanist, Priest, Ranger): Self (C, 1 min), 30 ft. Can perceive intelligent (INT > 3 and speaks a language) minds and read surface thoughts. Can probe deeper, but might get detected.
- Enhance Ability (Spellblade): Touch (C, 1 hour). One of several abilities (one per ability score).
- Enlarge/Reduce (Arcanist, Priest, Shaman, Spellblade): 30 ft (C, 1 min). Creature or object grows or shrinks one size. CON negates if unwilling.
- Find Traps (Priest, Ranger): 120 ft radius, Self. Detect location and nature of traps and hazards in line of sight.
- Flame Blade (Priest, Ranger, Shaman): Self (C, 10 min). Bonus action. Create scimitar of flame. Can also melee spell attack (3d6 fire). Grants temporary proficiency.
- Flaming Sphere (Shaman, Spellblade): 60 ft (C, 1 min). Creates 5-ft diameter solid sphere of fire. 2d6 fire (DEX for half). Mobile as bonus action.
- Gust of Wind (Shaman): 60x10 line (C, 1 min), self. Line of strong wind, STR or pushed 15 feet. Re-aimable.
- Heat Metal (Shaman, Spellblade): 60 ft (C, 1 min). Targets metal object. Action to cause 2d8 fire damage, no save.

- Hold Person (Arcanist, Priest, Ranger, Spellblade): 60 ft (C, 1 min). Humanoid target, WIS or paralyzed (save ends).
- Invisibility (Arcanist, Priest, Ranger, Spellblade): Touch (C, 1 hr). Target becomes invisible until they attack, cast spell, or deal damage.
- Levitate (Arcanist, Spellblade): 60 ft (C, 10 min). Object or creature. Moves vertically, can't move normally. Can be moved as action.
- Magic Weapon (Oathbound, Priest): Touch (C, 1 hr). Bonus action. One non-magical weapon becomes magic +1.
- Mirror Image (Arcanist): Self. 1 min. Potentially absorbs up to 3 attacks.
- Misty Step (Arcanist, Spellblade): Self. Bonus action. Teleport up to 30 ft.
- Moonbeam (Shaman): 5x40 cylinder (C, 1 min), 120 ft. 2d10 radiant (CON for half). Can move as action. Shapechangers are penalized.
- Pass without Trace (Shaman, Ranger): 30ft radius (C, 1 hr), self. Min Stealth roll of 10, cannot be nonmagically tracked.
- Prayer of Healing (Oathbound, Priest): 6 targets, 30 ft. 10 min cast time. 2d8+MOD healing each.
- Protection from Poison (Oathbound, Priest): Touch, 1 hr. Neutralize one poison, adv. on saves vs poison + resist poison damage.
- Ray of Enfeeblement (Arcanist, Priest, Spellblade): 60 ft (C, 1 min). ATK. 3d8 necrotic and half damage with weapon attacks. CON ends.
- Scorching Ray (Arcanist, Spellblade): 3 attacks, 120 ft. 2d6 fire per attack.
- See Invisibility (Oathbound, Priest, Ranger): Self (1 hr). See invisible and ethereal creatures.
- Shatter (Arcanist, Priest, Shaman, Spellblade): 10 ft radius, 60 ft. 3d8 (CON for half). Inorganic creatures have disadvantage.
- Silence (Priest, Ranger): 20 ft radius (C, 10 min), 120 ft. Area of silence, stops V components + immune to thunder.
- Spike Growth (Shaman, Ranger): 20 ft circle (C, 10 min), 150 ft. Area is difficult terrain and causes 2d4 piercing damage per 5 feet traveled (max 16d4/rnd).
- Spiritual Weapon (Priest): 60 ft, 1 min. Bonus action. Spectral weapon appears, makes spell attacks as bonus action. 1d10 + MOD bludgeoning, piercing, or slashing. Can move up to 20 ft as part of bonus action.
- Suggestion (Priest): 30 ft (C, 8 hr). Short, seemingly reasonable suggestion. WIS or must obey. Cannot be obviously harmful.
- Vampiric Touch (Arcanist, Shaman, Spellblade): Self (C, 1 min). Necrotic melee spell attack. 3d6 necrotic and heal for half. Can repeat action.
- Warding Bond (Oathbound, Priest): Touch + self (1 hr). While target in 60 ft, target gains bonus to AC and saves and has resistance to damage. You take same amount of damage it takes.
- Web (Arcanist, Ranger, Shaman): 20 ft cube (C, 1 hr), 60 ft. DEX or restrained, STR to break out. Flammable.

5-7 AETHER

- Beacon of Hope (Oathbound, Priest): 30 ft radius (C 1 min), self. Chosen targets have advantage on WIS saves and death saves and maximizes all healing received.
- Bestow Curse (Priest, Ranger, Shaman, Spellblade): Touch (C, 1 min). WIS save or cursed with one of a few options.
- Blight (Arcanist, Ranger, Spellblade): 30 ft. 10d8 necrotic (CON for half). Extra effect on plants; no effect on undead or constructs.
- Blink (Arcanist, Spellblade): Self (1 min). 50% chance of being ethereal between turns. Dismissable.
- Call Lightning (Ranger): 60x10 cylinder, 120 ft (C, 10 min). Requires enough space. Action to do 3d10 (Dex for half) lightning in 5 ft radius. Extra effect when stormy.
- Clairvoyance (Priest, Ranger): 1 mile (C, 10 min). 100 gp focus. Create invisible, immobile sensor at familiar or obvious unfamiliar location. Hearing or sight, can switch.
- Conjure Animals (Shaman, Ranger): 60 ft. (C, 1 hr). Create 1 OR 2 or 2 OR 1 from list. They obey verbal commands.
- Daylight (Oathbound, Priest): 60 ft, 1 hr. 60 bright (sunlight) + 60 ft dim light. Dispels magical darkness.
- Fear (Arcanist, Priest, Spellblade): 30 ft cone (C, 1 min), self. WIS or frightened, drop objects, must dash away (safely).
- Fireball (Arcanist, Spellblade): 20 ft sphere, 150 ft. 6d6 fire (DEX for half). Ignites unattended objects.
- Gaseous Form (Shaman): Touch (C, 1 hr). Willing target. Becomes slowly flying gas.
- Haste (Arcanist, Priest): 30 ft (C, 1 min). Willing creature moves faster, gains AC, advantage on DEX saves, and can Dash, Disengage, Hide, or Use an Object as an extra action.
- Hypnotic Pattern (Arcanist, Spellblade): 30 ft cube (C, 1 min), 120 ft. WIS or charmed and incapacitated, speed zero. WIS ends, as does damage or anyone's action.
- Ice Storm (Shaman): 20x40 cylinder, 300 ft. 2d8 bludgeoning and 4d6 cold, DEX for half. Area is difficult terrain 1 rnd.

- Lightning Bolt (Arcanist, Shaman): 100x5 line. 6d6 lightning, DEX for half. Ignites unattended objects.
- Major Image (Arcanist): 20 ft cube (C, 10 min), 120 ft. Multi-sensory illusion, can move as action. No negative effects.
- Meld into Stone (Arcanist): Touch, Self. 8 hrs. Become one with a chunk of stone touched.
- Plant Growth (Ranger, Shaman): 100 ft radius, 150 ft. Extra difficult terrain. Can exclude areas.
- Protection from Energy (Arcanist, Priest): Touch (C, 1 hr). Target resists one energy type.
- Remove Curse (Oathbound, Priest): Touch. End all curses on target creature or break attunement to cursed object.
- Revivify (Priest): Touch. 300 gp consumed component. Raise dead (1 min or less).
- Sleet Storm (Shaman): 40x20 cylinder (C, 1 min), 150 ft. Difficult terrain. 1/turn DEX or prone. Provokes concentration saves every turn for targets in area.
- Slow (Arcanist, Shaman, Spellblade): 6 creatures in 40-ft cube (C, 1 min), 120 ft. WIS or slowed. Speed halved, lower AC/DEX saves, 1 attack max. Casting penalties.
- Stinking Cloud (Arcanist, Shaman, Spellblade): 20-ft sphere (C, 1 min), 90 ft. CON or waste action. Heavy obscuration.
- Unbind (Arcanist, Priest, Shaman): 120 ft. Attempt to end one spell. If base cost 5 or lower, automatic success.
- Wall of Thorns (Ranger, Shaman): Special, 120 ft (C, 10 min). Shapeable wall. Extra dfficult terrain + damage to move through. Provides total cover.
- Wind Wall (Priest, Shaman): Special (C, 1 min), 120 ft. 3d8 bludgeoning for creatures in area (STR for half). Blocks small or smaller flying creatures and projectiles.

8-11 AETHER
- Arcane Eye (Arcanist, Spellblade): 30 ft (C, 1 hr). Invisible movable sensor. Sight only.
- Banishment (Oathbound, Priest, Spellblade): 60 ft (C, 1 min). CHA or banished. Natives are incapacitated and CHA ends. Non-natives are permanently banished unless spell ends early.
- Black Tentacles (Arcanist, Spellblade): 20 ft square (C, 1 min), 90 ft. DEX or 3d6 bludgeoning damage and restrained. Action to STR or DEX to escape. Restrained targets take 3d6/rnd.
- Confusion (Arcanist, Priest, Spellblade): 10-ft sphere (C, 1 min), 90 ft. WIS or 80% chance of losing control of actions. WIS ends.
- Conjure Mephits (Arcanist, Shaman): 90 ft (C, 1 hr). 1 min cast time. Summon mephits that obey you.

- Conjure Woodland Beings (Ranger, Shaman): 60 ft (C, 1 hr). Summon fey creatures that obey you.
- Control Water (Priest, Shaman): 100-ft cube (C, 10 min), 300 ft. Create flood, part water, redirect flow, or cause whirlpool.
- Death Ward (Oathbound, Priest): Touch, 8 hrs. Prevent first death or KO.
- Dimension Door (Arcanist, Spellblade): Self + one other similar-size target. Teleport up to 500 ft.
- Dominate Beast (Ranger, Shaman, Spellblade): 60 ft (C, 1 min). Charm + control one beast (WIS negates). WIS ends (save only when taking damage).
- Faithful Hound (Arcanist): 30 ft, 8 hr. Immobile phantom watchdog. Attacks hostiles within 5 ft 1/rnd (4d8 piercing). Ignores illusions. Vanishes if you move too far.
- Fire Shield (Priest, Shaman): Self, 10 min. Resist cold or fire, deal 2d8 fire or cold when struck by melee attack.
- Freedom of Movement (Oathbound, Priest): Touch, 1 hr. Target ignores difficult terrain and is immune to paralysis/restraint and can escape better.
- Giant Insect (Ranger, Shaman): 30 ft (C, 10 min). Transform insects into giant ones that obey you.
- Greater Invisibility (Arcanist, Ranger): Touch (C, 1 min). As invisibility, but doesn't break on attacks/spells.
- Hallucinatory Terrain (Arcanist): 150 ft cube, 300 ft. 24 hr. Illusory terrain. Changes natural terrain only.
- Mass Cure Wounds (Oathbound, Priest): 6 creatures in 30-ft radius, 60 ft. Heals 3d8 + MOD.
- Phantasmal Killer (Arcanist, Spellblade): 120 ft (C, 1 min). WIS save or frightened and 4d10 psychic end of each turn (WIS ends).
- Polymorph (Shaman): 60 ft (C, 1 hr). CHA save or transformed into beast. Can willingly fail save.
- Resilient Sphere (Priest): 30 ft (C, 1 min). Willing or DEX save, otherwise enclosed in almost invulnerable sphere. Large or smaller.
- Spirit Guardians (Priest): 15 ft radius (C, 10 min), self. Hostile creatures have difficult terrain and take 3d8 radiant or necrotic (WIS for half) per round.
- Stone Shape (Shaman): Touch, Reshape Medium or smaller stone object or section of stone.
- Stoneskin (Priest, Shaman): Touch, 1 hr. 100 gp consumed component. Resist bludgeoning, piercing, and slashing, but speed reduced and disadvantage on DEX checks.

- Wall of Fire (Arcanist, Priest, Shaman): Special (C, 1 min), 120 ft. Flat opaque wall, one side is hot (10 ft, 5d8 fire at end of turn).

12+ AETHER

- Antilife Shell (Spellblade): 10-ft sphere (C, 1 hr), self. Only undead and constructs can pass through, but does not stop attacks or effects from outside.
- Blade Barrier (Priest): Special (C, 10 min), 90 ft. Wall provides 3/4 cover and difficult terrain. Passing through causes 6d10 slashing (DEX for half).
- Chain Lightning (Ranger): 4 targets within 30 ft, 150 ft. 10d8 (DEX for half) lightning damage.
- Cloudkill (Arcanist): 20 ft radius (C, 10 min), 120 ft. Heavy obscured. 5d8 poison (CON for half). Automatically moves 10 ft/rnd.
- Cone of Cold (Arcanist, Shaman, Spellblade): 60 ft cone, Self. 8d8 cold (CON for half). Stuns 1 rnd on fail.
- Conjure Elemental (Arcanist, Shaman): 90 ft (C, 1 hr). 1 min cast time. Summons friendly elemental.
- Contagion (Priest, Ranger, Shaman, Spellblade): Touch, 7 days. Inflicts disease on failed CON saves.
- Dispel Otherworldly Influence (Oathbound, Priest, Shaman): Self (C, 1 min). As protection from otherworldly influence, but can expend protection to break charm, fear, or possession or banish an affected creature.
- Divine Wrath (Oathbound, Priest): 15 ft radius (C, 1 min), Self. 5d8 radiant (CHA for half)/rnd. Can exclude +PROF targets.
- Flame Strike (Priest): 10x40 cylinder, 60 ft. 4d6 fire + 4d6 radiant (DEX for half). Undead and fiends at disadvantage.
- Hold Monster (Arcanist, Priest, Ranger, Spellblade): Like hold person, but any target.
- Insect Plague (Shaman): 20 ft sphere (C 10 min), 300 ft. Light obscurement. 4d10 piercing (CON for half) 1/rnd.
- Mislead (Priest, Spellblade): Self (C, 1 hr). Invisible + illusion duplicate. Can see/hear as if you are in that position.
- Move Earth (Shaman): Special (C, 2 hrs), 120 ft. Reshape dirt, sand, or clay.
- Passwall (Shaman): 30 ft, 1 hr. Create 5x8x20 passage way through walls, disappears when duration ends.
- Reincarnate (Shaman): Touch. 1000 gp consumed component. 10 day resurrection, random lineage.
- Sunbeam Priest: 60x5 line (C, 1 min), self. 1/rnd create line dealing 5d8 radiant (CON for half) + blinded. Also lots of sunlight.
- Telekinesis (Arcanist, Spellblade): Special (C, 10 min), 60 ft. Move creatures and objects. Can switch targets.
- True Seeing (Oathbound, Priest): Touch, 1 hr. 25 gp consumed component. Target has truesight, sees magic secret doors and ethereal objects/creatures out to 120 ft.
- Wall of Ice (Shaman): Special (C, 10 min), 120 ft. Create opaque wall of ice. 10d6 cold (DEX for half) when appears, panels cause 5d6 cold (CON for half) damage when targets walk through broken area.
- Wall of Force (Arcanist): Special (C, 10 min), 120 ft. Create transparent wall of force. Breakable
- Wall of Stone (Priest, Shaman): Special (C, 10 min), 120 ft. Thick stone wall/surface. Must be anchored to solid stone.

LEGENDARY

- Abjure Aether Manipulation (Generic, Greater)
- Animal Shapes (Primal, Greater)
- Anyspell (Generic, Greater)
- Arcane Hand (Arcane, Lesser)
- Arcane Sword (Arcane, Lesser)
- Circle of Death (Arcane or Divine, Greater)
- Call Divine Servant (Divine, Lesser)
- Call Fey Ally (Primal, Lesser)
- Contingency (Arcane, Greater)
- Control Weather (Primal, Greater)
- Disintegrate (Arcane, Lesser)
- Divine Word (Divine, Lesser)
- Domination (Generic, Greater)
- Etherealness (Arcane, Lesser)
- Flesh to Stone (Primal, Lesser)
- Glibness (Generic, Greater)
- Globe of Invulnerability (Arcane, Lesser)
- Harm (Arcane or Divine, Lesser)
- Heal (Divine, Lesser)
- Heroes' Feast (Divine, Lesser)
- Holy Aura (Divine, Greater)
- Irresistible Dance (Arcane, Lesser)
- Mass Heal (Divine, Greater)
- Maze (Arcane, Greater)
- Meteor Swarm (Arcane or Primal, Greater)
- Mind Blank (Arcane or Divine, Greater)
- Mirage Arcane (Arcane, Lesser)
- Modify Memory (Arcane, Greater)
- Power Word Kill (Arcane or Divine, Greater)
- Power Word Stun (Divine, Greater)
- Regenerate (Primal, Lesser)
- Reverse Gravity (Arcane or Primal, Lesser)
- Rip Soul (Arcane, Lesser)
- Shapechange (Primal, Greater)
- Sunburst (Divine, Greater)
- Symbol (Generic, Lesser)
- Time Stop (Generic, Greater)
- Weird (Arcane, Greater)
- Wind Walk (Primal, Lesser)
- Word of Recall (Divine, Lesser)

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/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, 1T, Acid, Attack

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, 1T, Acid, CON

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, 3T, Defense

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, Self, Shapechanging

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, CB2/aura, Defensive

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, scouting

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.

Spells (B)

Bane
2 AET, 3T, Debuff

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, 1T, CHA, action loss

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 incapacitated. 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, S, Defense

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, CB, buff

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, ST, WIS, Debuff

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, zone, DEX, movement + damage

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).

BLADE BARRIER
15 AET

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You create a vertical wall of whirling, razor-sharp blades made of magical energy. The wall appears within range and lasts for the duration. You can make a straight wall up to 100 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 60 feet in diameter, 20 feet high, and 5 feet thick. The wall provides three-quarters cover to creatures behind it, and its space is difficult terrain.

When a creature enters the wall's area for the first time on a turn or starts its turn there, the creature must make a Dexterity saving throw. On a failed save, the creature takes 6d10 slashing damage. On a successful save, the creature takes half as much damage.

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.

CHAIN LIGHTNING
13 AET

Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a bit of fur; a piece of amber, glass, or a crystal rod; and three silver pins)
Duration: Instantaneous

You create a bolt of lightning that arcs toward a target of your choice that you can see within range. Three bolts then leap from that target to as many as three other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts.

A target must make a Dexterity saving throw. The target takes 10d8 lightning damage on a failed save, or half as much damage on a successful one.

Overcast. When you cast this spell using more than 13 AET, one additional bolt leaps from the first target to another target for every 3 additional AET spent.

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. Targets that fail their save are stunned until the end of the caster's next turn.

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 bludgeoning 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 OTHERWORLDLY INFLUENCE
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.

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.

DIVINE WRATH
12 AET

Casting Time: 1 action
Range: Self (15 ft radius)
Components: V, S
Duration: Concentration, up to 1 minute

You call upon holy power and radiate destruction. When you cast this spell and at the start of each of your turns for the duration, a wave of radiant energy pulses out in a 15 foot sphere. All creatures in the area must make a Charisma saving throw, taking 5d8 radiant damage on a failed save or half as much on a success. Fiends, undead, and creatures summoned by magic make this saving throw at disadvantage. When you cast the spell, you can choose a number of targets up to your proficiency bonus. Designated targets are immune to the effect.

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. Undead and fiends have disadvantage on the saving throw.

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.

FLASH FREEZE
2 AET

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

The air around a creature you can see within range takes on the aspect of ice. The target must make a Constitution saving throw. On a failed save, the target takes 4d6 cold damage and their movement is reduced to 0 until the end of their next turn. On a success, they take half damage and are not slowed.

Overcast. When you cast this spell using more than 2 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
2 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 Deflect 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.

Move Earth
12 AET

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (an iron blade and a small bag containing a mixture of soils—clay, loam, and sand)
Duration: Concentration, up to 2 hours

Choose an area of terrain no larger than 40 feet on a side within range. You can reshape dirt, sand, or clay in the area in any manner you choose for the duration. You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. So, if you affect a 40-foot square, you can create a pillar up to 20 feet high, raise or lower the square's elevation by up to 20 feet, dig a trench up to 20 feet deep, and so on. It takes 10 minutes for these changes to complete.

At the end of every 10 minutes you spend concentrating on the effect, you can choose a new area of terrain to affect.

Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement.

This effect can't manipulate natural stone or stone construction. Rocks and structures shift to accommodate the new terrain. If the way you shape the terrain would make a structure unstable, it might collapse.

Similarly, this effect doesn't directly affect plant growth. The moved earth carries any plants along with it.

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) treats a d20 result of less than 10 as a 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. This does not stack with difficult terrain.

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 90 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 Otherworldly Influence
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
66-75	Orc
76-85	Gwerin
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. You ignore the invisible condition.

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. This barrier has 10 hit points. Whenever you would take damage and the barrier is active, the barrier takes the damage instead, reducing its hit points. If the barrier absorbs all the damage, you do not need to make Concentration saves if you are concentrating on a spell or ability. You take any damage in excess of the barrier's hit points, which provokes Concentration saves as normal. When the barrier is reduced to zero hit points, the spell ends. Because this barrier takes damage instead of you, it does not benefit from any resistances or immunities you may have. Any overflow damage is, however, affected.

In addition, you are immune to the Magic Missile spell as long as the barrier is active.

Overcast. When you cast this spell using more than 2 AET, the barrier's hit points increase by 5 for every additional AET spent.

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 8d8 (8 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)

UNBIND
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.

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. 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)

Legendary Effects

Legendary effects are magical abilities of great power. In some respects they are similar to spells, but one cannot learn and cast them normally using your personal aether. Instead, you must gain access via a class feature. Some creatures and magic items have the ability to create specific legendary effects. In general, each legendary effect can only be cast (brought into effect) once per day. The class feature will also define what saving throw DC is used if the effect calls for a saving throw.

The class feature that grants access will tell you what level you gain access as well as which effects you can choose from when learning a legendary effect. For spellcasters, this is most commonly your spell save DC.

Each legendary effect listed below has one or more tags associated with it, listed after the name in the entry. Most of these tags, by themselves, have no effect. Other features may interact with them, however. An effect with the tag **Concentration** requires concentration as if concentrating on a spell. Every effect will either be tagged as **Lesser** or **Greater**. Generally, Lesser Legendary effects are suitable for learning by characters of levels 11-15 and Greater Legendary Effects are suitable for learning by characters of levels 16+. Some Greater effects are scaled up versions of Lesser ones; there are others that contain entirely new effects.

For abilities and effects that key off of a spell or ability's cost, Legendary Effects count as spells costing aether equal to 8 + your character level. Some legendary effects scale with your level as well–that is called out in the effect description.

> **Commentary: On Other Legendary Effects**
>
> This list is not the entire list of possible legendary effects. Creatures may have abilities that do not exist on this list; individual characters and campaigns may discover additional ones as well.
>
> The intent of this list is to create "high level" magical effects that can be added to classes without making them spells. As such, these effects are balanced against each other and against the abilities present on PC classes of levels 11+. Using one of these effects should be a major thing, a serious spotlight moment, but shouldn't independently upend the spotlight balance of the game.

Legendary Effects A-Z

Abjure Aether Manipulation

Tags. Generic, Greater, Concentration
Cast Time. 1 action

A 10-foot-radius invisible sphere of antimagic surrounds you. Within the sphere, spells can't be cast, summoned creatures disappear, and even magic items become mundane. The sphere moves with you, centered on you until you lose concentration or 1 minute passes.

Spells and other magical effects (including anything that requires the expenditure of aether), except those created by an artifact or a deity, are suppressed in the sphere and can't protrude into it. Aether expended to cast a suppressed spell is consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

Targeted Effects. Spells and other magical effects, such as *magic missile* and *charm person*, that target a creature or an object in the sphere have no effect on that target.

Areas of Magic. The area of another spell or magical effect, such as *fireball*, can't extend into the sphere. If the sphere overlaps an area of magic, the part of the area that is covered by the sphere is suppressed. For example, the flames created by a *wall of fire* are suppressed within the sphere, creating a gap in the wall if the overlap is large enough.

Spells. Any active spell or other magical effect on a creature or an object in the sphere is suppressed while the creature or object is in it.

Magic Items. The properties and powers of non-artifact magic items are suppressed in the sphere. For example, a *+1 longsword* in the sphere functions as a nonmagical longsword.

A magic weapon's properties and powers are suppressed if it is used against a target in the sphere or wielded by an attacker in the sphere. If a magic weapon or a piece of magic ammunition fully leaves the sphere (for example, if you fire a magic arrow or throw a magic spear at a target outside the sphere), the magic of the item ceases to be suppressed as soon as it exits.

Magical Travel. Teleportation and planar travel fail to work in the sphere, whether the sphere is the destination or the departure point for such magical travel. A portal to another location, world, or plane of existence, as well as an opening to an extradimensional space, temporarily closes while in the sphere.

Creatures and Objects. A creature or object summoned or created by non-instantaneous magic temporarily winks out of existence in the

sphere. Such a creature instantly reappears once the space the creature occupied is no longer within the sphere. Creatures controlled but not animated or summoned by magic have the control suppressed while in the sphere.

Dispel Magic. Spells and magical effects such as *unbind* have no effect on the sphere. Likewise, the spheres created by different *antimagic field* spells don't nullify each other.

ANIMAL SHAPES

Tags. Primal, Greater, Concentration
Casting Time. 1 action

Your magic turns others into beasts. Choose any number of willing creatures that you can see within 60 feet. You transform each target into the form of a Large or smaller beast with a offensive rating of 4 or lower. On subsequent turns, you can use your action to transform affected creatures into new forms.

The transformation lasts for up to 24 hours for each target, or until the target drops to 0 hit points or dies. You must concentrate on this effect as if on a spell. You can choose a different form for each target. A target's game statistics are replaced by the statistics of the chosen beast, though the target retains its alignment and Intelligence, Wisdom, and Charisma scores. The target assumes the hit points of its new form, and when it reverts to its normal form, it 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 or cast spells.

The target's gear melds into the new form. The target can't activate, wield, or otherwise benefit from any of its equipment.

ANYSPELL

Tags. Generic, Greater
Cast Time. 1 action

This effect duplicates any spell or incantation. You don't need to meet any requirements in that spell, including costly components. The spell or incantation simply takes effect. Spells created by this effect count as legendary effects for the purpose of bypassing spells or effects that care.

ARCANE HAND

Tags. Arcane, Lesser, Concentration
Cast Time. 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, choose one of the following forms. Then and as a bonus action on your subsequent turns, you can move the hand up to 60 feet and then cause the listed effect 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 bludgeoning 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.

ARCANE SWORD

Tags. Arcane, Lesser

As an action, you create a sword-shaped plane of force that hovers in your space. It lasts for the one minute.

When the sword appears, you make a melee spell attack against a target of your choice within 60 ft. On a hit, the target takes 4d10

slashing damage as the sword streaks out at the target. If the target struck is a creature not native to your current plane, it must make a Charisma saving throw. On a failed save, it is banished back to its home plane. If you hit a construct of magical force such as that produced by *wall of force*, the target is instantly destroyed. Until the spell ends, you can use a bonus action on each of your turns to repeat this attack against the same target or a different one as long as they are within 60 ft of you. Alternatively, you can command it to defend you, in which case it will try to parry incoming attacks, granting you +3 AC until you command it to attack.

CIRCLE OF DEATH

Tags. Arcane or Divine, Greater, Concentration
Cast Time. 1 action

A portal to the Abyss appears and necrotic energy washes out in a 20-foot-radius, 60' tall cylinder centered at a point within 150 feet. Each creature in that area when it opens must make a Constitution saving throw. A target takes 8d6 + your level necrotic damage on a failed save, or half as much damage on a successful one. Creatures entering the zone for the first time on a turn or starting their turn in the zone must make the same Constitution saving throw, taking the same damage on a failure. The zone lasts until you lose concentration or 1 minute has passed.

CALL DIVINE SERVANT

Tags. Divine, Lesser
Cast Time. 1 minute
Other Requirements. A favorable relationship with an ascended power.

By praying ritually and vocally for one minute, you summon a servant of your patron Ascendant. Choose a celestial of challenge rating 4 or lower or a fiend of challenge rating 4 or lower, which appears in an unoccupied space that you can see within 90 ft. The being disappears when it drops to 0 hit points or after one hour. You must concentrate on this as if on a spell.

The being is friendly to you and your companions for the duration. Roll initiative for the being, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its nature. If you don't issue any commands to the being, it defends itself from hostile creatures but otherwise takes no actions.

The GM has the being's statistics.

CALL FEY ALLY

Tags. Primal, Lesser

Cast Time. 1 minute By vocally pleading with the spirits of nature, you summon a fey creature of challenge rating 6 or lower, or a fey spirit that takes the form of a beast of challenge rating 6 or lower. It appears in an unoccupied space that you can see within 90 ft. The fey creature disappears when it drops to 0 hit points or after one hour. You must concentrate on this as if on a spell.

The fey creature is friendly to you and your companions for the duration. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its nature. If you don't issue any commands to the fey creature, it defends itself from hostile creatures but otherwise takes no actions.

The GM has the fey creature's statistics.

CONTINGENCY

Tags. Arcane, Greater

Cast Time. 10 minutes

Other Requirements. A jeweled statuette of yourself costing 1500 gp.

Choose a spell costing 15 or less AET that you can cast, that has a casting time of 1 action, and that can target you. You cast that spell—called the contingent spell—as part of creating the *contingency* effect and must expend the aether to cast it, but the contingent spell doesn't come into effect. Instead, it takes effect when a certain circumstance occurs. You describe that circumstance when you create the effect. For example, a *contingency* cast with *water breathing* might stipulate that *water breathing* comes into effect when you are engulfed in water or a similar liquid.

The contingent spell takes effect immediately after the circumstance is met for the first time, whether or not you want it to, and then *contingency* ends.

The contingent spell takes effect only on you, even if it can normally target others. You can use only one *contingency* spell at a time. If you cast this spell again, the effect of another *contingency* spell on you ends. Also, *contingency* ends on you if its material component is ever not on your person.

CONTROL WEATHER

Tags. Primal, Greater

Cast Time. 10 minutes

You take control of the weather within 5 miles of you for the 8 hours or until you lose concentration (as if on a spell). You must be outdoors to cast this spell. Moving to a place

where you don't have a clear path to the sky ends the spell early.

When you cast the spell, you change the current weather conditions, which are determined by the GM based on the climate and season. You can change precipitation, temperature, and wind. It takes 1d4 × 10 minutes for the new conditions to take effect. Once they do so, you can change the conditions again. When the spell ends, the weather gradually returns to normal.

When you change the weather conditions, find a current condition on the following tables and change it to a new one. When changing the wind, you can change its direction.

PRECIPITATION

Stage	Condition
1	Clear
2	Light clouds
3	Overcast or ground fog
4	Rain, hail, or snow
5	Torrential rain, driving hail, or blizzard

TEMPERATURE

Stage	Condition
1	Unbearable heat
2	Hot
3	Warm
4	Cool
5	Cold
6	Arctic cold

WIND

Stage	Condition
1	Calm
2	Moderate wind
3	Strong wind
4	Gale
5	Storm

DISINTEGRATE

Tags. Arcane, Lesser
Casting Time. A thin green ray springs from your pointing finger to a target that you can see within range. The target can be a creature, an object not being worn or carried by a creature, or a creation of magical force, such as the wall created by *wall of force*.

A creature targeted by this effect must make a Dexterity saving throw. On a failed save, the target takes 10d6 + 4x your level necrotic damage. If this damage reduces the target to 0 hit points, it is disintegrated.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature

can be restored to life only by means of a *true resurrection* effect.

This effect automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this spell disintegrates a 10-foot-cube portion of it. Unattended Large or smaller magic items struck by this effect are disintegrated unless they are legendary or artifacts. Magic items worn or carried by a creature cannot be individually targeted.

DIVINE WORD

Tags. Divine, Lesser
Casting Time. 1 action
You utter a divine word, imbued with the power that shaped the world at the dawn of creation. Choose any number of creatures you can see within 30 feet. Each creature that can hear you must make a Charisma saving throw. On a failed save, a creature suffers an effect based on its current hit points:

* 50 hit points or fewer: deafened for 1 minute
* 40 hit points or fewer: deafened and blinded for 10 minutes * 30 hit points or fewer: blinded, deafened, and stunned for 1 hour * 20 hit points or fewer: killed instantly

Regardless of its current hit points, a celestial, an elemental, or a fiend that fails its save is forced back to its plane of origin (if it isn't there already) and can't return to your current plane for 24 hours by any means other.

DOMINATION

Tags. Generic, Greater
Cast Time. 1 action
You attempt to beguile a creature that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for one hour or until you lose concentration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the creature 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.

ETHEREALNESS

Tags. Arcane, Lesser
Cast Time. 1 action
You step into the Border Shadow, in the area where it overlaps with your current plane. You remain in the Border Shadow for the 8 hours or until you use your action to dismiss the effect. During this time, you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can see and hear the plane you originated from, but everything there looks gray, and you can't see anything more than 60 feet away.

While on the Border Shadow, you can only affect and be affected by other creatures on that plane. Creatures that aren't on the Border Shadow can't perceive you and can't interact with you, unless a special ability or magic has given them the ability to do so.

You ignore all objects and effects that aren't on the Border Shadow, allowing you to move through objects you perceive on the plane you originated from.

When the effect ends, you immediately return to the plane you originated from in the spot you currently occupy. If you occupy the same spot as a solid object or creature when this happens, you are immediately shunted to the nearest unoccupied space that you can occupy and take bludgeoning damage equal to twice the number of feet you are moved.

This effect cannot be cast while you are on the Border Shadow.

FLESH TO STONE

Tags. Primal, Lesser, Concentration
Cast Time. 1 action
You attempt to turn one creature that you can see within 60 feet into stone. If the target's body is made of flesh, the creature must make a Constitution saving throw. On a failed save, it is restrained as its flesh begins to harden. On a successful save, the creature isn't affected.

A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is turned to stone and subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

If you maintain your concentration on this spell for one minute, the creature is turned to stone until the effect is removed.

GLIBNESS

Tags. Generic, Greater
Cast Time. 1 action
When you make a Charisma check for the next hour, you can replace the number you roll with a 15. Additionally, no matter what you say, magic that would determine if you are telling the truth indicates that you are being truthful and magic that would compel you to tell the truth is ignored without notifying the caster of that interference.

GLOBE OF INVULNERABILITY

Tags. Arcane, Lesser, Concentration
Cast Time. 1 action
An immobile, faintly shimmering barrier springs into existence in a 10-foot radius around you and remains for one minute or until you lose concentration.

Any non-legendary spell cast from outside the barrier can't affect creatures or objects within it. 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.

HARM

Tags. Arcane or Divine, Lesser
Cast Time. 1 action
You unleash a virulent curse on a creature that you can see within range. The target must make a Constitution saving throw. On a failed save, it is cursed and takes 14d6 + 2x your level necrotic damage, or half as much damage on a successful save. Cursed creatures cannot regain hit points by any means until they complete two consecutive long rests, after which time the curse fades.

HEAL

Tags. Divine, Lesser
Cast Time. 1 action
Choose a creature that you can see within range. A surge of positive energy washes through the creature, causing it to regain 70 hit points or half their total hit points, whichever is greater. This spell also ends blindness, deafness, and any diseases affecting the target, as well as the curse caused by *harm*. This spell has no effect on constructs or undead.

HEROES' FEAST

Tags. Divine, Lesser
Cast Time. 10 minutes
Other Requirements. a gem-encrusted bowl worth at least 1,000 gp, which the effect consumes

You bring forth a great feast, including magnificent food and drink. The feast takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don't set in until this hour is over. Up to twelve other creatures can partake of the feast.

A creature that partakes of the feast gains several benefits. The creature is cured of all diseases and poison, becomes immune to poison and being frightened, and makes all Wisdom saving throws with advantage. Its hit point maximum also increases by 2d10, and it gains the same number of hit points. These benefits last for 24 hours.

HOLY AURA

Tags. Divine, Greater, concentration
Cast Time. 1 action

Divine light washes out from you and coalesces in a soft radiance in a 30-foot radius around you for one minute. Creatures of your choice in that radius when you cast this effect shed dim light in a 5-foot radius and have advantage on all saving throws, and other creatures have disadvantage on attack rolls against them until the spell ends. In addition, when a fiend or an undead hits an affected creature with a melee attack, the aura flashes with brilliant light. The attacker must succeed on a Constitution saving throw or be blinded until the spell ends.

IRRESISTIBLE DANCE

Tags. Arcane, Lesser, Concentration
Cast Time. 1 action

Choose one creature that you can see within 30 feet. The target begins a comic dance in place: shuffling, tapping its feet, and capering for one minute. Creatures that can't be charmed are immune to this spell.

A dancing creature must use all its movement to dance without leaving its space and has disadvantage on Dexterity saving throws and attack rolls. While the target is affected by this effect, other creatures have advantage on attack rolls against it. As an action, a dancing creature makes a Wisdom saving throw to regain control of itself. On a successful save, the effect ends.

MASS HEAL

Tags. Divine, Greater

Cast Time. 1 action

A flood of healing energy flows from you into injured creatures around you. You restore up to 700 hit points, divided as you choose among any number of creatures that you can see within 60 feet. Creatures healed by this spell are also cured of all poisons, diseases, any effect making them blinded or deafened, as well as any curse. This spell has no effect on undead or constructs.

MAZE

Tags. Arcane, Greater, Concentration
Cast Time. 1 action

You banish a creature that you can see within range into a labyrinthine demiplane. The target remains there for one minute or until it escapes the maze.

The target can use its action to attempt to escape. When it does so, it makes an Intelligence check against the effect's DC. If it succeeds, it escapes, and the spell ends.

When the spell ends, the target reappears in the space it left or, if that space is occupied, in the nearest unoccupied space.

METEOR SWARM

Tags. Arcane or Primal, Greater
Cast Time. 1 action

Blazing orbs of fire plummet to the ground at four different points you can see within 1 mile. Each creature in a 40-foot-radius sphere centered on each point you choose must make a Dexterity saving throw. The sphere spreads around corners. A creature takes 20d6 fire damage and 20d6 plus 2x your level bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one fiery burst is affected only once. This effect ignores resistance to fire or bludgeoning damage and any effect that would reduce the damage to half on a failed save or ignore it on a success (such as a rogue's Evasion).

The spell destroys Large or smaller objects and ignites flammable objects in the area that aren't being worn or carried.

MIND BLANK

Tags. Arcane or Divine, Greater
Cast Time. 1 action

One willing creature you touch is immune to psychic damage, any effect that would sense its emotions or read or influence its thoughts or actions, divination spells, and the charmed condition for 24 hours. The spell even foils legendary effects used to affect the target's mind or to gain information about the target.

MIRAGE ARCANE

Tags. Arcane, Lesser, Concentration
Cast Time. 1 minute

You make terrain in an area up to 1 mile square look, sound, smell, and even feel like some other sort of terrain. The terrain's general shape remains the same, however. Open fields or a road could 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.

Similarly, you can alter the appearance of structures, or add them where none are present. The spell doesn't disguise, conceal, or add creatures.

The illusion includes audible, visual, tactile, and olfactory elements, so it can turn clear ground into difficult terrain (or vice versa) or otherwise impede movement through the area. Any piece of the illusory terrain (such as a rock or stick) that is removed from the spell's area disappears immediately.

Creatures with truesight can see through the illusion to the terrain's true form; however, all other elements of the illusion remain, so while the creature is aware of the illusion's presence, the creature can still physically interact with the illusion.

MODIFY MEMORY

Tags. Arcane, Greater
Cast Time. 1 action

You attempt to reshape another creature's memories. One creature that you can see must make a 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 one minute. 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 effect ends, and none of the target's memories are modified.

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.

If you are at least level 15 when you cast this effect, you can modify memories of an even that took place up to 8 days ago. At level 17 you can modify memories up to one month ago. At level 20, you can modify memories up to 1 year ago.

POWER WORD KILL

Tags. Arcane or Divine, Greater
Cast Time. 1 action

You utter a word of power that can compel one weaker creature you can see within 60 feet to die instantly and weakens those too strong to die outright. If the creature you choose has 100 hit points or fewer, it dies. Otherwise, the creature takes damage equal to 3x your level. This damage cannot be reduced or eliminated in any way.

POWER WORD STUN

Tags. Divine, Greater
Casting Time. 1 action

You speak a word of power that can overwhelm the mind of one creature you can see within range, leaving it dumbfounded. If the target has 150 hit points or fewer, it is stunned. Otherwise, the target is staggered.

The stunned or staggered target must make a Constitution saving throw at the end of each of its turns. On a successful save, this stunning or staggering effect ends.

REGENERATE

Tags. Primal, Lesser
Cast Time. 1 minute

You touch a creature and stimulate its natural healing ability. The target regains 4d8 + 2x your level hit points. In addition, the target can spend hit dice as an action. If the result is less than half the maximum value of the hit dice, the die is not expended.

The target's severed body members (fingers, legs, tails, and so on), if any, as well as any lingering or internal injuries, are restored after 2 minutes. If you have the severed part and hold it to the stump, the spell instantaneously causes the limb to knit to the stump.

Reverse Gravity

Tags. Arcane or Primal, Lesser, Concentration
Cast Time. 1 action

This effect reverses gravity in a 50-foot-radius, 100-foot high cylinder centered on a point within 100 feet. All creatures and objects that aren't somehow anchored to the ground in the area fall upward and reach the top of the area when you cast this effect. A creature can make a Dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the fall.

If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration.

At the end of the duration, affected objects and creatures fall back down.

Rip Soul

Tags. Arcane, Lesser
Cast Time. 1 action

You send negative energy coursing through a creature that you can see within range, causing it searing pain. The target must make a Constitution saving throw. It takes 7d8 + 4x your level necrotic damage on a failed save, or half as much damage on a successful one.

Living creatures who fail the saving throw against this effect gain 5 levels of Exhaustion.

Shapechange

Tags. Primal, Greater, Concentration
Cast Time. 1 action

You assume the form of a different creature for up to one hour or until you lose concentration. The new form can be of any creature with a challenge rating equal to your level or lower. The creature can't be a construct, an undead, or a unique creature and you must have seen the sort of creature at least once. You transform into an average example of that creature, one without any class levels or the Spellcasting trait. If you choose a humanoid lineage, you transform into an average member of that lineage and gain no special abilities except those common to all members of that lineage.

Your game statistics are replaced by the statistics of the chosen creature, though you retain your Intelligence, Wisdom, and Charisma scores and personality. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus listed in its statistics is higher than yours, use the creature's bonus in place of yours. You can't use any legendary actions or lair actions of the new form. You can only speak if the creature can normally speak one or more languages, although you retain your normal languages.

You assume the hit points and Hit Dice of the new form. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

When you transform, you choose whether your equipment falls to the ground, merges into the new form, or is worn by it. Worn equipment functions as normal. The GM determines whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change shape or size to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge into your new form. Equipment that merges has no effect in that state. Other magical effects on you are suppressed while you function normally if they can affect your new form.

During this effect's duration, you can use your action to assume a different form following the same restrictions and rules for the original form, with two exceptions: first, if your new form has more hit points than your current one, your hit points remain at their current value. Second, any effect granted by your previous form ends once you transform.

Sunburst

Tags. Divine, Greater
Cast Time. 1 action

Brilliant sunlight flashes in a 60-foot radius centered on a point you choose within 150 feet. Each creature in that light must make a Constitution saving throw. On a failed save, a creature takes 12d6 radiant damage and is blinded for 1 minute. 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.

A creature blinded by this spell makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer

blinded.

This spell dispels any darkness in its area that was created by a spell.

Symbol

Tags. Generic, Lesser
Cast Time. 1 minute
Other requirements. You must expend powdered diamond and opal with a total value of at least 1,000 gp

When you cast this effect, you inscribe a harmful glyph either on a surface (such as a section of floor, a wall, or a table) or within an object that can be closed to conceal the glyph (such as a book, a scroll, or a treasure chest). 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 effect (including into or out of interdimensional spaces or between planes), the glyph is broken, and the effect ends without being triggered.

The glyph is nearly invisible, requiring an Intelligence (Investigation) check against your legendary effect DC to find it.

You decide what triggers the glyph when you cast the effect. For glyphs inscribed on a surface, the most typical triggers include touching or stepping on the glyph, removing another object covering it, approaching within a certain distance of it, or manipulating the object that holds it. For glyphs inscribed within an object, the most common triggers are opening the object, approaching within a certain distance of it, or seeing or reading the glyph.

You can further refine the trigger so the effect is activated only under certain circumstances or according to a creature's physical characteristics (such as height or weight), or physical kind (for example, the ward could be set to affect hags or shapechangers). You can also specify creatures that don't trigger the glyph, such as those who say a certain password.

When you inscribe the glyph, choose one of the options below for its effect. Once triggered, the glyph glows, filling a 60-foot-radius sphere with dim light for 10 minutes, after which time the effect ends. Each creature in the sphere when the glyph activates is targeted by its effect, as is a creature that enters the sphere for the first time on a turn or ends its turn there.

Death. Each target must make a Constitution saving throw, taking 10d10 necrotic damage on a failed save, or half as much damage on a successful save.

Discord. Each target must make a Constitution saving throw. On a failed save, a target bickers and argues with other creatures for 1 minute. During this time, it is incapable of meaningful communication and has disadvantage on attack rolls and ability checks.

Fear. Each target must make a Wisdom saving throw and becomes frightened for 1 minute on a failed save. While frightened, the target drops whatever it is holding and must move at least 30 feet away from the glyph on each of its turns, if able.

Hopelessness. Each target must make a Charisma saving throw. On a failed save, the target is overwhelmed with despair for 1 minute. During this time, it can't attack or target any creature with harmful abilities, spells, or other magical effects.

Insanity. Each target must make an Intelligence saving throw. On a failed save, the target is driven insane for 1 minute. An insane creature can't take actions, can't understand what other creatures say, can't read, and speaks only in gibberish. The GM controls its movement, which is erratic.

Pain. Each target must make a Constitution saving throw and becomes incapacitated with excruciating pain for 1 minute on a failed save.

Sleep. Each target must make a Wisdom saving throw and falls unconscious for 10 minutes on a failed save. A creature awakens if it takes damage or if someone uses an action to shake or slap it awake.

Stunning. Each target must make a Wisdom saving throw and becomes stunned for 1 minute on a failed save.

Time Stop

Tags. Generic, Greater
Cast Time. 1 action

You briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 1d4 + 1 turns in a row, during which you can use actions and move as normal.

This effect ends if one of the actions you use during this period, or any effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the effect ends if you move to a place more than 1,000 feet from the location where you cast it.

Weird

Tags. Arcane, Greater, Concentration
Cast Time. 1 action

Drawing on the deepest fears of a group of creatures, you create illusory creatures in their minds, visible only to them. Each creature in a 30-foot-radius sphere centered on a point of your choice within 150 feet must make a

Wisdom saving throw. On a failed save, a creature becomes incapacitated for one minute. The illusion calls on the creature's deepest fears, manifesting its worst nightmares as an implacable threat. At the end of each of the frightened creature's turns, it must succeed on a Wisdom saving throw or take 8d10 psychic damage. On a successful save, the creature is frightened for the remainder of the duration but suffers no other effects.

WIND WALK

Tags. Primal, Lesser
Cast Time. 1 minute

You and up to ten willing creatures you can see within 30 feet assume a gaseous form for the duration, appearing as wisps of cloud. While in this cloud form, a creature has a flying speed of 300 feet and has resistance to damage from nonmagical weapons. The only actions a creature can take in this form are the Dash action or to revert to its normal form, which requires an action. Until the effect ends, a creature can revert to cloud form, which requires a 1-minute transformation during which they are incapacitated and cannot move.

If a creature is in cloud form and flying when the effect ends, the creature descends 60 feet per round for 1 minute until it lands, which it does safely. If it can't land after 1 minute, the creature falls the remaining distance.

WORD OF RECALL

Tags. Divine, Lesser
Casting Time. 1 action

You and up to five willing creatures within 10 feet of you instantly teleport to a previously designated sanctuary. You and any creatures that teleport with you appear in the nearest unoccupied space to the spot you designated when you prepared your sanctuary (see below). If you cast this effect without first preparing a sanctuary, the effect does nothing.

You must designate a sanctuary by casting this effect within a location, such as a temple, dedicated to or strongly linked to your deity or Ascended patron. If you attempt to cast the effect in this manner in an area that isn't dedicated to your deity, the effect has no effect.

This effect ignores all non-legendary effects that preclude or inhibit teleportation.

CHAPTER 11: APPENDIX A

CONDITIONS

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of a spell, a class feature, a monster's attack, or other effect. Most conditions, such as blinded, are impairments, but a few, such as invisible, can be advantageous.

A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

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

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

BLINDED

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

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.

HIDDEN

Hidden is a *relative* condition–you can be hidden from one creature and not from another. To become hidden, you must either be impossible to detect by the other creature—have total concealment, be unable to be heard (such as by the Silence spell), and be unable to be smelled or otherwise sensed (via senses like tremorsense or blindsight)–or have successfully taken the Hide action (which requires total concealment) and beaten that creature's Passive Perception.

- A hidden creature has advantage on their first attack against a creature they're hidden from. Hit or miss, the hidden condition then ends for any creature that could see the attack happen.
- A hidden creature is automatically revealed if they move out of total concealment.

INCAPACITATED

- An incapacitated creature can't take actions or reactions. They can still move and speak.

INVISIBLE

An invisible creature is impossible to see without the aid of magic or a special sense. If they are unseen as a result, see the Unseen Attackers rules.

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.

SURPRISED

This condition is applied only on the first round of combat and automatically ends at the end of the affected person's first turn.

- A surprised creature cannot take actions or reactions and cannot move.
- Surprised creatures still roll for initiative normally and take their turn. They can speak, but this speech cannot clear the surprised condition for other creatures in that encounter.

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.

Chapter 12: Appendix B: The World

Throughout these rules, you will see references to Quartus and Noefra. Quartus is the main inhabited planet of the Dreams of Hope setting, and Noefra is the north-eastern continent, which serves as the default setting for this system. Other worlds can be used, and Quartus itself has other places to set stories. Dreams of Hope is a long-running, "living world" setting, where each adventuring party makes changes based on their actions, where PCs retire to become NPCs at the end of their adventures and future parties can interact with them. If you wish to ignore all of that, feel free. The world is yours.

A full description of the world will not fit in these margins, but can be found at the [Dreams of Hope Wiki page]. Everything there is licensed CC-BY 4.0 unless specified otherwise. The current year is 252 AC (After Cataclysm); changes after about 250 AC are marked as such.

Cosmology

Dreams of Hope is divided into several planes of existence, all constrained to fit within a spherical shell about the same size as the Inner Solar System ($\approx$2 Astronomical Units in radius). There are four major planes and one aberrant plane, although the Elemental is further sub-divided, as is Shadow:

- The Mortal plane is the foundation on which all the other planes rest. It is the source of all aether, and the home of most mortal beings who produce said aether.
- The Astral plane is the "heavens", the home of most of the gods, ascendants, and angels (as well as devils!), but it is *not* the place of the afterlife. A luminous plane of drifting, super-earth-sized inhabited plates, its nature is hard to comprehend for most mortals.
- The Elemental plane is composed of 12 sub-planes forming a radial "pie" shape, 3 for each of the base elements. They are fixed in space, and as the planets of the Mortal orbit through their influence, they cause the seasons. In order from the beginning of spring, those planes are
  - Clay, being Earth + Water with Earth dominant.
  - Stone, being pure Earth.
  - Coal, being Earth + Fire with Earth dominant.
  - Lava, being Fire + Earth with Fire dominant.
  - Flames, being pure Fire.
  - Lightning, being Fire + Air, with Fire dominant.
  - Ash or Smoke, being Air + Fire, with Air dominant.
  - Wind, being pure Air.
  - Cloud, being Air + Water, with Air dominant.
  - Ice, being Water + Air with Water dominant.
  - Ocean, being pure Water.
  - Mud, being Water + Earth with Water dominant.
- Shadow, being the liminal plane that acts as the interface between the Mortal and all the other planes. It serves as the afterlife as well as the home of many of the fey and a hunting ground for demons. Its geography reflects the geography and especially areas of magical significance in the Mortal, although distorted as if through a funhouse mirror. It is composed of four sub-planes:
  - Border Shadow, being an empty region where one can transition between planes easily. Other names for this include the Ethereal. Teleportation as well as many spells touch this plane. Movement is by thought, and the space itself reacts to your stray thoughts.
  - Beastholm, being the place of quiet somnilence and rest. As well as depression and ennui. Home to fantastic animals and plants, it is somber but quite dangerous.
  - Mirrorhaven, being the place of excitement, energy, illusion, and mania. Full of color and light, akin to a hallucinatory trip. Underneath its cheerful, almost cartoonish surface lurks many dangers.
  - The Waste, being the result of abyssal corruption, cuts across the layers in some areas. A wasteland of cracked earth and demonic plants and animals, here beings of the Abyss hunt for souls to devour and brave souls (as well as devils from the Astral) hunt the demons in turn.
- The Abyss is an aberration. A cyst, a wound in reality, it is not the same size as the rest of the universe. Instead, it is approximately the volume of Quartus and orbits in a complex cloverleaf, causing its influence to wax and wane unpredictably except to the savants. At its heart is the Oblivion Gate, the ever-hungry living black hole that sends fragments of itself, called **jotnar** to devour everything. These jotnar, when they infect a soul, convert it into a demon; thus the residents of the Abyss (by choice or otherwise) are demons. Others may journey there, but too-long residence is hazardous. Demons can only exist natively in

the Wastes and in the Abyss, but can be summoned elsewhere...with the result that the area they are summoned in is contaminated by jotnar energies. Undead are also the result of jotnar infestation, this time of the dead bodies of mortals and the dying remains of mortals.

THE MORTAL PLANE

The primary plane upon which all others rest is the Mortal plane, called so because it is home to most of the mortal souls. This is the normal plane of matter, energy, humans, planets, etc. It consists of the central star, Eua, and four planets named in order from the star outward:

1. Eua, the star. Unlike Sol, this is *not* a burning ball of gas undergoing fusion reactions. It's instead a great glowing crystal, radiating luminous- and fire-aspected aether throughout the plane. Visually, it is very similar to Sol, at least as seen from Quartus. Slightly smaller, but still yellow. It does not give off nearly as much heat–the thermal input for the planets comes from the influence of the elemental planes, not the star itself, which provides mostly light.

2. Primus, the rapidly-shifting, elementally-dominated world bereft of much normal life, located about 0.25 AU from the star (less than the radius of Mercury in our solar system).

3. Secundus and Tertius, the twin oppositional planets, both slightly smaller than Earth; Secundus is dominated by Earth and Air and consists of vast deserts of barren sand with floating islands of rock. Tertius is dominated by Water + Fire and is dominated by a world-girdling jungle of strange plants and animals. The two are very close and orbit their common barycenter–a sufficiently strong flier can pass from one to the other in a matter of hours. They orbit Eua at about 0.5 AU.

4. Quartus, with its two (originally 3) moons. An Earthlike planet, it has zero orbital inclination and a perfectly circular orbit. Seasonal variation comes from elemental influence. It is the home of most of the intelligent mortal life in the setting, and is the primary setting for the game. For practical purposes, it can be thought of as Earthlike, except with two moons. It orbits at almost exactly 1 AU, with a year of 384 days of 24 hours (in the conventional reckoning) each. The moons are Quella, a large red moon with a period of 32 days, and Tekki, a smaller (but closer, so their visual size is similar) bone-white moon with a period of 8 days.

5. The Crystal Sphere forms the boundary of the universe. A sphere of some unimaginably tough, transparent crystal located at 2 AU from Eua, it encompasses all of creation. Outside there is only the Dark Beyond and the memetic thought-forms that inhabit it. Those forms often leak through the boundary (rather the least of them do), where the angels fight to destroy them lest they infect and destroy all life.

The stars are *not* fixed–they are beacons used by angelic legions in their never-ending fight against the entities of the Dark Beyond.

Quartus has five continents, but the game defaults to the north-eastern continent of Noefra and more particularly the western half of that continent. Noefra is the most mixed as to the lineages of mortals, having representatives of most, if not all the lineages.

One key event in recent history is the Cataclysm, a time about 250 years ago when misuse of an artifact, combined with the invasion of a primordial entity of chaos, caused the elemental planes to shift, all the gods to die or become depowered, spells to stop working, and massive natural disasters to sweep the lands, killing roughly 70% of the population of Noefra (and slightly less on other continents). All Noefran calendars use this date as the starting point for their enumeration of years.

WESTERN NOEFRA, CA. 250 AC

The half-continent of Western Noefra contains several major geographical areas, each with their unique cultures and nations. From the cold boreal forests of the Fiach Woods to the unknown depths of the Blood-thirst Wildlands, from the high-mountain Nocthian Caldera to the rolling Sea of Grass and onto the Giant-spine mountains, there is much diversity. Politically, most of the nations belong to the Federated Nations Council (FNC), which keeps them mostly at peace with each other. Instead of armies, most nations depend on adventurers.

Lost Coast. The far western edge of the continent is the Lost Coast, stretching north-south from the Great Sea to the west to the mountain wall of the Nocthian Caldera on the eastern edge. Occupied (as far as anyone knows) by nomadic tribes, the story-book (literally) nation of Auringon, and the xenophobic dwarven city of Hammerhead, as well as rumors of a strange empire known as the Tlalocana to the south, this area has only recently been rediscovered in the wake of the Cataclysm. Auringon joined the FNC only in the summer of 251 AC after adventurers assited them through

some troubles; the others are only known by reputation.

Nocthian Caldera and Byssia. Dominating the western quarter of the continent is the Nocthian Caldera, an ancient extinct (or so everyone hopes) supervolcano whose caldera stretches about 200 miles in diameter and whose floor is around 7,000 ft in elevation, with walls hitting 14,000 ft in places. Accessible through one real pass to the east, as well as a tunnel from the south and a broad slope to the north-west, it used to be the home of the Nocthians before they departed in the wake of the Cataclysm, as well as the dragonborn nation of Wyrmhold. After the nocthians departed, the Hungering Frost, a planar force from the Plane of Ice invaded and waged war against the dragonborn, pushing them out past Last Hope Pass, where they held (with help) for the next 90 years until the Frost disappeared almost as mysteriously as they arrived.

The Nocthians fled south, conquering the lands now known as Byssia on the edge of Gap-Tooth Bay and becoming the modern Night's Children. There they founded the kami-worshipping, decentralized nation of Byssia. Low on metals, they discovered innovative ways of using enchanted wood. There they live today, raising rice and fishing on the Bay; they've expanded back into the Caldera in search of their ancestral home, but that is going slowly.

Fiach Woods/Kotimaa. The entire northern stretch of the subcontinent is one dense mixed boreal forest, occupied mainly by tribal orcs and ihmisi. They live in and among the lost ruins of pre-Cataclysm civilizations, for the wood only grew in the wake of the Cataclysm. The only major city there is Godsfall to the east, part of the Duarchy of Kotimaa (as the eastern part of the woods is named).

Lake Coy'in and Surroundings. The entire center portion of the subcontinent is shaped somewhat like a bowl, and the lowest point is the inland sea known as Lake Coy'in. It is roughly 300 miles across in most directions and despite having no outlets, remains fresh water. Some speculate that a portal to the Plane of Ocean lies at its depths and maintains the nature of the lake, but that is unknown. Surrounding the lake are some of the most fertile and heavily occupied lands, at least to teh south and east. The north is the Fiatch Woods, the west is the Lupaus Plain, occupied by the Veteln'aya nomadic elves. They do not appreciate outsiders. To the east is the Sea of Grass, Rauviz, and the Duarchy of Kotimaa; to the south is Southshore and Crisial Kingdom.

Wyrmhold. Occupying the eastern flank of the Nocthian Caldera and out onto the Lupaus Plains is the dragonborn, orc, and goblinoid kingdom of Wyrmhold. Warlike, industrial and proud, they are only recently learning how to be at peace after four generations of existential war against the Hungering Frost. They've re-occupied the north-eastern portion of the Caldera. Their capital is at Lyodnoir [l-YOHD-noir], at the foot of Last Hope Pass.

Southshore. Only settled in the last 50 years, the plains and hills of Southshore (stretching south from Lake Coy'in to the Windwalker hills) are home to the progressive cosmopolitan nation called the Crisial Kingdom, ruled by an ancient aelvar adventurer who was transported through time to the modern age. To the far south is the Windwalker "confederacy", a group of semi-allied goblinoid tribes whose hobgoblins serve as the neutral heart of the FNC infrastructure; the administrative heart of the FNC is there at Fort Hope.

Much trade passes from Wyrmhold and Byssia through Crisial to parts east and vice versa–it is a natural chokepoint for travel and trade. Almost anyone can be found in Crisial City; many of the remaining gwerin have made their homes there. On the plains to the east rises the Crystal Spire, an ancient and mysterious tower that stretches into the heavens and is said to never be the same twice as one tries to climb it, full of monsters and doors to demiplanes.

Bloodthirst Wildlands. The wildlands have never been settled and civilized, even at the height of the western empire that dominated this subcontinent for nearly three millennia. The land itself is strange there, and since it was heavily corrupted by demonic machinations in more recent years (said corruption only stemmed and partially purged by adventurers in 205 AC), it has only become more strange. The only significant towns there are Freeport on the western edge (along shores of Gap-tooth Bay) and a few small villages of fang-kin on the far eastern flank near the Moon Sea.

The rest is inhabited by goblinoids, were-touched shifters, and many other strange creatures...or so anyone believes.

Sea of Grass. Wide, open, and nearly treeless, the Sea of Grass covers from the eastern edge of Lake Coy'in all the way to the Dreamwall Mountains surrouding the Sea of Dreams and the Outer Barrier Range to the far east that splits the continent in half. The most densely inhabited area, it is home to the wall-builders and halflings of the Duarchy, the cosmopolitan city-state of Rauviz and the fanatics of the Holy Kaelthian Republic. Significant cities include

Rauviz, the trading capital of the FNC, Kaelthia, once the jewel of the survivors of the Cataclysm and now the home of an oppressive theocracy, and numberless smaller towns and villages.

Jungle of Fangs. South of the Sea of Grass, sandwitched between the Outer and Inner Barrier Range, is the Jungle of Fangs. Home to three nations who split from the old Stone Throne theocracy, these are the fang-kin and ophidians. The most caste- and status-oriented of the peoples, these jungles are lush with mystery and malice. The city of Asai'ka is dominated by a criminal organization; Kel'al'ar to the south is struggling to get out of caste-induced paralysis, and the northern city of Sha'slar is too beset with problems from the surrouding jungle to have much control.

To the south of the Jungle is the Moon Sea, dotted with islands and dominated by the piratical slavers of the Ship Folk.

Dreamwall and Sea of Dreams. The Cataclysm raised a line of hills into low mountains when it sank the former Flower Kingdom beneath the North Sea, creating the shallow and cold Sea of Dreams. Those mountains are now home to many peoples, all owing allegiance (if not much loyalty, being independent sort of folks) to the Duarchy of Kotimaa, one of whose capitals is at Baile Craan (the other at Godsfall in Kotimaa). The Duarchy is a mixed pseudo-aristocracy, with nobles who hold some power but checked by strong and independent yeomanry. Not much trade happens on the Sea of Dreams, as few ports are found along its shores. For now.

Uulan Confederacy and Giant-spine Mountains. The eastern flank of the subcontinent is closed off by two great mountain ranges–the southern Outer Barrier Range and the north-south Giant-spine Mountains. In the former live the arch-traditionalist dwarves of the Uulan Confederacy, with their holds buried under those great mountains. In the latter can be found the iconoclastic nations of Shinevog (founded by dwarves who rejected the dead hand of Uulani traditionalism and now a research state) and Zhapai Karmap, which was founded by adventurers and is accepting to all...as a last resort place of refuge. If you can keep your nose out of trouble, they don't care who you were elsewhere. Also found there are the non-FNC nations of the Abandoned Clans–dwarves who were left behind when their ancestors fled south in the wake of the Cataclysm and who have been touched by various forces–and the jazuu nation of Tuura Adam.

COMMON ASCENDANTS

Ascendants are the "gods" of the setting. Some of them are true gods, called the Congregation, and others are just powerful former-mortals who are worshipped as gods and grant some power to their followers.

THE CONGREGATION, AKA TRUE GODS

There are 16 true gods, those who draw their power from the universe itself and have fixed domains (or areas of concern). They are shown on the Congregation table, with their holy symbols and a brief description. The true gods are limited in how much they can interact directly with mortals (to preserve free will) and mostly work through obscure omens, dreams, and servants.

OTHER COMMONLY-WORSHIPED ASCENDANTS

Many other ascendants are worshipped in various regions across Noefra. The more common of them are listed below. These Ascendants take a much more direct role in their worship than the true gods, but are much weaker.

- Loran Hae. Until the end of 250 AC, he filled Sarapha's place on the Congregation (the domain of Autumn, the harvest, and agriculture). He was maneuvered (in part by his fellow gods and in part by mortals) into breaching the highest rules binding the gods and intervening directly as an avatar in the Mortal. Whereupon he was roundly beaten in fair combat by said mortals in a trial broadcast (by Ytra) to all mortals and astral residents. He was thrust down from his position, but still commands many worshippers. He's taken this very badly and is scheming to bring Noefra under his heel and break it to his idea of "proper order." Still has a significant worship base in the Sea of Grass, especially the Holy Kaelthian Republic.

- Nocthis. Also called the Lady of the Moons, Lady of Mystery, or Lady of the Night. She was a full goddess before the Cataclysm and escaped the fate of the other gods by trickery, but was stuck in a semi-mortal body until 211 AC, when she regained her Ascendant state. Much weaker than before, she is worshipped in Byssia primarily. She favors women and mysteries—her church (the Church of Night Reborn) is composed of nested layers of cells, each of which only knows a few others. Dancing is a major form of worship.

Name	Domains	Personality	Holy Symbol
Aerielara	Art, music, lust, sensuality.	Vain and beautiful. Hates ugliness.	A stylized harp
The Hollow King	Assassination, Law, Cruelty, Death (Untimely)	Dour, cruel, but fair. Believes that some need to stand in the shadows to enforce the law. Despises the demonic cults.	Crossed daggers, point downward.
Kela Loran	Commerce, Luck, Gambling	Greedy. Calculating. Mercenary. Prone to cheating at dice or cards. Amoral.	Stacked coins.
Korokonolkom	Mountains, elemental earth. Endurance.	Mostly quiet with volcanic temper if angered. Does not forget or forgive easily. Strong sense of honor.	Three mountains.
Lae Loara	Hunters, wilderness, travellers. Nature.	Impatient with civilization. Kill or be killed. Unconcerned with social niceties.	A stylized tree.
Lon-Ka	The forge, technology, smiths, crafters, and alchemists. Invention.	Takes offense easily if criticized. Believes in freedom of knowledge and dislikes traditionalism.	A hammer.
Melara	Timely death. Endings. Memory. Winter. Life.	Kind but strict. Believes in order and justice. Tends toward stasis. Melara hates necromancy bitterly.	A stylized snowflake.
Peor-fala	The home, motherhood, peace, fire.	Gentle but can be fierce if pushed. The peacemaker of the Congregation. Many of her clergy swear an oath of non-violence.	A stylized flame.
Pinwheel	Deception, practical jokes, chaos.	The trickster of the Congregation. Not given to evil acts, but also not to good acts. Hates tyranny and compulsion.	A domino mask.
Roel Kor	Tyranny, control, order. Conquest.	Micromanages. Not particularly concerned about collateral damage. Generally not honorable.	A castle wall.
Sarapha	Harvest, agriculture, festivals. Alcohol. Autumn.	Very new to the Congregation. Generous and peace-loving.	A sheaf of grain
Tor Elan	The sun, honorable war, strength, work. Summer.	Stodgy. No sense of humor. Bitter enemy of the Red Fang and hostile were creatures in particular.	A shield emblazoned with the full sun.
Sakara	Growth, beginnings, fertility. Spring.	Friend to all living things. Bubbly. Easily appeased. Smarter than she lets on.	A cherry blossom or butterfly (both are used).
Selesurala	Oceans and sailors, cold, storms. Natural disasters.	Changeable, with a temper. No pity for the weak. Not particularly subtle.	A lightning bolt
Yogg-Maggus	Arcane magic, knowledge, sages.	Neutral and dry. Rarely raises his voice. Works to preserve the ebb and flow of magical power throughout the planes. Promotes responsible sharing of knowledge.	A two-fold spiral.
Ytra	Justice, law, order, contracts	Absolutely no sense of humor or mercy. Acts as the enforcer for rules that govern Ascendants.	An eight-pointed star with a dot in the center.

The Congregation

- The Queen Ascendant. Once a sacrificial conduit between the mortals of the Jungle of Fangs and a demon prince, she was freed by adventurers in 206 AC and ascended shortly thereafter. She is the patron of the jungle kingdoms. Her religion is complex and caste-oriented, with much place put on status. Has a special veneration for snakes.

DEMON PRINCES

There are five demons (dwellers in the Abyss) who are of special note and are called "Princes" by mortals. They have enough power to maintain their own domains in that lightless place and most of the other demons have pledged fealty to one of them (even if working to undermine their prince). Each has a particular area of interest where they are most likely to be found interfering, and by which they are worshipped.

- Lloitira, the Lady of Pain. She is a beautiful but twisted creature who delights in torture, pain, and sexual perversion (including necrophilia, rape, and other such evils). She also delights in the corruption of the self-righteous and the destruction of social order, as well as vampirism (she being an ur-vampire herself). Her cult is especially active among the high-ranking members of society including rich merchants. It offers free indulgence in perversion and other darker urges. The symbol of the Pain Cult is a barbed-wire ring. Pain cultists strongly oppose the followers of the Red Fang.
- The Twisted. This being, in shape much like a kraken, was one of the four eldest children of the Echidra, the so-called Mother of Monsters. In the aftermath of the Dawn War, it turned on its brethren and mother and was instrumental in getting them imprisoned. Over the ages that followed, it served Leviathan, while also acting towards its own perverted ends. It daemonized after its deceptions were discovered near the end of the Interregnum, becoming the demon prince of corruption. It is the patron of all things distorted and mutated, of abominations, of disease. Its motivations are obscure and incomprehensible. The Twisted Cult has no central organization or symbol. It exists in cells of 3-8 members–cells do not know other cells. These cells grow in power by corrupting the land and living things and spreading disease. Eventually, they collapse. Whether they are destroyed from the outside or the inside varies, and the Twisted does not care. These cells are frequently at cross-purposes with each other–the Twisted believes in the survival of the fittest.
- Oro-laen, Black Lord. Proud and formal,

Oro-laen is the most intellectual and the most approachable (for mortals) of the Outcast. He even keeps his promises; those contracting with him are advised to carefully review the contract before signing as he insists *everyone* keep to the letter of the agreements. He is interested in the dark side of magic–necromancy, undeath (especially free-willed undeath and lichdom, as he is the ur-lich), black magic, blood sacrifice, etc. He emphasizes knowledge as a source of power over others. His cult (under the symbol of a white skull) recruits from the magically active (especially warlocks and sorcerers) and practices ritual magic including blood sacrifices and necromancy.

- The Red Fang. The father of the orcish blood rage, the Red Fang was once an orc who made a deal with a nameless demon for power. He overpowered it and ruled in blood and horror until overthrown by the First Heroes at the dawn of the Third Age.Now bestial, nearly mindless and brutal, the Red Fang is the patron of slaughter, savagery, and blood-lust. Most were-creatures and other shape-shifters pay at least token homage to the Fang, as do spree-killers and berserkers who glory in blood. Its cult is most active among the less civilized tribes (especially orcs). It urges its followers to rend, kill and devour. Its plots are direct and usually extremely violent.
- Seleleana, the Jester. Said to be a fragment of the Nameless who rebelled before the Dawn War, this entity is chaos manifest. Any semblance of coherence or consistency is abhorrent to it. It plots against everything and everyone, itself included. It glories in insanity, malicious tricks, false prophecies, and other deceptions. Its cult appears to act randomly and frequently intentionally self-sabotages *within the cells*. Some observers are worried that this appearance of randomness is actually a cunning facade.

CHAPTER 13: APPENDIX C: WORKED EXAMPLES

This chapter contains examples of how certain parts of play are intended to work. They should be taken as (hopefully) illuminating examples only, not definitive statements of how play must go or in any way restrictive.

Throughout this chapter, Gary is always the GM, and players are

- Alice, playing Alakabeth, a female dwarven Life priest of Melara.
- Beth, playing Barkor, a male silver dragonborn Defender armsman.
- Charlie, plaing Charleze, a female halfling rogue.
- Dave, playing Delenor, a male gwerin book-mage arcanist.

CHARACTER CREATION

Situation: It's session 0, and the group is sitting around the table coming up with their characters. Gary has said that the campaign will be starting in Crisial City, and will at least begin with chasing down rumors of a necromancer in the hills to the south.

Alice: Well, I like playing supporting characters. *Looks through the class summaries.* Oh, hey, a priest looks nice for what I want. I'll pick that.

Gary: Ok, what lineage were you thinking? And priests are particularly tied to individual Ascendants, usually gods. Do any of the ones in Appendix B: The World look interesting?

Alice: Hmm...*leafs through the descriptions*...I like the idea of being a dwarf. But not a traditional one. So my lineage will be Dwarf (surfacer, for reference), and my culture will be...Cosmopolitan. I think I'll draw power from Melara, Lady of Mercy. So that's +1 Constitution and +1 Wisdom for my ability scores, with darkvision, stone's endurance, dwarven resilience, coin-counter, and babyl-dweller. I'll take yonwach, the gwerin language, as my free pick from my culture.

Alice: As for background—I think Alakabeth (that's going to be her name) grew up in an orphanage run by some Melaran clergy here in Crisial and became chosen after serving in the shrine. So I'm going to pick the Shrine-keeper background to reflect that. That gives me a few things...*notes them down.*

Alice: As for personality—let's see. She's not a particularly forceful person, she prefers to stand in the back and be unnoticed. Very devout, doesn't like Melara being defamed. Or any of the gods, really. Kinda cautious. So her ideal is Faith: I will be the best example of my religion for all to see. Her bond is the sisterhood and church that raised her–she'll protect it and obey if they ask her to do things. Her flaw is her lack of forcefulness–she's hesitant to engage in arguments or combat even when that's best. Why is she adventuring? Well...maybe she had a dream that she believes was a call from Melara to go fight the undead (since Melara *hates* the undead)? Yeah, that will work.

Alice: Ok, since I want to stand back and support, that means I'll pick Life as my Domain. Gary, we're using standard array, right? That means I should put my highest score, a +3 (after the culture contribution) into Wisdom, a +2 into Dexterity, the +1 (+1 from being a dwarf, so +2) into Constitution. The others...well...she's bookish, so I'll put the other +1 into Intelligence. Not very good with people, but not horrible. So the +0 into Charisma. She's not a strong person, so the -1 goes into Strength. For cantrips, I'll take...Guidance, Grave Touch, and Light. I'll pick spells each day, but say...Bless and Cure Wounds for starters.

Alice: As for proficiencies: She gets Insight, Religion, and Persuasion from culture + background. She'll pick History and Medicine from being a priest. Tools: She's got wood-carvers tools from her background, and she'll take the hand drum and dice set from the culture. Languages—Common, of course. Everyone gets that. But then Yonwach (from culture) and Lucian from her background. Yeah, she doesn't know dwarven. She wasn't raised among dwarves.

Alice: For equipment, I'll take the leather armor and a mace, with a priest's pack and a light crossbow. My holy symbol is a snowflake emblem around my neck.

Alice: With a +2 Constitution, that gives me 10 HP. Leather with a +2 Dexterity gives me an AC of 13. +3 Wisdom and +2 proficiency means my spellcasting DC is 8 + 3 + 2 = 13. My spell attack modifier is 3 + 2 = 5. I've got only one hit die, so 1d8. I've got 1 Stamina, 4 Aether, and an aether limit of 2. With weapons...the mace is not Finesse, so it uses my (bad) strength. Attack modifier is -1 + 2 = 1 and damage is 1d6 - 1. For the crossbow, that uses Dexterity since it's ranged. Attack modifier is +2 + 2 = +4 and damage is 1d8 + 2. *She writes these down on the*

character sheet. Ok, I think that's enough for me to start play.

The rest of the party makes their characters.

BASIC ABILITY CHECKS

The party is exploring a ruined temple of ancient sun worshipers. Undead guardians still patrol the halls at irregular intervals. The party comes across a locked stone door with a keyhole. On the wall nearby is a faded mural.

Gary: *After describing the scene.* Ok, what do you do?

Dave: Delenor is interested in the mural. He'll move closer to it with the torch and examine it in detail.

Charlie: While he's doing that, Charleze is going to take a close look at the door lock and see if it can be opened.

Alice and Beth: We're going to hang back and watch for baddies from our rear.

Gary: Ok, so looks like two of you are using your Passive Perception. That works. Delenor...*Describes the surface look of the mural and thinks: "There's some pieces hidden in that mural. If they find all of them, the next puzzle will be much easier. But Delenor is smart enough and this is his wheel-house enough that he'll get some of it...* Ok, go ahead and make me an Intelligence (Religion) check to decypher the mural's significance. It's going to be a degrees of success check–the better you do the more you'll know.

Dave: Ok, will do. *Rolls an 6, with proficiency and a +4 modifier for a total of 12.* I got a 12. What does that get me?

Gary: You get two significant pieces–first, it looks like a warning reminder to priests on how "to be approved by the Sun". It shows them carefully avoiding the dark squares. Second, there's a warning that "Dark is light when Sun is in Shadow."

Gary: Ok Charleze, give me an Intelligence (Investigation) check for the door lock. *Thinks: I know there's a heavily hidden magical trap in the latch. So the consequences of failing this is that the trap goes off when he opens the lock, inverting the colors in the next room. Success means he knows its there and can bypass it when picking the lock. It's heavily hidden, so this is going to be a Hard check, DC 20.*

Charlie: Gotcha. *Rolls a 7, with proficiency and a +2 modifier making that 11.* Got an 11. Not great.

Gary: *Thinking: Ok, that's a fail to see the trap, but high enough to know something about the lock.* So the lock looks like an ornate metal lock. It's bypassable using your standard tools–that'll be a Medium (DC 15) Dexterity (Thieves Tools) check, with failure looking like it'll take you a

long time to get it open (risking wandering monsters). Wanna do that?

Charlie: Yup. Charleze will get busy picking the lock. *Rolls a 16 on the die, with expertise and a +4 Dexterity giving 24.* Got a 24, so it opens, right?

Gary: Yeah. The lock opens immediately, but as you click the last pin, you feel a chill and a dour bell rings. Looks like you missed something in your inspection. Nothing immediately happens, however, except that the door slowly creaks open all on its own. On the other side is a large room with a tiled floor. There is a complex pattern of light and dark tiles on the floor, and on the far side is a statue holding a rayed sun emblem. It glows only on the rays–the center is dark. Ok, what do you all do?

Dave: Hey, this looks like the mural. So we stand on the light tiles...except...the sun isn't all glowing. Maybe that's what they meant by "the sun is in shadow?" So we stand on the dark ones.

The adventure continues...

Discussion. In this example, note that communication was open and explicit. Players stated what they wanted to do, not what mechanics they were engaging. Gary noted that Delenor is in his element here, so doing a degrees of success check (usually "one piece of information for every 5 points of total result") was appropriate, while not giving any information on a failure/all the information on a success wouldn't really fit.

For picking the lock, note that there were two separate tasks, each with their own consequences. While picking the lock was a foregone conclusion and the only question was *how long would it take* (and thus what risk there was of unfriendly things coming along), noticing the trap wasn't. And since the presence of the trap needed to be hidden until it was either triggered or noticed, not giving the DC there is one way of reducing metagame thinking (acting based on the results of the dice even though the character wouldn't know that information). Charlie wasn't told whether he'd failed or succeeded. But after giving the (limited) information about the outcome of the Investigation result (which was true information even if it wasn't complete information), Charlie was given the opportunity to proceed or not. He could have paused there and had Barkor knock down the door (with any consequences that might have entailed). Or not. GMs usually should not presume more actions than were stated, but shouldn't nit-pick either.

SOCIAL SITUATIONS

The party is trying to convince Baron Bloated, the fat and cowardly Baron of Badtown, to send some troops to protect the village of Hommlet from an approaching army of tribal orc raiders. The party has some evidence of orcish activity–ears they gathered from their scouts as well as eyewitness accounts. The Baron has an advisor, Harold the Holy, who is a committed pacifist.

Gary: *Thinking: Ok, so Bloated is indifferent. He doesn't want Hommlet to be destroyed, since that eats into his revenue. But Harold has been pressuring him to be nicer to the neighboring orcs...* Ok, the Baron says "My guard captain says you think there's an invading army. What's up with that?" Harold says "certainly they're just peaceful migrants." How do you respond?

Beth: Barkor's not the most charismatic, but this is his thing. He pulls out the string of orc ears and dumps it on the table in front of the Baron. "We ran into a few of their scouting parties in the woods well within the Barony's borders. They weren't particularly inclined to talk...except with their javelins and arrows. We did find their tribal badges"–and he produces the carved tribal tokens–"seems they come from about 5 different tribes. All of which normally hate each other. One of them screamed something about 'the will of the Fang'. Probably some warleader or shaman that's unified the tribes." Barkor's trying to convince the leaders about the magnitude of the threat.

Dave: Delenor will speak up–"My best hypothesis as to who this 'Fang' is is that they're talking about the Red Fang. That is, the demon prince." I'm trying to help Barkor here.

Gary: Ok, Barkor, go ahead and make a Charisma (Persuasion) check at advantage because of Delenor's help. I'm going to treat this as an attempt to improve their attitude to you, since you haven't explicitly asked them to do anything yet. Success means that you've improved the Baron's attitude; great success (5+ over) means you'll improve Harold's from unfriendly. That work? Or do you want to try to go for the final goal of getting them to send help.

Beth & Dave: Nah, that's fine. Gotta break them out of their shells first. *Beth rolls: a 14 on the die. Not proficient, and only a +1 Charisma modifier.* 15 on that check.

Gary: That's enough for Bloated. He says, with fear in his eyes "really? That seems...mighty serious. And certainly not peaceful. Harold, are you sure?" Harold remains skeptical. "I'm sure the elf is mistaken. The orcs around here haven't worshiped the Red Fang since well before the Cataclysm." Ok, what next? Charleze?

Alakabeth?

Alice: Alakabeth's been studying the two of them, trying to figure out why Harold is so insistent. What can she gather about his motivations?

Gary: Well, he's got a reputation as a committed pacifist. He particularly venerates Peor-fala, who is notoriously peace-loving. If you want to dig deeper, give me a Wisdom (Insight) check. *Thinks: He's slimy, but not super obvious about it. So not Easy...let's go with Medium. DC 15.*

Alice: Can I combine my Religion and Insight here? See if he's really keeping to his god's tenets? *At Gary's nod, she goes ahead and rolls at advantage because she has two relevant proficiencies. The roll is a 17 and a 14, plus proficiency and a +3 modifier. 22 total.* 22. I think she's got a good read on him.

Gary: For a priest of Peor-fala, who normally swear to give their excess to the poor, Harold's robes are particularly fancy and the gleam of jewels on his fingers is notable. And from the well-padded look...he's not exactly been starving. And his denials of the possibility of orcish hostility seem quite strident, almost fearful.

Alice: *Out of character: Guys, I think the priest is being paid off by someone. Or is into something sketchy.* Alakabeth coughs and nudges Charleze, whispering something about how sketchy Harold is.

Charlie: Charleze is going to attempt to get close while Harold's distracted and pick his pockets. See if he has anything incriminating.

Gary: Give me a Dexterity (Sleight of Hand) check. It's not going to be easy, and if you fail he'll see you. And will likely be very unhappy.

Charlie: Gotcha. Gonna do it anyway. *Rolls: natural 20. Plus expertise and +3 Dexterity. Total of 27* 27. I'm a ghost.

Gary: As you dip into his pockets, you come up with a couple surprising things. First is a substantial sack of coin. Second is an emblem–a ring in the form of a barbed-wire circle. Looks painful to put on. Delenor, with your knowledge of demon cults, you recognize that as belonging to the Cult of the Barbed Coil, a demonic cult dedicated to the Lady of Pain.

Delenor & Beth: Looking at each other, we point this fact out to the Baron. "Your advisor seems to be in with demonic cults himself. Imagine that, a supposed priest of the Hearth Mistress sitting all fat and happy with a Barbed Coil cult emblem and a stack of cash. Probably bribe money." To Harold–"You know the penalty for demon worship in these lands. Fess up immediately and you'll get a clean death and a quiet burial." We're trying to intimidate him and

the Baron.

Gary: Harold has a look of panic in his eyes. No need for a roll–he's been exposed. "I give up. I was paid much coin by the cult to make sure the orcs took out Hommlet. Seems there's something there they want."

Beth: Barkor barks "Baron, you *will* send aid, won't you? A couple companies of soldiers with some knights and scouts?"

Gary: Bloated's looking for a way out of this mess. "Of course! Of course!." No check needed–you'd already gotten through to him and then removed the last real obstacle.

And play continues...

Discussion. Note that most of the action *wasn't* in Charisma checks. They could have gone straight to the point, but that would have been a much harder row to hoe, breaking through Harold's influence without exposing him. They didn't have to give exact speeches, and the exact words they said didn't really matter as much as their explanations of what they were doing, how they were doing it, and what they wanted. Take, for instance, that first exchange from Beth and Dave. Beth (a) showed her evidence (in the form of the ears and badges), (b) gave enough detail to know that they weren't threatening but were explaining (hence Persuasion, not Intimidation...not yet), and (c) explained what she wanted to have happen. Since Gary wasn't entirely sure, he asked a clarifying question based on his impression of her desire and let her make the call on which it was. Dave's Help action wasn't just "I Help Barkor", but it was fiction-first–showing some bit of knowledge (pretended or otherwise) and how it fit, then explaining what his intent was in doing so. Not to supplant Barkor's efforts, but to assist.

Later, Alice and Charlie both used their non-Charisma skills to assist–one in figuring out that Harold was particularly sketchy (and note the request to combine proficiencies to get specific information, a good example of such a request) and then Charlie picking his pocket. All of this together made a done deal and removed the need for further rolls. If he'd come up empty on the pick-pocketing, they still could have intimidated him but it wouldn't have been an easy roll and they certainly wouldn't have gotten the full story. The whole scenario could have gone very differently in many ways–that was just one way the party could have navigated the scenario.

SURPRISE

Gary: You're moving through the woods that are known to contain the nefarious Red Eagle bandit group. How do you want to do this?

Charlie: Let's try to not be seen. We're moving slowly and stealthily. I'll scout ahead.

Group: *Nods in agreement*

Gary: Ok, everyone roll a Dexterity (Stealth) check.

Group: *rolls.*

Alice: *Thinks: I rolled a 12, and Alakabeth has a +1 Dexterity modifier and no proficiency.* Alakabeth got a 13.

Beth: *Thinks: Barkor is in heavy armor, so he has disadvantage. The dice were a 4 and a 20. Darn. He does have proficiency and a +2 modifier, so that's ok but not great.* Barkor got an 8, at disadvantage.

Charlie: *Thinks: Charleze has expertise in Stealth and a +4 modifier. I rolled a 16, so I'm probably hidden.* Charleze got a 24.

Dave: *Thinks: No proficiency, but Delenor has a cloak of elvenkind, so he has advantage and a +2 modifier. Rolled a 2 and an 18. Great!* Delenor got a 20, non-natural, at advantage.

Gary: You move through the woods with fair grace for an hour or so, taking care not to step on any twigs. Barkor, you're not so successful as your armor kinda glitters in the sun–you scare some rabbits and birds. Soon you see campfire smoke rising through the trees and hear the Red Eagle bandits going about their daily routine. Charleze, since you're scouting ahead, you catch sight of them first. They do have a watch, but it seems somewhat apathetic. Three bandits in the open, with tents for about 10 total. How do you want to handle this?

Charlie: I motion the group to silence. Let's ambush the guards. *The group agrees.*

Gary: Ok, *draws out a battle map with the position of the guards marked, as well as trees.* Place yourselves behind cover from the guards. Looks like one of the guards (*indicates on the map*) was more alert than most. The others have disadvantage on their Passive Perception due to distraction. *Checks the bandits' Passive Perception: all the bandits normally have 10. With disadvantage, that makes 2 of them have a result of 5 and the other has a result of 10.* The two inattentive ones are Surprised; the alert one notices Barkor trying to hide and is not surprised. Everyone, roll initiative. *The players and the GM all roll initiative, resulting in an order of Charleze, Delenor, the bandits, Barkor, then Alakabeth.*

Charlie: Charleze shoots her crossbow at the alert guard, at advantage because I'm hidden from it. *Rolls, hits, doesn't deal enough damage to kill the bandit because of all 1s on the damage dice. Drat.*

Dave: Delenor shoots a Produce Flame at the only bandit in range, one of the surprised ones.

Rolls at advantage because hidden, hits, kills the bandit.

Gary: Ok, the alert bandit goes. He yells to the camp, and you hear movement and shouts of alarm. He then draws his light crossbow and fires at the target he saw first, Barkor. *Rolls, misses.* He misses. The other bandits do nothing, but recover from their surprise at the end of their turn.

Beth: Well, since Barkor isn't hidden, he's going to charge the alert bandit. I'll move my speed closer and throw a javelin. *Rolls normally, hits, kills the bandit.*

Alice: Alakabeth casts Bless on herself, Barkor, and Charleze.

The rest of the combat plays out as the now-alerted bandits pour out of the camp...

VISIBILITY AND HIDING, COMBAT

The party is in the depths of a goblin warren, in a large dimly-illuminated chamber with scattered rubble walls standing between 3 and 6 feet tall. Suddenly, they are attacked by a contingent of 4 goblin raiders, led by a goblin mage. Initiative has already been rolled, and the order is Charleze, Goblin Mage, Belkor, Alakabeth, Goblins, and then Delenor. No one was surprised. Currently, the raiders are all 50 ft away from the party; the mage is 60 ft.

Gary: Ok Charleze, it's your turn.

Charlie: Charleze wants to get sneak attack on the mage, so he's going to try to duck behind a nearby wall out of sight, hide with Cunning Action, and then take a pot-shot with his crossbow. *Gary nods ok. Charlie rolls Dexterity (Stealth): 15 total.* 15 on the Dexterity (Stealth) check.

Gary: Ok, you're hidden from the mage. Go ahead and make your attack at advantage.

Charlie: *Rolls an attack: total of 16.* 16. Does that hit? *Gary nods.* Damage...*rolls damage, including sneak attack. 12 total* 12 damage. That's my turn.

Gary: Ok, the mage is definitely not fond of you, but isn't bloodied yet. It's his turn...he casts a spell...*Pause, waiting for any reactions...none come...*and vanishes from sight. He's invisible. Since he's more than 30 feet from you, you all can no longer tell where he is. *Removes the token from the battle map.* Belkor, your turn.

Beth: Belkor's going to hang back and shoot his bow at one of the goblins he can see. I need to stay to protect the squishies. *Gary nods. Beth rolls attack: 14. Damage: 8.* 14 to hit, 8 damage

if it hits. I'll move so I can get between as many of the goblins and the casters as I can.

Gary: Ok, that takes out that goblin. He's down on the floor squealing his last. Alakabeth–your turn.

Alice: Alakabeth is going reserve her big stuff and just *sacred flame* one of the goblins. Dex save, DC 13. *Gary nods and rolls: 15.* Darn. She's going to take cover behind some rubble.

Gary: Goblin raiders go–two use their bonus action to Dash and move up to within melee range of Belkor. Two attacks with their swords *Rolls, a hit and a miss. Rolls damage: 5* 5 slashing damage. The other two Hide behind the rubble *points* here and here. *Rolls Dexterity (Stealth): an 8 and a 15.* Ok, so this one's hidden *removes token.* The other one kicked a rock and yelped; you all heard that. Not hidden. Both try to shoot from cover at Delenor, yelling "gank the squishy!" in Goblin. Hidden one has advantage; other is normal. *rolls, hidden one rolls 18 and a natural 20, other one rolls 15..* Crit and a hit. *Rolls damage:* 9 and 5...perfectly average. 14 total. The hidden one is now visible again because he made an attack. Delenor, your turn.

Dave: Ouch. Four goblins we can see, right? I'm going to use my Perceptive skill trick to Search for the mage as a bonus action. That's a Wisdom (Perception) check, right? And since I have darkvision, if he's within 60 feet, I don't have disadvantage. *Gary nods. Dave rolls.* Nice. 21. Does that give me an idea where he is?

Gary: *Thinking: he's 70 feet out, so that's really a 16. But his passive Dexterity (Stealth) is only 15, so...* Yeah. You catch a swirl of dust and the imprint of a hand against this pillar, about 70 feet away. You still can't see him, but you know where he is.

Dave: Ok, then I'll move a bit closer and for my action I'll cast Shatter, centered right next to him. DC 13 Constitution saving throw, *rolls* 14 damage on a fail, 7 on a success. *Gary rolls...a 4. Then rolls a Constitution saving throw...a 5. Dice are not in the goblin's favor tonight.*

Gary: The mage wasn't expecting that–his concentration drops and he becomes visible. He's also bloodied. Charleze, your turn.

And the battle continues...

CHAPTER 14: APPENDIX D: MONSTERS

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

A monster's statistics, sometimes referred to as its **stat block**, provide the essential information that you need to run the monster.

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 Core Rules for more information on creature size and space.

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 the twisted comiedai, mkhulu, and Awakened corruptions.

Beasts. are non-humanoid 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.

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 pseudo-dragons.

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 arch-devils 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 human-like 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 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 role play 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 usually 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 Order of Combat.

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 core rules). 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 AND SAVING THROWS

Every monster has six ability scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma). If a creature has a bonus to a particular type of saving throw, that will be noted in parentheses after the modifier.

ADDITIONAL BONUSES

Monsters do not have a proficiency bonus like player characters. Instead, they have an arbitrary additional bonus that affects selected ability checks, attack rolls, saving throw DCs, and saving throw modifiers. These are generally in the range of +0 — +6 like proficiency bonuses, but are applied to make the numbers come out right while also representing the agility, grace, and training of the monster in question. Clumsy monsters or those who are not generally predatory frequently have no additional bonus beyond their raw ability score to attack rolls, for instance, while highly skilled combatants might get a similar bonus to a player character's proficiency, and many monsters may be in between the two. As a rule of thumb, use the offensive rating as the "character level" when determining the maximum additional bonus to apply.

SKILLS

The Skills entry is reserved for monsters that are exceptionally competent 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 usually the sum of a monster's relevant ability modifier and its additional bonus, if any. Other modifiers might apply. For instance, a monster might have a larger-than-expected bonus (usually double its additional bonus) to account for its heightened expertise.

VULNERABILITIES, RESISTANCES, AND IMMUNITIES

Some creatures have vulnerability, resistance, or immunity to certain types of damage. 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 and tools. If you swap them out, you decide whether the creature is proficient with its new equipment. Except in rare cases, monsters generally prefer to use weapons and armor suited for them.

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 without proficiency.

Monsters conditionally apply their additional bonus to attack rolls, as described above. This same bonus should apply to all attacks if it applies to any.

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 in any location where magic doesn't function can't send or receive telepathic messages.

CHALLENGE

A monster's *challenge ratings tells you how great a threat the monster is. Each monster has two ratings, offensive and defensive, separated by a slash, written as "offensive/defensive". Generally, the overall rating is the geometric mean of the two (the square root of the product of the values), but this is really only used for ordering monsters within their groups and provides little relevant information.

Offensive Rating (OR). The offensive rating of a monster tells you how likely it is for that monster to drop a full-health character to 0 HP in a single round.

OR > 2×Level The monster is very likely to drop a weak (ie d6 HD with +0 or +1 CON) character to zero from full in a single round even if they use defensive measures, and is capable of dropping a medium-health (ie d8

HD with +1 CON or d6 HD with +3 or more CON) character to zero in a single turn if they roll well or no defensive measures are taken. It is likely that this monster can kill a weak character through massive damage or by having enough attacks left over after downing the character to kill them outright.

OR > Level The monster poses a substantial threat and is capable of dropping a weak (ie d6 HD with +0 or +1 CON) character to zero from full in a single round if they crit or roll well and significant defensive measures are not taken. It is unlikely, but possible, that a good round with critical hits can outright kill a weak character.

OR ≈ Level If the monster hits with all its abilities and deals average damage and no defensive measures are taken, it will come very close to downing a weak character or will just barely down them. It is unlikely that the monster can outright kill a character in a single round, even with critical hits.

OR < Level The monster has to crit and/or roll very well on its attacks to down a full-health weak character in one turn. It is highly unlikely to be able to outright kill a character in one turn.

OR < Level / 2 The monster poses little direct offensive threat to even a weak character except in groups. Be careful of synergies, however, where one monster buffs or enables another monster to go well beyond its normal nature.

Defensive Rating (DR). The defensive rating of a monster tells you how likely it is for that monster to survive long enough under direct fire from the party's damage dealers in order to do use its cool abilities at least once (generally considered about 3 rounds). This assumes "baseline" characters without substantial combat-effective magic items or particularly targeting vulnerabilities. It's a rough "static training dummy" measure and should be taken with a grain of salt.

DR > Level The monster is likely to survive at least 3 rounds of direct fire from a baseline party.

DR ≈ Level The monster will probably die in 2-3 rounds of direct fire from a baseline party, or survive double that if not focused down.

DR < Level The monster will likely die in 1-2 rounds of direct fire from the party. If the gap is substantial, it is unlikely that the monster will even get to act if it is attacked first. Such monsters need bodyguards or need ways of ambushing the party to have any influence on combat.

WHAT IS A BASELINE PARTY?
A baseline party makes the following assumptions.
- 4 player characters without combat-effective allies, summoned creatures, or pets.
- Standard array
- Characters built competently, but not particularly optimized for damage. Their highest ability scores are in their class primary attributes, their secondary attributes are not neglected, and they're using equipment that suits their class abilities. ASIs are spent to improve the primary ability score until cap.
- Generally two of them are specialized damage dealers, with the other two playing any combination of support, healing, defensive, skills, or control.
- None of them have magic items that substantially improve their combat capabilities.
   An example of such a party might be
- A sword-and-shield-using Defender Armsman
- A dual-wielding rogue
- A fire-loving Awakened Arcanist
- A Life-domain priest

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 spell damage comes from their spell attacks, which count as cantrips.

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 Spellcasting).

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.

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 Order of Combat.

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 Order of Combat.

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 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 5 pieces of ammunition for a thrown weapon attack, and 10 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 outlined in Stamina (STA) and Aether (AET). 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). Adding racial traits to an NPC doesn't alter its challenge rating.

> ### Non-damaging spells and abilities and challenge ratings
>
> Damaging spells and abilities are fairly straightforward to apply to challenge rating. If they do more damage than the monster's other damaging actions, include them in the best-3-rounds model. Done. Non-damaging ones are more difficult. Some suggestions include:
>
> - If a spell or ability does not deal damage, imposes no conditions on an enemy, and does not serve a defensive purpose (by healing, reducing damage, buffing the creature or its allies, etc.), then it likely has no effect on either challenge rating. For example, giving a monster access to the Light cantrip doesn't significantly change the combat difficulty.
> - If a spell imposes negative conditions on an enemy, find a similar-targeted damaging spell with the same cost (or a monster ability from a similar-threat monster) and include it in the damage calculations. Conditions that dominate or completely disable an opponent (such as a banshee's wail) are particularly strong and will generally increase offensive rating significantly.
> - If a spell or ability serves a defensive purpose, and especially if it does not require a full action, increase the monster's Defensive Rating by one. More may be warranted for particularly strong effects or those that cannot be overcome except by higher-level foes.
> - It a spell has a long duration (ie > 10 minutes) and does not require concentration, assume that it has pre-cast that spell unless the monster is surprised. Include such things as Mage Armor directly in the stat block as a baseline.

For more on lineage traits, see Lineages; 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 can an NPC's challenge ratings.

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 offensive challenge rating.

Monster Math
Calculating Offensive Rating

Offensive Rating is determined by the following process:

1. Determine the most damaging three rounds the monster can do. If it has a recharge ability, assume that can be used once in those three rounds, or twice if it is Recharge (4-6) or more.

Assume all attacks hit and deal average damage. Assume that abilities that hit an area (such as cones, lines, or circles), hit two creatures. If an ability requires a saving throw, assume that the affected targets fail. This is a worst-reasonable-case scenario, and should be treated as such. Include Legendary actions and damaging reactions, auras, etc.

2. Calculate the average damage per round over those three rounds.

3. Compare to the Calculating Offensive Rating table and find the matching rating. Note the attack bonus and saving throw modifier listed there.

4. Apply any listed adjustments. The most common is that if the creature's attack bonus is two or more points higher than the attack bonus for the listed row, the overall offensive rating should be adjusted up by one step for every two points higher the attack bonus is. Similarly, if the attack bonus is lower than the listed value by two or more, decrease the offensive rating by one step for every two points of difference. If most of the monster's damage comes from abilities that require saving throws, use that bonus instead of the attack bonus.

5. Play test. Averages don't always tell the full story. If the monster has few attacks that each deal substantial damage, it will be more spiky (more liable to surprise-kill a character OR to fall flat and do nothing) than one that makes many smaller attacks. Higher number of dice do, however, also tend toward the average. 1d20 has a much broader distribution (being entirely flat) than 3d6+2, although the latter also has a higher floor (5 vs 1) and average (12.5 vs 10.5). The chances of rolling 20 damage on 1d20 is 1 in 20 (5%); on 3d6+2 it's only 1 in 216 (0.46%).

The following table summarizes the relationship between Offensive Rating and damage output.

Modifiers to Offensive Rating. The following are some considerations for adjusting offensive rating. These are not intended to be exhaustive, nor are they intended to be rules. As with everything homebrew, play-testing with the actual party involved is the final determiner.

1. If the monster has an easy source of advantage on attacks such as Pack Tactics (advantage if an ally is within 5 feet of the target), increase their offensive rating by 1 after adjusting for accuracy.

OR	Max Additional Bonus	Damage Range	Attack	DC
0	2	0-1	+2	10
1/8	2	2-3	+2	10
1/4	2	4-5	+3	11
1/2	2	6-7	+3	11
1	2	8-13	+4	12
2	2	14-19	+4	12
3	2	20-25	+5	12
4	2	26-31	+5	12
5	3	32-37	+6	13
6	3	38-43	+6	13
7	3	44-49	+6	13
8	3	50-55	+6	13
9	4	56-61	+7	14
10	4	62-67	+7	14
11	4	68-73	+7	14
12	4	74-79	+7	14
13	5	80-85	+8	15
14	5	86-91	+8	15
15	5	92-97	+8	15
16	5	98-103	+8	15
17	6	104-109	+9	16
18	6	110-115	+9	16
19	6	116-121	+9	16
20	6	122-127	+9	16

Offensive Rating Summary

T

hose who have played Dungeons and Dragons in its more recent incarnations may notice that the numbers on the rating tables are different–higher damage output at a given rating, but lower accuracy. This is intentional–it is much harder to get flat bonuses to AC without spending resources. The target accuracy is 65% against a "normal" foe (neither defense focused nor glass cannon). That corresponds to a "normal" AC at level 20 of 16, which is where a mage-armored arcanist with maximum Dexterity would end up (at the weaker end), or below a plate-armored armsman (without a shield). It's totally normal for a character to have ACs ranging from 15-20 at least before they use resources. However, baseline D&D had "soft" monsters, especially as defensive measures ramped up in

later play. Which meant it required higher CRs to threaten people. Which caused undesirable results. The intent here is that combat should pose a threat even if the OR < level, as long as there are multiple monsters in play. Being forced to use your active defensive tools to absorb, avoid, or redirect incoming damage is totally normal and expected. You should not passively be able to ignore enemies whose OR is greater than half your level. And even ones below that can pose a threat in sufficient numbers.

2. If the monster has a significant ability (especially one that deals substantial damage like a breath weapon or one that would automatically take out an opponent on a failed save such as a banshee's wail) that requires a saving throw your party is particularly weak at (such as a party with no one proficient in INT saves facing a mkhulu), increase the offensive rating by two.

3. If the monster has a damage transfer ability, increase the actual damage by 50% before calculating the offensive rating.

4. Summoning abilities depend on the mechanics–if the monster is expected to start combat with its allies summoned or the allies do not disappear when the monster is defeated, treat them as separate combatants. If they require in-combat actions to summon and/or disappear when the summoner is defeated, increase the summoner's offensive rating by two.

Calculating Defensive Rating

Defensive rating is based on the idea that a monster of Defensive Rating X should live for approximately 3 rounds against a baseline party of level X characters actively fighting it. This allows it the substantial chance of getting off its "Big Cool Abilities" at least once before being soundly defeated (the assumption is, after all, that the heroes win way more fights than they lose). As such, the primary factor in Defensive Rating is hit points. The underlying assumption is that monsters will generally be focus-fired, or at least need to survive being focus-fired by the entire party for some time.

To calculate Defensive Rating, follow the steps below:

- calculate the base hit points of the monster, or pick an appropriate number from the Calculating Defensive Rating table for the rating you approximately wish to end up with.
- Adjust the base hit points for regeneration and substantial defensive measures (such as damage transfer abilities) based on the considerations below. This produces the *effective hit points* of the monster.
- Compare the monster's AC to that on the line that matches the effective hit point total. If the listed AC is 2 or more points higher than the monster's AC, either change the AC or adjust the defensive CR down by one step for every 2 points difference. Similarly, if the monster's AC is two or more points higher than the table value, you can adjust the monster's AC to fit the table or adjust the defensive CR up by one step for every 2 points of difference.

DR	Hit Points	AC
0	1-6	11
1/8	7-13	12
1/4	14-20	12
1/2	21-35	12
1	36-45	13
2	46-60	13
3	61-75	13
4	76-90	14
5	91-105	15
6	106-120	15
7	121-135	15
8	136-150	16
9	151-165	17
10	166-180	17
11	181-195	17
12	196-220	17
13	221-245	17
14	246-270	18
15	271-295	18
16	296-320	18
17	321-345	19
18	346-370	19
19	371-395	19
20	396-420	19

Defensive Rating Summary

- Play test. This is especially important if the monster has special abilities whose effect on their longevity is situational or isn't immediately apparent.

Once you've settled on a final hit point total, you can back-calculate the number of hit dice if you want, as long as you've defined the monster's ability scores. Generally, larger creatures have larger hit dice (but fewer of them), with Tiny creatures having d4 HD by default and Gargantuan creatures having d20 HD. The number of HD is given by $hit point total/(HD average + Constitution modifier)$, where the HD average is half of the maximum value on the die, plus 0.5 (e.g. a d4 has an average of 2.5). This will usually not come out cleanly–adjust the HP and HD until you're happy. As long as the total doesn't change to a different DR band, no other changes result.

Saving throw bonuses generally does not play into Defensive Rating much unless it has high saving throw modifiers in multiple of Constitution, Dexterity, and Wisdom. In that case, adjust defensive CR up by one if your party substantially relies on saving-throw based effects.

Level	Party Baseline DPR
1	22
2	22
3	30
4	32
5	47
6	47
7	56
8	58
9	67
10	67
11	88
12	88
13	98
14	98
15	109
16	109
17	119
18	119
19	130
20	130

Party Expected DPR

ABERRATIONS

Aberrations are all creatures that, by the normal laws of things, should not exist. Often one-offs (but not always), they sit outside the natural order. While they may eat, they often do not need to do so to survive. They do not generally have normal reproductive cycles and live until they are killed. Most often, aberrations are created by influence from the Dark Beyond, although the demon prince known as the Twisted has created his fair share of such creatures.

FLESH AMALGAMS

One "common" (as far as already rare aberrant beings go) result of influence from the Dark Beyond is the flesh amalgam. A hideous combination of features based on living beings, twisted into an insane mockery of reality. Each type is fairly unique, but they all share their unsettling effect on reality around them. Flesh amalgams are almost uniformly mindlessly hostile to all life around it, seeking to absorb it into themselves to grow stronger.

The gibbering mouther is one of the more common variants of flesh amalgams. A blob of doughy flesh studded with mouths that continously moan, wail, and chant nonsense, its presence also warps the ground around it. There are rumored to be larger versions, those that have absorbed many lives, with stranger abilities.

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 2:2

Aberrant Ground. The ground in a 10-foot radius around the mouther is doughlike difficult terrain.

ACTIONS

Multiattack. The gibbering mouther makes one bite attack and, if it can, uses its Blinding Spittle. It uses Grasping Ground and Gibbering as well every turn even if it cannot attack.

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.

Grasping Ground. Each creature within a 10 foot radius must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the end 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 takes an action based on its saving throw result. On a result of 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 result of 7 to 9, 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.

TWISTED COMIEDAR

The comiedai (singular comiedar, pronounced 'COH-mee-eh-dar', meaning 'memory keepers') are sea creatures with mental powers that exceed those of humans. They were originally created by Leviathan to act as mobile memory stores for information brought back by the mkhulu from explorations on land.

But the Twisted (who was instrumental in encouraging their creation) had other plans. He altered most of them to desire domination for the purpose of "improving" the land-based mortals. Ever since, most comiedai have sought to make deals with land-dwellers in distress, promising them power (or usually vengeance) in exchange for service. They give power by converting them into mkhulu. By and large, they uphold their deals, but always in a way that creates expanding nests of mkhulu and their thralls. This they do to "order" the chaotic lives of mortals, breaking them into shape according to the philosophies of the particular comiedar. They prefer to remain aloof, manipulating the land folk and implanting mkhulu larvae into their skulls. Twisted comiedai do not generally socialize with each other–each one considers itself the rightful master of all it perceives.

Physically, a comiedar is a bulbous, tentacled monstrosity that usually communicates telepathically. The twisted kinds are surrounded by a mutagenic mucous that they use to control and alter their victims.

COMIEDAR, TWISTED

Large aberration

Armor Class 17 (natural armor)
Hit Points 187 (25d10 + 50)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	−1	+2(+6)	+4(+8)	+2(+6)	+5

Skills Deception +13, History +12, Perception +10
Senses darkvision 120 ft., passive Perception 20
Languages all, telepathy 120 ft.
Challenge 13:11

Amphibious. The comiedar can breathe air and water.

Mucous Cloud. While underwater, the comiedar is surrounded by transformative mucus. A creature that touches the comiedar 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 comiedar, the comiedar learns the creature's greatest desires if the comiedar can see the creature.

ACTIONS

Multiattack. The comiedar 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 comiedar 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 comiedar until the comiedar dies or until it is on a different plane of existence from the target. The charmed target is under the comiedar's control and can't take reactions, and the comiedar 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 comiedar.

LEGENDARY ACTIONS

The comiedar 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 comiedar regains spent legendary actions at the start of its turn.

Detect. The comiedar makes a Wisdom (Perception) check.
Tail Swipe. The comiedar makes one tail attack.
Psychic Drain (Costs 2 Actions). One creature charmed by the comiedar takes 10 (3d6) psychic damage, and the comiedar regains hit points equal to the damage the creature takes.

Beasts

Beasts, also called "normal animals", are the bulk of the fauna of the fantasy realm. Most of the creatures here could be mistaken (if not for unusual size in some cases) as their counterparts on Earth. They participate normally in the circle of life and their origins are entirely mundane.

As a general rule, beasts have very few if any magical abilities and do not speak any language. Thus, a dire wolf is a beast, while both the warg (which can speak) and the winter wolf (which breathes elemental cold) are Monstrosities.

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 1:1/4

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.

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 1/2:1/4

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 1/4:0

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:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) 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 0:0

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 0:0

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: +2 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 1:1/4

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

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 1/4:1/8

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 1/4:1/4

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 damage 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 12 (natural armor)
Hit Points 34 (4d10 + 12)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+3	−4	+1	−2

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 2:1/2

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

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

Camel

Large beast

Armor Class 10
Hit Points 15 (2d10 + 4)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
+3	0	+2	−4	−1	−3

Senses passive Perception 9
Languages —
Challenge 1/8:1/8

ACTIONS

Bite. *Melee Weapon Attack:* +3 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 0:0

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

ACTIONS

Claws. *Melee Weapon Attack:* +2 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 1/2:1/8

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 0:0

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 1/2:1/4

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..

DEER
Medium beast

Armor Class 12
Hit Points 4 (1d8)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+2	+0	−4	+2	−3

Senses passive Perception 12
Languages —
Challenge 1/8:0

ACTIONS

Hooves. *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 1:1

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 6 (1d10 + 1)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+0	+1	−4	+0	−2

Senses passive Perception 10
Languages —
Challenge 1:0

ACTIONS

Hooves. *Melee Weapon Attack:* +4 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 1/4:0

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 13 (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 4:4

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: +6 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

ELK
Large beast

Armor Class 11
Hit Points 13 (2d10 + 2)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+1	−4	+0	−2

Senses passive Perception 10
Languages —
Challenge 1/2:1/4

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 13
Hit Points 7 (3d4)
Speed 30 ft., fly 60 ft., swim 30 ft

STR	DEX	CON	INT	WIS	CHA
−3	+3	+0	−4	+1	−3

Senses blindsight 10 ft., passive Perception 11
Languages —
Challenge 1:1/8

Flyby. The snake doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Bite. Melee Weapon Attack: +5 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

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.

GIANT APE
Huge beast

Armor Class 14 (natural armor)
Hit Points 126 (12d12 + 48)
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 7:7

ACTIONS

Multiattack. The ape makes two fist attacks.

Fist. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +7 to hit, range 50/100 ft., one target. *Hit:* 30 (7d6 + 6) bludgeoning damage.

GIANT BADGER
Medium beast

Armor Class 11
Hit Points 13 (2d8 + 4)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+1	+2	−4	+1	−3

Senses darkvision 30 ft., passive Perception 11
Languages —
Challenge 1/4:1/8

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.

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 1/4:1/2

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 1:1

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.

GIANT CENTIPEDE
Small beast

Armor Class 13 (natural armor)

Hit Points 18 (4d6 + 4)
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 1:1/4

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 7 (2d6) 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 2:2

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) 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..

Giant Crab
Medium beast

Armor Class 15 (natural armor)
Hit Points 21 (5d8)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+2	+0	−5	−1	−4

Skills Stealth +4

Senses blindsight 30 ft., passive Perception 9
Languages —
Challenge 1/4:1/2

Amphibious. The crab can breathe air and water.

Actions

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The crab has two claws, each of which can grapple only one target..

Giant Eagle
Large beast

Armor Class 13
Hit Points 45 (7d10 + 7)
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 understands Common and Auran but can't speak them
Challenge 2:2

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 50 (6d12 + 12)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+3	+2	−2	+2	+0

Skills Perception +4
Senses passive Perception 14
Languages understands Common, Elvish, and Sylvan but can't speak them
Challenge 3:2

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
+4	−1	+3	−4	+0	−2

Senses passive Perception 10
Languages —
Challenge 5:4

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:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the crocodile can't bite another target..

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone..

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 8 (2d6 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
−1	+0	+1	−5	−2	−4

Senses blindsight 30 ft., passive Perception 8
Languages —
Challenge 1/8:1/8

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 1/4:1/4

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.

   If 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 1:1/4

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 1:1

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 1/2:1/4

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 12
Hit Points 52 (8d10 + 8)
Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+1	−3	+0	−3

Skills Perception +4, Stealth +5
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 1:1

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 15). 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 understands Common, Elvish, and Sylvan but can't speak them
Challenge 1:1/4

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 13
Hit Points 22 (4d8 + 4)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+3	+1	−4	+0	−4

Skills Perception +2
Senses blindsight 10 ft., passive Perception 12
Languages —
Challenge 2:1/2

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 13 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 1/4:1/8

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 4:3

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 1/2:1/4

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 12 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 14 (natural armor)
Hit Points 126 (11d12 + 55)
Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+0	+5	−5	+0	−3

Skills Perception +3
Senses blindsight 60 ft., passive Perception 13
Languages —
Challenge 6:6

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

Multiattack. The shark makes two bite attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage.

GIANT TOAD
Large beast

Armor Class 12 (natural armor)
Hit Points 39 (6d10 + 6)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+1	−4	+0	−4

Senses darkvision 30 ft., passive Perception 10
Languages —
Challenge 2:1

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:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) 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 12
Hit Points 45 (6d10 + 12)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+2	+2	−2	+1	−2

Skills Perception +3
Senses passive Perception 13
Languages understands Common but can't speak
Challenge 2:1

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 18 (4d8)
Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+2	+0	−5	+0	−4

Senses passive Perception 10
Languages —
Challenge 1:1/4

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 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..

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 1/2:1/8

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 12
Hit Points 16 (2d8 + 3)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+2	+1	−4	+1	−3

Skills Perception +3, Stealth +6
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages —
Challenge 1:1/4

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:* 5 (1d6 + 2) piercing damage, and the target must make a DC 12 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 1/2:0

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 12
Hit Points 1 (1d4 - 1)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
−3	+2	−1	−4	+2	−2

Skills Perception +4
Senses passive Perception 14
Languages —
Challenge 1/8:0

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

ACTIONS

Talons. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 3 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
+2	+1	+2	−5	+0	−3

Skills Perception +2
Senses blindsight 30 ft., passive Perception 12
Languages —
Challenge 1:1

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: +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) 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 1/8:0

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 1/8:0

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: +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

KILLER WHALE
Huge beast

Armor Class 13 (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 3:3

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 1:1/2

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 0:0

ACTIONS

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

MAMMOTH
Huge beast

Armor Class 14 (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 6:6

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 15 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:* +7 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Stomp. *Melee Weapon Attack:* +7 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 1/4:0

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 5 (1d8 + 1)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+0	+1	−4	+0	−3

Senses passive Perception 10
Languages —
Challenge 1/8:0

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: +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) 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 0:0

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: +2 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 0:0

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 1/2:1/8

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.

POISONOUS SNAKE
Tiny beast

Armor Class 12
Hit Points 7 (3d4)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
−4	+2	+0	−5	+0	−4

Senses blindsight 10 ft., passive Perception 10
Languages —
Challenge 1/4:1/8

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) poison damage.

POLAR BEAR
Large beast

Armor Class 12 (natural armor)
Hit Points 51 (6d10 + 18)
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 3:2

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 5 (1d8 + 1)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+0	+1	−4	+0	−2

Senses passive Perception 10
Languages —
Challenge 1/4:0

ACTIONS

Hooves. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

QUIPPER
Tiny beast

Armor Class 12
Hit Points 3 (2d4 - 2)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
−4	+2	−1	−4	−2	−4

Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 0:0

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: +2 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 0:0

Keen Smell. The rat 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.

RAVEN
Tiny beast

Armor Class 11
Hit Points 1 (1d4 - 1)
Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
−4	+1	−1	−4	+1	−2

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 0:0

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: +3 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 1/2:1/2

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 12 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	−1	+3	−4	+1	−2

Senses passive Perception 11
Languages —
Challenge 2:2

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 13 Strength saving throw or be knocked prone.

ACTIONS

Gore. Melee Weapon Attack: +5 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
+1	+0	+1	−4	+0	−2

Senses passive Perception 10
Languages —
Challenge 1/2:0

ACTIONS

Hooves. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

SABER-TOOTHED TIGER
Large beast

Armor Class 12
Hit Points 52 (7d10 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	−4	+1	−1

Skills Perception +3, Stealth +6
Senses passive Perception 13
Languages —
Challenge 3:2

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

Multiattack. The tiger makes one bite and one claw attack.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) 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 1/8:0

ACTIONS

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

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

Water Breathing. The sea horse can breathe only underwater.

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 0:0

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: +2 to hit, reach 5 ft., one target. *Hit:* 1 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 1/4:1

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 damage from any single-target effect
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 10 ft., passive Perception 8
Languages —
Challenge 1/4:1

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	+2	+0	−5	+0	−4

Damage Resistances damage from any single-target effect
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 10 ft., passive Perception 10
Languages —
Challenge 2:2

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:* +4 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. 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 damage from any single-target effect
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 2:1

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 11
Hit Points 24 (7d8 - 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
−1	+1	−1	−4	+0	−4

Damage Resistances damage from any single-target effect
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 30 ft., passive Perception 10
Languages —
Challenge 1/2:1

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: +3 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 damage from any single target effect
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 15
Languages —
Challenge 1/2:1

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 2:1

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 1/8:0

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
+3	+1	+1	−4	+1	−2

Senses passive Perception 11
Languages —
Challenge 1:1/4

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 13 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: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

WEASEL
Tiny beast

Armor Class 12
Hit Points 1 (1d4 - 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
−4	+2	−1	−4	+1	−4

Skills Perception +3, Stealth +5
Senses passive Perception 13
Languages —
Challenge 0:0

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

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 1/2:1/8

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..

2

Giant Spider

Large beast

Armor Class 13
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 2:1

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 13 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) bludgeoning damageThe target is restrained by webbing. As an action, the restrained target can make a DC 13 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)..

Celestials

Creatures of the astral who are encountered in their own forms (either on the Astral plane or having traveled to another plane under their own power or that of an Ascendant) are called "celestials", after the most prominent group, the angels. Additionally, Mortal-plane creatures touched by strong amounts of Ascendant power may become MORE than they were. These two are counted as celestials–among them the heavenly flying horse, the pegasus, and the horned protector and friend to the innocent, the unicorn.

Angels

"Angel" most properly denotes the members of the Angelic Hosts, those sworn to the endless battle to keep the universe safe from threats from Beyond. In common parlance, however, it means all sapient Lucians who act on the orders of the Great Mechanism or various Ascendants. They inhabit either their own, often vaguely humanoid bodies of aether or wondrous shells of aether. Because their essence is of the Astral directly, they don't have the vulnerability to silver that fiends do.

Don't mistake their luminous, kindly appearances for beneficence or goodness or kindness. Most often, angels are sent to the Mortal and other planes on specific missions, often of vengeance, justice, or punishment. Some are good and kindly, others are not. But angels are almost always *dutiful*, even if that means wreaking havoc on mortals.

Astral Eye

Small celestial

Armor Class 13
Hit Points 45
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
−1	+3	+1	+1	+5	+4

Skills Perception +9
Damage Resistances fire, radiant
Senses truesight 60 ft., blindsight 60 ft., passive Perception 19
Languages all, telepathy 60 ft.
Challenge 1:1

Actions

Multiattack. The eye uses Blazing Beam twice. It can substitute one attack for either Divine Inspiration or Righteous Jaunt.

Blazing Beam. Ranged Spell Attack: +5 to hit, range 120 ft. ft., one target. *Hit:* 6 (1d6 + 3) radiant damage.

Divine Inspiration (1/rest). All allies other than the eye within 60 ft. of the eye that can see it gain advantage on their next attack roll, saving throw, or ability check made within 1 minute.

Righteous Jaunt (3/rest). The eye teleports to an unoccupied location it can see within 120 ft. Any creature within 5 ft. of its starting location must make a DC 13 Dexterity saving throw, taking 2d6 radiant damage on a failure or half as much on a success.

Blade Archon, Lesser

Medium celestial

Armor Class 15 (scale mail)
Hit Points 60
Speed 30 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
+4	+2	+2	+0	+3	+2

Skills Athletics +6
Damage Resistances radiant
Damage Immunities poison
Senses darkvision 60 ft., passive Perception 19
Languages celestial
Challenge 3:3

Astral Edge. The blade archon's weapon attacks deal an additional 1d6 radiant damage (included in the attacks). This is an inherent property of the archon, not a property of the weapon.

Dancing Blades. The blade archon is accompanied by two floating longswords that it uses to make attacks either in melee or at range, giving it much larger reach than normal.

ACTIONS

Multiattack. The Archon attacks twice with its longswords. It can use Confeitor in place of either of those attacks if available.

Floating Longsword. Melee or Ranged Weapon Attack: +6 to hit, reach 20 ft. ft. or range 20/60 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage plus 3 (1d6) radiant damage.

Confeitor (Recharge 5-6). The floating blades spin around him, creating after-images. These images shoot outward, piercing all creatures within 15 feet. Targets must make a DC 13 Dexterity saving throw, taking 4d6 psychic damage on a failure or half as much on a success. Creatures that fail are shaken by memories of their sins and are Frightened of the archon until the end of their next turn.

SERAPH
Medium Celestial (Angel)

Armor Class 16 (chain)
Hit Points 104 (16d8 + 32)
Speed 30 ft., 90 ft. fly

STR	DEX	CON	INT	WIS	CHA
0	+4	+2	+1	+4	+3

Skills –
Damage Vulnerabilities –
Damage Resistances radiant
Damage Immunities –
Senses darkvision 120 ft, passive perception 14
Languages celestial, lucian
Challenge 5:5

Distant Aid. The angel can cast any spell that only targets allies out to a range of 60 ft, even if the range is smaller. This also extends the radius of aura-type spells.

Spellcasting. The seraph casts as a priest. Its spell attack modifier is +7 and its spell save DC is 15. It can cast the following spells:
Concentration: Hold Person (2x), Bless (1x)
   Healing: Mass Cure Wounds (1x), Cure Wounds (at will)
   Other: Death Ward (1x, has it active on self)

Death Ward. The first time per day the seraph falls to zero hit points or is hit by an effect that would instantly kill it, it is reduced to 1 hp instead.

ACTIONS

Sacred Lance. Melee or Ranged Spell Attack: +7 to hit, reach 5 ft or 90 ft ft. or range 20/60 ft., one target. *Hit:* ..

Multiattack. The seraph makes 2 attacks.

VALORITE
Medium Celestial (Angel)

Armor Class 18 (chain + shield)

Hit Points 91 (14d8 + 28)
Speed 30 ft., 60 ft. fly

STR	DEX	CON	INT	WIS	CHA
+4	0	+2	−1	+2	+2

Skills –
Damage Vulnerabilities –
Damage Resistances radiant
Damage Immunities –
Senses darkvision 120 ft, passive perception 12
Languages celestial, lucian
Challenge 5:6

Shield Wall. As long as another valorite is within 5ft, the angel makes all DEX saves at advantage and all ranged attacks against it are at disadvantage.

Angelic Weapons. The angel's weapon attacks deal an extra 2d8 radiant damage (included in the attack). This is an innate property.

Actions

Gladius. *Melee Weapon Attack:* +7 to hit, reach 5 ft ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 2d8 radiant..

Javelin (3x). *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 2d8 radiant..

Multiattack. The angel makes 2 gladius attacks.

Variants

Sergeant. Upgrade to a longsword (1d8 + 4) slashing. Gain trait Commanding Presence: All angels within 60 ft have advantage on their first attack on each of their turns. No change to ratings.

Astral-Touched Mortal Creatures

Pegasus
Large celestial

Armor Class 12
Hit Points 59 (7d10 + 21)
Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2(+4)	+3	+0	+2(+4)	+1(+3)

Skills Perception +6
Senses passive Perception 16
Languages understands Celestial, Common, Elvish, and Sylvan but can't speak
Challenge 1:2

Actions

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

Unicorn

Large celestial

Armor Class 15
Hit Points 110 (13d10 + 26)
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, Sylvan, telepathy 60 ft.
Challenge 7:6

Charmed Presence. The unicorn's armor class includes its Charisma modifier.

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:

  At will: Sense Aura, Pass without Trace
  1/day each: Calm Emotions, Dispel Otherworldly Influence, Entangle

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

Innate Purity. The unicorn's weapon attacks count as being silvered.

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:* 9 (2d4 + 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.

CONSTRUCTS

Artificial bodies brought to life by clockwork, elemental Words of power, or trapped souls. Few of these can be created these days other than the most simple animated objects, although simple golem-like creatures are common in Wyrmhold and Byssia–the first being labor constructs directed by their creators, mostly mobile muscle, and the second being fey-animated wooden protectors of remote shrines.

Generally, constructs are immune to most mind-or-soul affecting abilities as well as poison, but repairing them is more difficult as they do not heal naturally and most healing magic does not fix them. As a general rule, constructs only become disabled when their animating force (regardless of its nature) is damaged or dispelled. Those animated directly by spells, such as the Animated Objects below, are disrupted by magic such as Unbind, while those that operate via clockwork or trapped spirits are not.

Constructs, being unfeeling matter moved by non-sentient forces, is remarkably hard to meaningfully damage. As a general rule, most constructs have fixed damage reduction value. All incoming damage is reduced by the given amount. If that would reduce the damage to zero or less, the construct takes no damage. Effects that trigger on hit still occur as normal. Critial hits bypass this damage reduction, dealing full damage. This trait is called Constructed Resilience.

ANIMATED OBJECTS

Animated by simple (comparatively) spells, these creatures have specific programming fixed when they were created. All known forms of animation are temporary unless the creature is part of a larger, spell-worked environment such as a building. If an animated object is removed from their environment in any way, they go berserk, attacking all nearby creatures without distinction and then cease functioning in 1d4 hours. Once defeated, animated objects cannot be brought back to life without the same process that was required to create them in the first place.

Due to their nature, animated objects do not have the Constructed Resilience trait.

ANIMATED FURNITURE

Large construct

Armor Class 14 (natural armor)
Hit Points 39 (6d10 + 6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
+3	−1	+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 1:1

Antimagic Susceptibility. The construct is incapacitated while in the area of Abjure Aether Manipulation. If targeted by Unbind, the construct must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the furniture remains motionless, it is indistinguishable from a normal table, sofa, wardrobe, or whatever piece of furniture it was created from.

ACTIONS

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

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 2:3

Antimagic Susceptibility. The armor is incapacitated while in the area of Abjure Aether Manipulation. If targeted by Unbind, 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.

Greatsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) slashing damage.

CLOCKWORK

Unlike golems (animated by elemental forces) or animated objects (animated directly by spells), clockwork constructs have gears, springs, and levers operating their limbs. These are powered by a crystalline, spell-worked core. Less durable than golems (but much easier to produce) and more permanent than animated objects, most of the automata in the Federated Nations fall into this category. Many hybrid constructs exist with a general purpose "brain" that can accept external commands (as long as they're simple) connected to a power core and the clockwork actuators.

AUTOMATON, HEAVY DEFENDER

Large construct

Armor Class 16 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+5	−1	+2	−3	−1	−4

Skills athletics +8, perception +5
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 30 ft, darkvision 60 ft., passive Perception 14
Languages —
Challenge 2:1

Immutable Form. The automaton is immune to any spell or effect that would alter its form.

Tracked Movement. The automaton ignores difficult terrain, but climbing requires 4 feet of movement per foot climbed and the automaton cannot jump.

ACTIONS

Multiattack. The armor makes two melee attacks. It can replace one of those with a flamethrower use if available.

Shield Bash. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must make a DC 14 STR saving throw. On a failed save, the target is knocked prone or pushed 5 feet back. If pushed back, the defender can immediately move into the vacated space if it would fit..

Flamethrower (Recharge 4-6). All creatures in a 30-ft cone must make a DC 14 DEX saving throw, taking 4d6 fire damage on a failure or half as much on a success. Unattended flammable objects immediately catch fire.

Raise Shields (1/day). As a reaction when first bloodied, the automaton raises an energy barrier around itself. It gains resistance to all damage and regenerates 10 HP at the start of each of its turns. This lasts for 4 rounds or until it is incapacitated or restored to full health.

AUTOMATON, RIOT CONTROL
Medium construct

Armor Class 15 (natural armor)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+1	+1	−2	−2	−5

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 2:1

Immutable Form. The automaton is immune to any spell or effect that would alter its form.

ACTIONS

Multiattack. The armor makes two melee attacks.

Shock Baton. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 2 (1d4) lightning damage. If the target is a creature, it cannot take reactions until the start of its next turn..

Spiked Net. Ranged Weapon Attack: +4 to hit, range 30/60 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage and the target is restrained (escape DC 12). The net is an object with AC 10, 10 HP, vulnerability to fire damage, and immunity to all other non-slashing damage types..

GOLEMS

Golems are the traditional long-lived constructs, created by shaping a physical shell out of matter and then summoning and binding a mindless elemental force to animate it. Simpler golems have fixed programming that they cannot deviate from; more complex ones will listen to either their creator or someone holding an enchanted command rod. These rods are specifically made for a single golem or batch of golems and are not general purpose.

Because golems are solid objects composed of durable, unfeeling matter, they tend to have high values of Construct Resilience. One downside is that golems, being animated by a trapped elemental force, tend to go berserk once damaged enough, as the elemental force's bindings fray and it tries to escape and return home.

GOLEM TYPES

Flesh Golems. Constructed out of the corpses of dead mortals, preserved via embalming or magic, and then animated by a lightning sprite, these distasteful things are not quite undead, although for many the difference is not worth caring about. Generally only outcast alchemists and other such practitioners with access to many dead bodies but not many other resources construct flesh golems. Unlike most golems, they are not extremely long-lasting, as the flesh tends to decay even when preserved.

Clay Golems. Sculpted out of hardened (but not fired) clay and animated with an earth sprite, these golems are very durable. The enchantments on the clay allow bursts of speed and power and drain the aether out of those that they hit, making them fearsome guardians.

Stone Golems. Carved out of hard stone (such as granite) and then animated with an earth sprite, these greater golems are even more durable than clay golems. They are enchanted to cause their enemies' surface to harden via sympathetic magic, reducing their speed and evasion.

Iron Golems. Assembled from pieces of iron wrapped around stone or wood cores, iron golems are the greatest constructs commonly encountered, and the inspiration for Wyrmhold's servitor clockwork. Animated by a fire sprite, they spew toxic vapors at their foes and resist nearly all blows except those from adamantine weapons.

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
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 4:4

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.

Construct Resilience. Any damage dealt to the golem except by adamantine weapons and fire is reduced by 5. This reduction cannot reduce the damage taken below 0. Critical hits bypass this damage reduction.

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.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning 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
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 7:8

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.

Construct Resilience. Any damage dealt to the golem except by adamantine weapons is reduced by 5. Bludgeoning damage from non-adamantine weapons is reduced by 10. This reduction cannot reduce the damage taken below 0. Critical hits bypass this damage reduction.

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.

Actions

Multiattack. The golem makes three slam attacks.

Slam. *Melee Weapon Attack:* +5 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 13 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 Restoration incantation (in its greater form) or other magic of similar power..

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. On the next turn after that, its movement speed is reduced to half as the clay has solidified.

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
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 11:11

Construct Resilience. Any damage dealt to the golem except by adamantine weapons and thunder is reduced by 10. This reduction cannot reduce the damage taken below 0. Critical hits bypass this damage reduction.

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.

Actions

Multiattack. The golem makes three slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 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 14 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. This counts as being the spell Slow but does not have any components.

Golem, Iron

Large construct

Armor Class 19 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+6	−1	+5	−4	+0	−5

Damage Immunities fire, poison, psychic
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 14:14

Construct Resilience. Any damage dealt to the golem except by adamantine weapons and ice is reduced by 10. This reduction cannot reduce the damage taken below 0. Critical hits bypass this damage reduction.

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.

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.

Actions

Multiattack. The golem makes two slam attacks and two sword attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Sword. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) 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 14 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one. Targets that fail their saving throw are poisoned for one minute, and can repeat the saving throw at the end of each of their turns, ending the effect on a success.

Dragons

All dragons trace their descent from the wyrms of old, primal forces of destruction whose speech unmade matter, returning it to pure elemental force. True dragons retain the largest portion of that essence and are tied to elements; false dragons were either bred from wyrm essence or are the non-sapient descendents of corrupted dragons.

Dragon, True

All true dragons are born as chromatic, rainbow colored hatchlings. Before they leave the nest, they undergo the First Molt, which involves seeking out a form of elemental or planar energy and encysting themselves inside, becoming attuned to that elemental energy if they survive, awakening as wyrmlings. As they grow, they undergo a Second Molt, becoming young dragons when their hoard imperative awakens. This hoard imperative is the driving force for all maturing true dragons. It commands them to seek out and gather *something*, which could be as simple as shiny coins or gems...or as esoteric as the smiles on people's faces when they hear a story. This hoard serves as the dragon's strength and weakness–it channels the aether of the land to the dragon, extending their lifespans and fueling their power (both physical and magical), but if it is lost or destroyed, the dragon experiences extreme trauma, often dying (but not before going berserk and destroying everything around it). Some few dragons can find a new hoard, but dragons protect their hoards with their lives. Once a young dragon collects enough of a hoard, it undergoes the Third Molt, becoming an adult. Adult dragons are mature and fertile, forming bonds with other dragons. Most dragons end their lifecycle here; a few have the added need to dominate other dragons. These eventually undergo a Fourth Molt, becoming the fearsome ancients, leaders of dragon flights. Many dragons have the ability to transform into mortal forms (although they retain their draconic power)

Dragons are intensely magical creatures–their very bones and body is steeped in elemental energy. As such, a true dragon's corpse is quite valuable to alchemists and crafters and mages of all kinds; the eggs of true dragons (which can last centuries in a "fossilized" state before hatching when exposed to the correct energies) have been used as arcane power sources. Both of these uses cause extremely negative from any true dragons who discover them.

Some dragons seek out and learn mortal magic–this effort leaves them visually changed for reasons that are not clear. Their scales become metallic. Generally, metallic dragons are more tolerant of humanoid mortals than their chromatic (non-metallic) kin; their hoards tend to reflect their mortal-focused nature. This does not make them less dangerous. For many metallics, manipulating mortals is a form of a game and they have little concern for the wellbeing of their play pieces except as sources of their hoard.

Dragon, Young

Dragon, Adult

Dragon, Ancient

Color	Damage Type	Saving throw	Special Feature
Black	Necrotic	Constitution	Spellcasting, Shapechange
Blue	Lightning	DEX	Shapechange
Brass	Thunder	CON	Spellcasting or Shapechange
Bronze or Red	Fire	DEX	Spellcasting (Bronze) or shapechange (either)
Copper	Acid	CON	Spellcasting or Shapechange
Green	Acid	DEX	Shapechange OR Amphibious
Gold	Radiant	DEX	Spellcasting, Shapechange
Silver or White	Cold	CON Spellcasting (Silver) or Ice walk (either) or Shapechange (either)	

Figure 14.1: True Dragon Colors and Damage Types

Dragon, Wyrmling

Medium dragon

Armor Class 15 (natural armor)
Hit Points 50 (9d8 + 9)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+0(+2)	+1(+3)	+0	+0(+2)	+1(+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 3:2

Special Traits. Pick one of the following based on color:

Amphibious: The dragon can breath both air and water.
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. See True Dragon Colors and Damage Types.

Blast Shape. The dragon's breath weapon targets an area chosen from the list below:

Ball: 10 ft radius sphere centered on a point within 60 ft
Cone: 15 ft cone
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 4:3 version, add 2 hit dice (15 HP), increase the ability scores to +4/+1/+3/+1/+0/+2, which increases the bite's modifier to +6 and the damage to 1d10 + 4 + 1d4. Increase the breath weapon to 25 (7d6) damage.

DRAGON, YOUNG

Large dragon

Armor Class 17 (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 9:9

Special Traits. Pick one of the following based on color:

Amphibious: The dragon can breath both air and water.
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.
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.
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.

Pick 3 spells that cost 2 AET. It can cast these 3x/day each.
Pick 2 spells that cost 3-4 AET. It can cast these 2x/day each.

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. See True Dragon Colors and Damage Types.

Blast Shape. The dragon's breath weapon targets an area chosen from the list below:

Ball: 15 ft radius sphere centered on a point within 60 ft
Cone: 30 ft cone
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 ratings to 10:10, increase its hit points by 15 (no extra hit dice but +1 CON), increase its STR, CON, and CHA by 1 each (+6/+2/+4/+1/+2/+4, increasing its attack modifier by 1 and physical damage modifiers by +1), its breath weapon by 9 (+2d8), and its save DC (spellcasting and breath weapon) by 1 (to 16).

Dragon, Adult

Huge dragon

Armor Class 18 (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 16:14

Special Traits. Pick one of the following based on color:
   Amphibious: The dragon can breath both air and water.
   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.
   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.
   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.
      Pick 3 spells that cost 4 AET or less. It can cast these 3x/day each.
      Pick 2 spells that cost 7 AET or less. It can cast these 2x/day each.
      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. See True Dragon Colors and Damage Types.

Blast Shape. The dragon's breath weapon targets an area chosen from the list below:
   Ball: 20 ft radius sphere centered on a point within 90 ft
   Cone: 60 ft cone

   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.

Dragon, Ancient

Gargantuan dragon

Armor Class 21 (natural armor)
Hit Points 437 (25d20 + 175)
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 22:20+

Special Traits. Pick one of the following based on color:

Amphibious: The dragon can breath both air and water.

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.

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.

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 17.

Pick 3 spells that cost 5 AET or less. It can cast these 3x/day each.

Pick 2 spells that cost 8 AET or less. It can cast these 2x/day each.

Pick 1 spell that costs 14 AET or less. 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. See True Dragon Colors and Damage Types.

Blast Shape. The dragon's breath weapon targets an area chosen from the list below:

Ball: 40 ft radius sphere centered on a point within 120 ft
Cone: 90 ft cone
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: +13 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: +13 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +13 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 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, 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 20 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

An ancient dragon 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 20 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.

WYVERN

Large dragon

Armor Class 14 (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 7:5

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 14 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one..

DRAGON TURTLE

Dragon Turtle

Gargantuan dragon

Armor Class 20 (natural armor)
Hit Points 310 (20d20 + 100)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
+7	+0(+6)	+5(+11)	+0	+1(+7)	+1

Damage Resistances fire
Senses darkvision 120 ft., passive Perception 11
Languages Aquan, Draconic
Challenge 14:17

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. If its steam breath is available, it can use that as well.

Bite. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 33 (4d12 + 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 17 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.

ELEMENTALS

Elementals are born from the essence and Names of the elemental planes. Some are mortals who gave up their mortality (and ability to grow) in exchange for being tied to the nature of the plane (the genie); others are pure embodiments of the Word at the heart of each plane. Yet others are half-way creatures, mortals who have been shaped and bound by the Name of the elemental plane yet retain mortality. These latter are often called 'element-bound.' True elementals (such as the ones named like Air/Earth/Fire/Water Elemental) are barely sapient and have little free will–they are not much more than elemental beasts. Those born from mortals are much more "intelligent" and free-willed.

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 fire, piercing, slashing
Damage Immunities poison
Condition Immunities exhaustion, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10

Languages Terran
Challenge 2:3

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS

Multiattack. The gargoyle makes three attacks: one with its bite and two 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.

INVISIBLE STALKER

Medium elemental

Armor Class 14
Hit Points 97 (15d8 + 30)
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 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 5:5

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 three slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

LAVA-BOUND DWARF

Medium elemental (dwarf)

Armor Class 16 (natural armor, shield)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+2(+4)	+1	+1	+0

Damage Immunities fire, poison

Condition Immunities poisoned
Senses passive Perception 11
Languages Ignan
Challenge 2:1

Heated Body. A creature that touches the lava-bound or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Heated weapons. When the lava-bound hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Illumination. The lava-bound 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.

MAGMIN
Small elemental

Armor Class 14 (natural armor)
Hit Points 38 (7d6 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
−2	+2	+1	−1	+0	+0

Damage Immunities fire
Senses darkvision 60 ft., passive Perception 10
Languages Ignan
Challenge 1:1

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..

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 5:4

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:* 13 (2d8 + 4) piercing damageplus 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..

XORN
Medium elemental

Armor Class 19 (natural armor)
Hit Points 105 (10d8 + 60)
Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+0	+6	+0	+0	+0

Skills Perception +6, Stealth +3
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16
Languages Terran
Challenge 6:5

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.

MEPHITS

Mephits are the elemental version of minor fey, a hybrid of nature spirits and elemental energy. They arise in droves in elemental hotspots in the Mortal, and are one of the more common types summoned, especially by beginning mages. More intelligent than most "true" elementals, they are often mischevious and petty. They are all known to explode when fatally wounded.

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 1/4:1/2

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, DC 10.

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 1/2:1/2

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 1:1/2

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 11), requiring no material components.

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 11
Hit Points 21 (6d6)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
−3	+1	+0	+0	+0	+1

Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Aquan, Ignan
Challenge 1/2:1/2

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.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) 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 11 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.

TRUE ELEMENTALS

ELEMENTAL, AIR
Large elemental

Armor Class 15
Hit Points 120 (16d10 + 32)
Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
+2	+5	+2	−2	+0	−2

Damage Resistances lightning, thunder
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Auran
Challenge 5:6

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: +5 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
+6	−1	+5	−3	+0	−3

Damage Vulnerabilities thunder
Damage Resistances piercing, slashing, fire
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages Terran
Challenge 6:7

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: +6 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

ELEMENTAL, FIRE

Large elemental

Armor Class 14
Hit Points 102 (12d10 + 36)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+4	+3	−2	+0	−2

Damage Immunities fire, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Ignan
Challenge 7:5

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: +7 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 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 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
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Aquan
Challenge 5:6

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 14 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.

Fey

The fey are non-mortal, sometimes-embodied collections of the spirits that inhabit the natural world and Shadow (aka ihminen or kami). These beings, when exposed to mortal influences and strong emotions, often conglomerate and take form, mimicking the acts and emotions that brought them forth. This leads to what appears to be obsessive behavior–a fey born of violence will rampage destructively or tempt others into such acts; a fey born of intense romantic feelings may become a serial seducer. The longer the fey exists without being destroyed or losing interest, however, the more this obsession develops into a full-on mimicry of mortal life in many aspects. They retain an interest in that one particular obsession, but it generally broadens and becomes less of a caricature. Make no mistake–fey are dangerous. They do not, except the strongest and oldest, understand *death*. The more humanoid and "civilized" a fey, the more powerful.

Some fey, in contrast to this strongly mortal-centric view, are born from elemental influences or those of strong, highly-magical areas (especially trees, for some reason). These are place-bound fey, bound to a particular natural feature. They often form deep, almost symbiotic bonds with mortal creatures, trading vastly extended life and power to the mortal in exchange for a shared consciousness and being bound close to one location for the rest of their existence. These fey tend to be much less fickle, if bound to a mortal. The mortal provides an understanding of death, of change, and of the mortal world. Instead, these fey tend to be very fiercely protective of the natural feature they're bound to.

Fey cross over into Shadow naturally, existing on both sides of the veil almost simultaneously. Many of the most powerful make their homes there, rarely manifesting on the Mortal. Others have no home and flit about wherever their fancy (and obsession) take them.

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 1/4:1/2

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.

Kipuliin, Lesser

Small Fey

Armor Class 14 (natural armor)
Hit Points 51 (6d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+4(+6)	−1	−1	+2

Skills –
Damage Vulnerabilities –
Damage Resistances all damage when bloodied
Damage Immunities –
Senses darkvision 60 ft, passive perception 9
Languages Common, Sylvan
Challenge 2:3

Masochism. While bloodied, the kipuliin has resistance to all damage and regains 2hp the first time it hits with an attack on a turn. If the target hit is bloodied, it regains 10 hp instead.

Sadism. When the kipuliin hits a bloodied creature with a weapon attack, its weapons deal an additional 1d4 damage.

ACTIONS

Multiattack. The kipuliin makes two barbed whip attacks.

Barbed Whip. Melee Weapon Attack: +5 to hit, reach 10 ft ft., one target. *Hit:* plus 1d4 extra against bloodied targets..

SATYR
Medium fey

Armor Class 13
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 1/2:1/2

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.

Aura of Drunkenness. The satyr's nature overflows. All creatures within 30 feet must make a DC 12 Constitution saving throw. On a failed save they are poisoned for one minute. Creatures that end their turn more than 30 feet from the satyr can reattempt the saving throw at the end of each of their turns, ending the effect on a success.

FIENDS

"Fiend" is the word used by mortals to describe any resident of the Astral or Abyssal (few make a differentiation, although the differences are many) summoned via ritual or magic into another plane as weapons or soldiers and given a body woven of aether to inhabit. These "combat forms" have become quite standardized over the centuries, chosen as much for their intimidating looks as for their raw combat potential. One side effect of this new form is that killing a fiend on the Mortal requires trapping their core essence and dispersing it–simply shattering the body by physical or magical force just ends the spell and sends them back to where they came from. It does irritate them considerably though; they can feel pain in their borrowed forms just like in their "true" forms.

The more powerful the summoned entity, the greater expenditure of aether is required to house it. A Flame Fiend, for example, is one of the most potent of its kind and can summon others subservient to it, while an imp or a dretch are the lowliest, the latter barely capable of thought.

Such aether-born shells, however, do have a weakness to silver, as it disrupts the complex patterns that contain their otherplanar essence. Damage done by silvered weapons leaves them weakened, if

Stronger entities require larger, more expensive shells. Some particularly powerful entities, such as diabolical dons or demon princes, cannot be summoned by normal means–no summoner or ritual has enough power to create a stable body for them. They can appear via rifts, but they do so in their own proper form.

The hierarchy of regularly summoned forms goes (from weakest to strongest)

1. Stench fiends. These are barely sapient, merely a squggle of a fragment of a True Word at their core. Only the weakest summoners summon these, but other fiends often employ them as cannon fodder.

2. Imps. These are the lowest forms regularly summoned–they are common familiars. They trade their freedom for an ongoing piece of the summoner's energy or a claim on their soul (if demon). Scouts, messengers, and gossips mostly, they are fragile in combat.

3. Succubi/Incubi. The form used depends on the needs of the caster, not the entity's innate nature. Commonly used for means other than combat.

4. Bearded fiends, hell hounds, and barbed fiends. These are the workhorse fiendish form, probably the most commonly summoned type for actual combat.

5. Fury, Horned, Bone, and Ice fiends. These are the commanders. Often capable of summoning large numbers of others.

6. Flame fiends. These are the pinnacle of the summonable forms, acting as generals. Those more powerful than this cannot

generally be summoned.
just for a moment.

FIEND, STENCH

Small fiend

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 or Infernal
Challenge 1/2:1/4

Aetheric Shell. When a fiend takes damage from a silvered weapon, its next attack before the end of its next turn has disadvantage.

ACTIONS

Multiattack. The stench fiend 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:* 2 (1d4) slashing damage.

Fetid Cloud (1/Day). A 10-foot radius of disgusting green gas extends out from the stench fiend. 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.

Fiend, Bearded

Medium fiend

Armor Class 13 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

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

Damage Resistances cold
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 10
Languages Infernal, telepathy 120 ft.
Challenge 2:2

Aetheric Shell. When a fiend takes damage from a silvered weapon, its next attack before the end of its next turn has disadvantage.

Fiend's Sight. Magical darkness doesn't impede the fiend's darkvision.

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

Steadfast. The fiend can't be frightened while it can see an allied creature within 30 feet of it.

Actions

Multiattack. The fiend 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 fiend 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..

Fiend, Barbed

Medium fiend

Armor Class 15 (natural armor)
Hit Points 110 (13d8 + 52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3(+6)	+3	+4(+7)	+1	+2(+5)	+2(+5)

Skills Deception +5, Insight +5, Perception +8
Damage Resistances cold
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 18
Languages Infernal, telepathy 120 ft.
Challenge 4:6

Aetheric Shell. When a fiend takes damage from a silvered weapon, its next attack before the end of its next turn has disadvantage.

Fiend's Sight. Magical darkness doesn't impede the fiend's darkvision.

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

Actions

Multiattack. The fiend 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:* 7 (1d8 + 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:* 14 (4d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire..

Barbed Hide. As a bonus action, the barbed fiend deals 5 (1d10) piercing damage to any creature grappling it or grappled by it.

SUCCUBUS/INCUBUS

SUCCUBUS/INCUBUS

Medium fiend (shapechanger)

Armor Class 15 (natural armor)
Hit Points 82 (15d8 + 15)
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
Senses darkvision 60 ft., passive Perception 15
Languages Abyssal, Common, Infernal, telepathy 60 ft.
Challenge 3:4

Aetheric Shell. When a fiend takes damage from a silvered weapon, its next attack before the end of its next turn has disadvantage.

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 14 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.

The 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 14 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.

FIEND, BONE

Large fiend

Armor Class 18 (natural armor)
Hit Points 157 (16d10 + 64)
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
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Infernal, telepathy 120 ft.

Aetheric Shell. When a fiend takes damage from a silvered weapon, its next attack before the end of its next turn has disadvantage.

Fiend's Sight. Magical darkness doesn't impede the fiend's darkvision.

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

ACTIONS

Multiattack. The fiend makes four attacks: three with its claws and one with its sting.

Claw. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Sting. Melee Weapon Attack: +7 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..

FIEND, FURY
Medium fiend (fiend)

Armor Class 18 (plate)
Hit Points 153 (18d8 + 72)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+3(+7)	+4(+8)	+2	+2(+6)	+4(+8)

Damage Resistances cold
Damage Immunities fire, poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 12
Languages Infernal, telepathy 120 ft.
Challenge 11:11

Aetheric Shell. When a fiend takes damage from a silvered weapon, its next attack before the end of its next turn has disadvantage.

Hellish weapons. The fiend's weapon attacks deal an extra 13 (3d8) poison damage on a hit (included in the attacks).

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

ACTIONS

Multiattack. The fiend makes three attacks.

Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damageplus 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* incantation or similar magic..

Parry. The fiend adds 4 to its AC against one melee attack that would hit it once per turn, possibly negating the hit. To do so, the fiend must see the attacker and be wielding a melee weapon.

FIEND, HORNED

Fiend, Horned

Large fiend

Armor Class 18 (natural armor)
Hit Points 178 (17d10 + 55)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
+6(+10)	+3(+7)	+5	+1	+3(+7)	+3(+7)

Saving Throws Str +10, Dex +7, Wis +7, Cha +7
Damage Resistances cold
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 13
Languages Infernal, telepathy 120 ft.
Challenge 10:10

Aetheric Shell. When a fiend takes damage from a silvered weapon, its next attack before the end of its next turn has disadvantage.

Fiend's Sight. Magical darkness doesn't impede the fiend's darkvision.

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

Actions

Multiattack. The fiend 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:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 7 (2d6) fire damage.

Tail. *Melee Weapon Attack:* +8 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 15 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 fiend 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) fire damageIf the target is a flammable object that isn't being worn or carried, it also catches fire..

Fiend, Flame

Huge fiend

Armor Class 19 (natural armor)
Hit Points 375 (30d12 + 180)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
+8(+14)	+2	+6(+12)	+5	+3(+9)	+6(+12)

Damage Resistances cold, lightning
Damage Immunities fire, poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 13
Languages Abyssal, telepathy 120 ft.
Challenge 17:19

Aetheric Shell. When a flame fiend takes damage from a silvered weapon, its next attack before the end of its next turn has disadvantage.

Death Throes. When the flame fiend dies, it explodes, and each creature within 30 feet of it must make a DC 17 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 flame fiend's weapons.

Magic Resistance. The flame fiend has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The flame fiend makes two attacks: one with its longsword and one with its whip.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage plus 13 (3d8) lightning damage. If the flame fiend scores a critical hit, it rolls damage dice three times, instead of twice..

Whip. *Melee Weapon Attack:* +10 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 17 Strength saving throw or be pulled up to 25 feet toward the flame fiend..

Teleport. The flame fiend magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Fire Aura. As a bonus action, the flame fiend makes 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.

Fiendish Beasts

These natural-seeming creatures have been exposed to fiendish energies, becoming themselves fiendish in large measure. As mortals, they are not vulnerable to silver but truly die when killed.

HELL HOUND
Medium fiend

Armor Class 14 (natural armor)
Hit Points 65 (10d8 + 20)
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 3:3

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.

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 3:3

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: +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) fire damage..

Etherealness (1/Day). The nightmare and a willing creature riding it magically enter the Border Shadow from the Material Plane, or vice versa.

Fiend, Ice

Large fiend

Armor Class 18 (natural armor)
Hit Points 209 (22d10 + 88)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+2(+7)	+4(+9)	+4	+2(+7)	+4(+9)

Damage Immunities cold, fire, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 12
Languages Infernal, telepathy 120 ft.
Challenge 12:12

Aetheric Shell. When a fiend takes damage from a silvered weapon, its next attack before the end of its next turn has disadvantage.

Fiend's Sight. Magical darkness doesn't impede the fiend's darkvision.

Magic Resistance. The flame fiend has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The ice fiend makes three attacks: one with its bite, one with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 14 (4d6) cold damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage plus 14 (4d6) cold damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 14 (4d6) cold damage.

Wall of Ice (Recharge 6). The fiend magically forms an opaque wall of ice on a solid surface it can see within 60 feet of it. The wall is 1 foot thick and up to 30 feet long and 10 feet high, or it's a hemispherical dome up to 20 feet in diameter.

When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. The creature then makes a DC 15 Dexterity saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one.

The wall lasts for 1 minute or until the fiend is incapacitated or dies. The wall can be damaged and breached; each 10-foot section has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. If a section is destroyed, it leaves behind a sheet of frigid air in the space the wall occupied. Whenever a creature finishes moving through the frigid air on a turn, willingly or otherwise, the creature must make a DC 15 Constitution saving throw, taking 17 (5d6) cold damage on a failed save, or half as much damage on a successful one. The frigid air dissipates when the rest of the wall vanishes.

For purposes of Unbind, this counts as a spell of aether cost 12.

Giants

Giants in all their forms descend from the ancient titans. Contrary to the name, titans were of reasonably normal stature. But they possessed the power of True Words in the form of runes, often inscribed on their bodies. These runes gave them control over matter, allowing them to transform into hulking figures many tens of feet (some even a hundred) feet tall and with strength to move mountains.

After the Titan-Wyrm wars and the treachery of Isskap with the Orb of All Might, the titans' runic power was broken, leaving them incapable of voluntarily transforming; the result were the ancestors of today's jazuu and dwarves (the latter being those whose power was stripped to create the Orb in the first place). Instead, the last remnants of their power went into the creation of the Titanwalls, runic constructs that could rewrite a jazuu, transforming them permanently into a true giant…if they survived and were able to control the process. Those who failed to control the transformation or who bailed out early became the giant-kin. In a cruel twist of fate, true giants are sterile, but giant-kin breed true. Thus, true giants are rare, but giant-kin have spread throughout all the continents of Quartus.

True Giants

The transformation at a Titanwall can be likened to a reprogramming–one translation goes as follows.

```
**START PHYSICAL BLOCK**
GROW IN STRENGTH, SIZE # failure here results in an ogre or ettin. Big, strong, dumb.
LIVE FOR LONG DURATION # failure here tends to be fatal
HUNGER BE SATISFIED # failure here results in a troll. Big, strong, long-lived, always hungry
BECOME # success here results in an ettin or other "greater" giant-kin
**END PHYSICAL BLOCK**
**START IMPERATIVES BLOCK**
VALUE WORK
BECOME # hill giants
CREATE BEAUTY
BECOME # Stone giants end here
DEFEND KIN
BECOME # Frost giants end here
**END IMPERATIVES BLOCK**
**START RULING BLOCK**
COMMAND UNLIVING ELEMENTS
BECOME # Fire giants
COMMAND KIN
BECOME # Cloud Giants
COMMAND EVERYTHING
BECOME # no one has succeeded in this stage since the titans. Storm giants came close and are
**END RULING BLOCK**
```

Giant, Cloud

Huge giant

Armor Class 16 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+8	+0	+6(+10)	+1	+3(+7)	+3(+7)

Saving Throws Con +10, Wis +7, Cha +7
Skills Insight +7, Perception +7
Senses passive Perception 17
Languages Common, Giant
Challenge 10:11

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

Innate Spellcasting. The giant's innate spellcasting ability is Charisma (DC 15). It can innately cast the following spells, requiring no material components:

> **Concentration** Fog Cloud (at will), Control Weather (Legendary, 1/day), Telekinesis (3/day)
> **Movement** Misty Step (3/day), Feather Fall (3/day), Gaseous Form
> **Incantations** Fly

Actions

Multiattack. The giant makes two morningstar attacks.

Morningstar. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 30 (5d8 + 8) piercing damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. *Hit:* 35 (5d10 + 8) bludgeoning damage.

Sweeping Attack (Recharge 4-6). The giant sweeps his morningstar parallel to the ground. All creatures within 10 feet in a semicircle must make a DC 16 Dexterity saving throw. On a failed save, targets take 5d8 + 8 bludgeoning damage and are knocked 10 feet back and prone. On a success, targets take half damage and are shoved 5 feet away but not knocked prone.

Giant, Fire

Huge giant

Armor Class 18 (plate)
Hit Points 162 (13d12 + 78)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+7	−1(+3)	+6(+10)	+0	+2	+1(+5)

Skills Athletics +11, Perception +6
Damage Immunities fire
Senses passive Perception 16
Languages Giant
Challenge 10:10

Actions

Multiattack. The giant makes two greatsword attacks.

Greatsword. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage plus 1d6 fire damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Sweeping Attack (Recharge 4-6). The giant sweeps his greatsword parallel to the ground. All creatures within 10 feet in a semicircle must make a DC 16 Dexterity saving throw. On a failed save, targets take 6d6 + 7 slashing damage and 2d6 fire damage and are knocked 10 feet back and prone. On a success, targets take half damage and are shoved 5 feet away but not knocked prone.

Giant, Frost

Huge giant

Armor Class 15
Hit Points 138 (12d12 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+6	−1	+5(+8)	−1	+0(+3)	+1(+4)

Skills Athletics +9, Perception +3
Damage Immunities cold
Senses passive Perception 13
Languages Giant

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 plus 1d6 cold damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Sweeping Attack (Recharge 4-6). The giant sweeps his greataxe parallel to the ground. All creatures within 10 feet in a semicircle must make a DC 14 Dexterity saving throw. On a failed save, targets take 3d12 + 6 bludgeoning damage and 1d6 cold damage and are knocked 10 feet back and prone. On a success, targets take half damage and are shoved 5 feet away but not knocked prone.

GIANT, HILL

Huge giant

Armor Class 14 (natural armor)
Hit Points 115 (11d12 + 44)
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 5:5

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.

Sweeping Attack (Recharge 4-6). The giant sweeps his morningstar parallel to the ground. All creatures within 10 feet in a semicircle must make a DC 13 Dexterity saving throw. On a failed save, targets take 3d8 + 5 bludgeoning damage and are knocked 10 feet back and prone. On a success, targets take half damage and are shoved 5 feet away but not knocked prone.

GIANT, STONE

GIANT, STONE

Huge giant

Armor Class 17 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+2(+5)	+5(+8)	+0	+1(+4)	−1

Skills Athletics +12, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Giant
Challenge 7:8

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: +8 to hit, reach 15 ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. *Hit:* 33 (5d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone..

Sweeping Attack (Recharge 4-6). The giant sweeps his greatclub parallel to the ground. All creatures within 10 feet in a semicircle must make a DC 14 Dexterity saving throw. On a failed save, targets take 3d8 + 6 bludgeoning damage and are knocked 10 feet back and prone. On a success, targets take half damage and are shoved 5 feet away but not 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

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(+14)	+2	+5(+10)	+3	+4(+9)	+4(+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 13:13

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:

　　Concentration Levitate (at will), Control Weather (Legendary, 3x)

Other Feather Fall (at will), Sense Aura (incantation)

ACTIONS

Multiattack. The giant makes two greatsword attacks.

Greatsword. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. *Hit:* 30 (6d6 + 9) slashing damage plus 7 (2d6) lightning damage.

Rock. Ranged Weapon Attack: +10 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 18 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.

Sweeping Attack (Recharge 4-6). The giant sweeps his greatsword parallel to the ground. All creatures within 10 feet in a semicircle must make a DC 18 Dexterity saving throw. On a failed save, targets take 6d6 + 9 slashing damage and are knocked 10 feet back and prone. On a success, targets take half damage and are shoved 5 feet away but not knocked prone.

GIANT-KIN

OGRE
Large giant

Armor Class 12 (natural 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 2:1

ACTIONS

Greatclub. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Javelin. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Fey Ogre

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)	+3(+6)	+2	+1(+4)	+2(+5)

Skills Arcana +5, Deception +8, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Common, Giant
Challenge 7:6

Innate Spellcasting. The fey ogre's innate spellcasting ability is Charisma (spell save DC 13). The fey ogre can innately cast the following spells, requiring no material components:

> **Concentration** Darkness (at will), Invisibility (at will), Charm Person (1x), Sleep (1x)
> **Damage** Cone of Cold (1x)

Other Gaseous Form (1x)

Regeneration. The fey ogre regains 10 hit points at the start of its turn if it has at least 1 hit point.

Actions

Multiattack. The fey ogre makes two attacks, either with its claws or its glaive.

Claw (Ogre 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 fey ogre 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 fey ogre dies, it reverts to its true form, and its glaive reverts to its normal size.

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 5:6

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. The troll dies only if it starts its turn with 0 hit points and its maximum hit points are zero or someone has taken an action to behead the ogre while it was at 0 hit points. If the troll takes acid or fire damage, its maximum hit points are reduced by the damage taken.

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:* 11 (2d6 + 4) piercing damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Ettin

Large giant

Armor Class 14 (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 4:4

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: +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Morningstar. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

HUMANOIDS

ANY LINEAGE

ACOLYTE
Medium humanoid (any lineage)

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 1/4:1/8

Spellcasting. The acolyte's spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The acolyte has following spells prepared:

   Concentration: Bless (x1), Sanctuary (x1)
   Healing: Cure Wounds (x2)

ACTIONS

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

Judgement Strike. Ranged Spell Attack: +3 to hit, range 60 ft. ft., one target. *Hit:* 4 (1d8) radiant or necrotic damage. This counts as a cantrip..

INVENTORY

Common. Holy symbol, club.

Rare. A spell scroll or spell stone of a priest spell with cost 2 AET or less.

ACOLYTE, SENIOR
Medium humanoid (any lineage)

Armor Class 13 (leather armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+2	+1	+0	+2	+2

Skills Deception +4, Persuasion +4, Religion +2
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 1:1/2

Spellcasting. The acolyte's spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has the following spells prepared:

    Concentration Hold Person (x2), Shield of Faith (x1)
    Other Inflict Wounds (x1), Command (x2)

ACTIONS

Multiattack. The acolyte makes two dagger attacks or casts Judgement Strike twice.

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.

Judgement Strike. *Ranged Spell Attack:* +4 to hit, range 60 ft. ft., one target. *Hit:* 6 (1d8 + 2) radiant or necrotic damage. This counts as a cantrip..

INVENTORY

Common. A holy symbol, a spell stone or scroll of a 1-4 AET priest spell.

Uncommon. A healing potion.

VARIANTS

Fanatic. The fanatic has advantage on saving throws against being charmed or frightened. This does not affect their ratings.

ASSASSIN

ASSASSIN
Medium humanoid (any lineage)

Armor Class 15 (reinforced leather)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+3(+6)	+2	+1	+0(+4)	+0

Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9
Damage Resistances poison
Senses passive Perception 13
Languages Thieves' cant plus any two languages
Challenge 8:5

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.

    The assassin has advantage on initiative checks.

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 14 Constitution saving throw, taking 14 (4d6) 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 14 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one..

INVENTORY

Common. One vial of poison (4d6 poison damage, DC 14), a poisoner's kit, a pouch of 200-300 gp, a smoke bomb (object interaction to create a 5-ft radius cloud of heavy obscurement for one round), 20 crossbow bolts

Rare. A more exotic poison, written orders from his employer (which may be falsified), an adventurer-tier or journeyman-tier magic item, usually stealth related.

BANDIT
Medium humanoid (any lineage)

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 1/4:1/8

ACTIONS

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

Short bow. Ranged Weapon Attack: +3 to hit, range 80 ft./320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

INVENTORY

Common. Gambling set, small pouch of coin (10-30 silver) or minor art objects (up to 5 gp).

VARIANTS

Cultist. Cultists have advantage against being frightened or charmed. This does not affect their ratings.

BANDIT CAPTAIN
Medium humanoid (any lineage)

Armor Class 14 (reinforced leather)
Hit Points 71 (11d8 + 22)
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 2:3

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: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) 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.

INVENTORY

Common. A large pouch of gold (10-30 gp), a journeyman-tier magic item (usually utility), small art objects or jewelry worth 5-10 gp.

Rare. Documents fingering a fence or traitor in the nearest town. A key to a base or map to a treasure dump.

BERSERKER

BERSERKER
Medium humanoid (any lineage)

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

STR	DEX	CON	INT	WIS	CHA
+3	+2	+3	−1	+0	−1

Senses passive Perception 10
Languages any one language (usually Common)
Challenge 2:2

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:* 15 (1d12 + 1d8 + 3) slashing damage.

INVENTORY

Common. A few small gems (2-5 gp each) or 2-3 gold pieces (usually in mixed silver and copper coin).

Rare. A silvered greataxe or a journeyman-tier utility magic item.

COMMONER
Medium humanoid (any lineage)

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 0:1/8

ACTIONS

Club. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Untrained. Commoners can only attack in self-defense, and fail any saving throw against fear.

INVENTORY

Common. A few copper coins.

GUARD
Medium humanoid (any lineage)

Armor Class 14 (leather, shield)
Hit Points 16 (3d8 + 3)
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 1/4:1/2

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.

INVENTORY

Common. 5-15 silver coins.

KNIGHT
Medium humanoid (any lineage)

Armor Class 18 (plate)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+0	+2(+4)	+0	+0(+2)	+2

Saving Throws Con +4, Wis +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 3:4

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 non-hostile 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.

INVENTORY

Common. A pouch of 20-30 gold coins or jewelry worth about the same. A healing potion.

Rare. A journeyman-tier magic item, usually worn or wielded, or a suit of masterwork armor or a masterwork weapon (add 2 to its weapon damage if carrying a masterwork weapon).

MAGE
Medium humanoid (any lineage)

Armor Class 14 (*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 6:3

Spellcasting. The mage's spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage can cast the following spells:

    Concentration Greater Invisibility (x1), Suggestion (x2), Fire Shield (x1)
    Defensive Misty Step (x3), Mage Armor (x1)
    AoE Cone of Cold (x1), Ice Storm (x2), Magic Missile (x3)

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.

Fire Blast. Ranged Spell Attack: +6 to hit, range 90 ft., one target. *Hit:* 13 (3d8) fire damage.

Lightning Fist. Melee Spell Attack: +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d8) lightning damage, and the target cannot take reactions until the end of its next turn..

INVENTORY

Common. 1 spell scroll or stone of an arcanist spell with cost between 1-8 AET or a journeyman or hero tier Ritual Scroll. A component pouch or arcane focus.

Rare. A hero-tier magic item, usually wielded.

NOBLE
Medium humanoid (any lineage)

Armor Class 15 (breastplate)
Hit Points 13 (3d8)
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 1/4:1/4

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.

INVENTORY

Common. A large amount of coin and/or personal jewelry (100-300 gp total).

PRIEST
Medium humanoid (any lineage)

Armor Class 13 (chain shirt)
Hit Points 49 (9d8 + 9)
Speed 30 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 3:2

Spellcasting. The priest's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest can cast the following spells:

> **Concentration** Bless, Sanctuary (x2)
> **Damage** Spiritual Weapon (x1), Guiding Bolt (x2)
> **Utility/Healing** Cure Wounds (x2), Unbind (x2)

ACTIONS

Multiattack.. The priest casts Judgement Strike, attacks with its mace, or casts a spell. If it has Spiritual Weapon active, it makes an attack with that and move the weapon up to 20 ft.

Mace. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Judgement Strike. Ranged Spell Attack: +5 to hit, range 60 ft. ft., one target. *Hit:* 12 (2d8 + 3) radiant or necrotic damage. This counts as a cantrip..

Spiritual Weapon. Melee Spell Attack: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Divine Radiance (1/day). As a bonus action, the priest channels astral energy. All creatures within 10 feet of the priest regain 10 (3d6) hit points. Constructs are unaffected by this; undead must make a DC 13 Wisdom saving throw, taking 10 (3d6) radiant damage on a failure or half as much on a success.

INVENTORY

Common. A holy symbol, a moderate amount of coin and/or jewels, a healing potion, and a spell stone of a 1-5 AET priest spell.

Rare. An adventurer-tier or weaker magic item, usually in use.

SCOUT

Medium humanoid (any lineage)

Armor Class 13 (leather armor)
Hit Points 22 (4d8 + 4)
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 1:1/2

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.

INVENTORY

Common. A healer's kit, rations, 20 extra arrows

Uncommon. A map detailing the area, including one or more monster lairs or camps.

SHAMAN

Medium humanoid (any lineage)

Armor Class 13 (reinforced leather)
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 Common plus any two languages, usually sylvan
Challenge 1:1

Spellcasting. The shaman's spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can cast the following spells:

> **Concentration** Entangle (x2), Call Lightning (x1)
> **Defensive** Longstrider (x1)
> **Utility** Cure Wounds (x2)

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Flame Blast. *Ranged Spell Attack:* +4 to hit, range 60 ft. ft., one target. *Hit:* 11 (2d8 + 2) fire damage.

Manifest Zone: Earth. The shaman magically calls upon the plane of stone to shield its allies in a 10-foot radius sphere located at a point the shaman can see within 60 feet. The zone is difficult terrain for any of the shaman's enemies while it lasts. When the zone appears and at the start of each of the shaman's turns, all allies within the zone gain 5 temporary hit points that last for 1 minute. The zone disappears after 1 minute or when the shaman is incapacitated or moves more than 60 feet from the location.

INVENTORY

Common. A primal focus, a herbalism kit, 1-2 healing potions.

Rare. A spell stone of a 1-3 AET shaman spell.

SPY

Medium humanoid (any lineage)

Armor Class 12
Hit Points 36 (8d8)
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 2:1

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.

INVENTORY

Common. A disguise kit, a forger's kit, a large amount of coin if faced at home (10-100 gp, often hidden).

Rare. A vial of poison, a forged signet ring, and stolen documents.

THUG

Medium humanoid (any lineage)

Armor Class 14 (brigandine)
Hit Points 39 (6d8 + 12)
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 1:1

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.

Warhammer. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage. *Miss* The target still takes 2 bludgeoning damage..

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

INVENTORY

Common. Dice or other gambling equipment. A substantial amount of coin (2-10 gp, often in silver and copper).

Rare. Masterwork weapon or armor. If wielding a masterwork weapon, increase damage by 2 per hit and increase offensive rating to 2.

VETERAN
Medium humanoid (any lineage)

Armor Class 16 (chain mail)
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 3:3

ACTIONS

Multiattack. The veteran makes two longsword attacks and a shortsword attack.

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

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.

INVENTORY

Common. A moderate amount of coin and/or jewelry (5-20 gp total). A healing potion. A masterwork weapon (increases damage by 2, does not change offensive rating)

Rare. A journeyman-tier magic item, usually utility.

WARRIOR, BRUTAL
Medium humanoid (any lineage)

Armor Class 16 (reinforced leather, shield)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4(+7)	+2(+5)	+3(+6)	+0	+1	+2

Skills Athletics +10, Intimidation +5
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 5:6

Brave. The warrior has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the warrior hits with it (included in the attack).

ACTIONS

Multiattack. The warrior 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.

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 14 Strength saving throw or be knocked prone..

Parry. As a reaction, the warrior adds 3 to its AC against one melee attack that would hit it. To do so, the warrior must see the attacker and be wielding a melee weapon.

INVENTORY

Common. A medium pouch of gold (5-20 gp), a healing potion, and a gambling set.

Rare. A hero-tier magic item, often weapon or armor that is being wielded.

WARRIOR, PRIMITIVE
Medium humanoid (any lineage)

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 1/2:1/8

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:* 5 (1d8 + 1) piercing damage.

INVENTORY

Common. A small carved trinket (art object worth 1 gp).

SPECIFIC

GOBLIN RAIDER
Small humanoid (goblinoid)

Armor Class 13 (leather armor)
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 1/2:1/8

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.

HOBGOBLIN RAIDER
Medium humanoid (goblinoid)

Armor Class 14 (lamellar)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+1	+1	+0	+0	+1

Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 1:1

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: +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

Longbow. Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

ORC RAIDER
Medium humanoid (orc)

Armor Class 13 (hide armor)
Hit Points 22 (3d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+1	+3	−2	+0	+0

Skills Intimidation +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 1:1/2

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Red Fang's Legacy. The orc scores a critical hit on a 19 or 20 and deals an extra weapon die (3d12 instead of 2d12) on a critical hit.

ACTIONS

Greataxe. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) slashing damage.

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.

THERIANTHROPES

Therianthropes, more commonly known as were creatures, stem originally from demonic interference, mostly from the followers of the demon prince known as the Red Fang. But many of the creatures are blameless victims, and there are a substantial number of people who inherited the ability to transform from their cursed ancestors. These entries only describe those capable of passing on the curse via bite, in the main the victims themselves of a cursed bite. Were-creatures may either choose to revel in their blood-lust curse or seek to control it; either way, they remain dangerous.

There are others, called Skinwalkers or Loup Garou, who willingly trafficked with demons to gain power. They are even more powerful, if thankfully rare.

All were creatures possess extreme regenerative capability, being capable of near-instantly regenerating from even mortal wounds. Silvered weapons stop this healing, leaving lasting wounds, and being beheaded once made unconscious also works. Not much else does.

WEREBEAR

WEREBEAR
Medium humanoid (human, shapechanger)

Armor Class 10 in humanoid form, 14 (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
Senses passive Perception 17
Languages Common (can't speak in bear form)
Challenge 6:8

Cursed Regeneration. The werebear regenerates 20 hit points at the start of each of its turns. It only dies if its maximum hit points reach zero (see Silver Sensitivity) or if someone uses an action to behead it while it is unconscious at zero hit points.

Silver Sensitivity. Silver's purity is antithetical to the cursed nature of a were creature. As such, damage dealt by silvered weapons reduce the werebear's maximum hit points by an amount equal to the damage dealt. This lasts until the werebear completes a long rest.

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

ACTIONS

Multiattack. The werebear makes three attacks, only one of which can be with its bite.

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.

Shapechanger. The werebear can use its bonus 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.

WEREBOAR
Medium humanoid (human, shapechanger)

Armor Class 10 in humanoid form, 13 (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
Senses passive Perception 12
Languages Common (can't speak in boar form)
Challenge 5:4

Cursed Regeneration. The wereboar regenerates 20 hit points at the start of each of its turns. It only dies if its maximum hit points reach zero (see Silver Sensitivity) or if someone uses an action to behead it while it is unconscious at zero hit points.

Silver Sensitivity. Silver's purity is antithetical to the cursed nature of a were creature. As such, damage dealt by silvered weapons reduce the wereboar's maximum hit points by an amount equal to the damage dealt. This lasts until the wereboar completes a long rest.

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 12 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the wereboar takes damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead as long as its maximum hit points are not zero.

ACTIONS

The wereboar makes three 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..

Shapechanger. The wereboar can use its bonus 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.

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
Senses darkvision 60 ft., passive Perception 12
Languages Common (can't speak in rat form)
Challenge 2:2

Cursed Regeneration. The wererat regenerates 20 hit points at the start of each of its turns. It only dies if its maximum hit points reach zero (see Silver Sensitivity) or if someone uses an action to behead it while it is unconscious at zero hit points.

Silver Sensitivity. Silver's purity is antithetical to the cursed nature of a were creature. As such, damage dealt by silvered weapons reduce the wererat's maximum hit points by an amount equal to the damage dealt. This lasts until the wererat completes a long rest.

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

ACTIONS

The wererat makes two shortsword attacks and one bite attack.

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

Shapechanger. The wererat can use its bonus 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.

WERETIGER

Medium humanoid (human, shapechanger)

Armor Class 12 in human form, 14 (natural armor) in hybrid or tiger form
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
Senses darkvision 60 ft., passive Perception 15
Languages Common (can't speak in tiger form)
Challenge 5:6

Cursed Regeneration. The weretiger regenerates 20 hit points at the start of each of its turns. It only dies if its maximum hit points reach zero (see Silver Sensitivity) or if someone uses an action to behead it while it is unconscious at zero hit points.

Silver Sensitivity. Silver's purity is antithetical to the cursed nature of a were creature. As such, damage dealt by silvered weapons reduce the weretiger's maximum hit points by an amount equal to the damage dealt. This lasts until the weretiger completes a long rest.

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 13 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

The weretiger makes two attacks with scimitar, claw, or longbow. It also makes one bite attack.

Bite (Tiger or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 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.

Shapechanger. The weretiger can use its bonus 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.

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
Senses passive Perception 14
Languages Common (can't speak in wolf form)
Challenge 3:2

Cursed Regeneration. The werewolf regenerates 20 hit points at the start of each of its turns. It only dies if its maximum hit points reach zero (see Silver Sensitivity) or if someone uses an action to behead it while it is unconscious at zero hit points.

Silver Sensitivity. Silver's purity is antithetical to the cursed nature of a were creature. As such, damage dealt by silvered weapons reduce the werewolf's maximum hit points by an amount equal to the damage dealt. This lasts until the werewolf completes a long rest.

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

Actions

The werewolf makes three attacks: one with its bite and two with its claws or spear.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 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..

Shapechanger. The werewolf can use its bonus 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.

ARCHMAGE

Medium humanoid (any lineage)

Armor Class 15 (*mage armor*)
Hit Points 156 (24d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+2	+2	+5	+2	+3

Saving Throws Int +9, Wis +6
Skills Arcana +13, History +13
Damage Resistances damage from spells; bludgeoning, piercing, and slashing
Senses passive Perception 12
Languages any six languages
Challenge 13:10

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

Spellcasting. The archmage's spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast the following spells in combat:

> **Concentration** Faerie Fire (at will), Black Tentacles (x2), Wall of Force (x2)

Damage Disintegrate (Legendary, x2, 10d6+60), Fireball (x3, 6d6)
Defensive Misty Step (at will), Stoneskin (x3), Time Stop (Legendary, x1)

ACTIONS

Multicast (recharge 5-6). The archmage can use one of its spell attacks as a bonus action if it casts a spell using its Spellcasting feature.

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.

Fire blast. Ranged Spell Attack: +9 to hit, range 120ft. ft., one target. *Hit:* 27 (4d10 + 5) fire damage. This ability counts as a cantrip..

Lightning Fist. Melee Spell Attack: +9 to hit, reach 5ft. ft., one target. *Hit:* 23 (4d8 + 5) lightning damage, and the target cannot take reactions until the start of their next turn. This ability counts as a cantrip..

INVENTORY

Common. An arcane focus. A component pouch including 300 gp in diamond dust. 1d4 spell stones (cost 1-12 AET).

Rare. A heroic-tier or two adventurer-tier magic items, usually being wielded.

Monstrosities

Monstrosities are the catch-all category for things that aren't shaped roughly like a person. Does it speak but look like a beast? Does it have magical abilities but not fit into another category? Was it created by a mage in a long-ago day but now breed normally? Then it's probably a monstrosity.

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 2:1

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 7 (2d6) acid damage If the target is a Large or smaller creature, it is grappled (escape DC 12). 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 12 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

Basilisk
Medium monstrosity

Armor Class 14 (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 2:2

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 Restoration incantation (greater only) 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.

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 8:6

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 14 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

CHUUL

Large monstrosity

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 4:5

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 Sense Aura incantation 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 13) 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 monstrosity

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 6:8

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 13 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 1/4:1/2

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..

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 1:1/2

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.

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 1:1

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..

DOPPELGANGER

Medium monstrosity (shapechanger)

Armor Class 13
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+3	+2	+0	+1	+2

Skills Deception +6, Insight +3
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 1:2

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:* +5 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.

DRIDER

Large monstrosity

Armor Class 18 (natural armor)
Hit Points 151 (16d10 + 64)
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 Abyssal, one other
Challenge 9:9

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 14). The drider can innately cast the following spells, requiring no material components:

    Concentration Faerie Fire (1x), Darkness (1x)
    Other Dancing Lights

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:* 12 (2d8 + 3) piercing damage plus 9 (2d8) poison damage..

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage plus 4 (1d8) poison damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 4 (1d8) poison damage..

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 2:1

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..

GRICK

Medium monstrosity

Armor Class 14 (natural armor)
Hit Points 40 (9d8)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+2	+0	−4	+2	−3

Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 2:1

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
+3	+2	+3	−4	+1	−1

Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 2:2

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: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

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

HARPY
Medium monstrosity

Armor Class 12
Hit Points 38 (7d8 + 7)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+2	+1	−2	+0	+1

Senses passive Perception 10
Languages Common
Challenge 1:1

ACTIONS

Multiattack. The harpy makes two attacks: one with its claws and one with its dagger.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

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

Luring Song. The harpy sings a magical melody. Every beast, monstrosity, humanoid, or 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.

HIPPOGRIFF
Large monstrosity

Armor Class 11
Hit Points 39 (6d10 + 6)
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 2:1

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.

HYDRA
Huge monstrosity

Armor Class 16 (natural armor)
Hit Points 149 (13d12 + 65)
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 8:8

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.

VARIANTS

Cryohydra. Cryohydras gain a breath weapon (recharge 6 unless they have more than 5 heads, in which case recharge 4-6)–as an action, they breath a line of cold 40ft long and 10 ft wide from all their heads. Targets in the area must make a DC 15 Constitution saving throw, taking 3d6 cold damage per head on a failure or half as much on a success. This increases the OR by 3.

Pyrohydra. Pyrohydras gain a breath weapon (recharge 6 unless they have more than 5 heads, in which case recharge 4-6)–as an action, they breath a line of fire 40ft long and 10 ft wide from all their heads. Targets in the area must make a DC 15 Constitution saving throw, taking 3d6 fire damage per head on a failure or half as much on a success. This increases the OR by 3. Their regeneration is stopped by cold, not fire.

Venom Hydra. Venom Hydras gain a breath weapon (recharge 6 unless they have more than 5 heads, in which case recharge 4-6)–as an action, they breath a line of poison 40ft long and 10 ft wide from all their heads. Targets in the area must make a DC 15 Constitution saving throw, taking 3d6 poison damage per head on a failure or half as much on a success. This increases the OR by 3.

LAND SHARK
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 5:6

Standing Leap. The land shark'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 land shark 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 14 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 land shark'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 land shark's space.

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 3:3

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.

MIMIC
Medium monstrosity (shapechanger)

Armor Class 12 (natural armor)
Hit Points 58 (9d8 + 18)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+1	+2	−3	+1	−1

Skills Stealth +5
Damage Immunities acid
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 2:2

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

Multiattack. The mimic makes one pseudopod and one bite attack.

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage and 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..

OTYUGH
Large monstrosity

Armor Class 14 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft.

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

Senses darkvision 120 ft., passive Perception 11
Languages Otyugh
Challenge 6:6

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 13 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 13 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 3:2

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:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

PHASE SPIDER
Large monstrosity

Armor Class 14 (natural armor)
Hit Points 45 (7d10 + 7)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+1	−2	+0	−2

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 3:2

Ethereal Jaunt. As a bonus action, the spider can magically shift from the Mortal Plane to the Border Shadow, 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:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage, and the target must make a DC 12 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..

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 16:14

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:* 27 (4d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 16 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. If 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:* 23 (4d6 + 9) piercing damage, and the target must make a DC 16 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one..

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 13:11

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:* +7 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 15). 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.

If 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 16 (natural armor)
Hit Points 217 (14d20 + 70)
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 12:12

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

ACTIONS

Multiattack. The roc makes three attacks: one with its beak and two with its talons.

Beak. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 27 (4d8 + 9) piercing damage.

Talons. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained. The roc can restrain two targets in this fashion..

ROPER

ROPER

Large monstrosity

Armor Class 18 (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 7:6

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 three 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.

STIRGE
Tiny monstrosity

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 1/4:0

ACTIONS

Blood Drain. *Melee Weapon Attack:* +3 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. The 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..

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 3:3

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 12 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.

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 1:1/2

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..

BEHIR

Huge monstrosity

Armor Class 17 (natural armor)
Hit Points 199 (19d12 + 76)
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 14:12

ACTIONS

Multiattack. The behir makes two attacks: one with its bite and one to constrict.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Constrict. Melee Weapon Attack: +9 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.

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 5:6

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 Restoration (greater only).

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..

Guardian Naga

Large monstrosity

Armor Class 17 (natural armor)
Hit Points 144 (17d10 + 51)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+4(+8)	+3(+7)	+3(+7)	+4(+8)	+4(+8)

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 8:8

Spellcasting. The naga's spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks), and it needs only verbal components to cast its spells. It can cast the following spells:

Concentration Banishment (2x), Shield of Faith (1x), Bestow Curse (1x), Hold Person (2x)
Healing Cure Wounds (3x)
Damage Flame Strike (1x)

Actions

Bite. *Melee Weapon Attack:* +7 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:* +7 to hit, range 15/30 ft., one target. *Hit:* 45 (10d8) poison damage.

Holy Lance. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 17 (3d8 + 4) radiant damage.

Spirit Naga

Large monstrosity

Armor Class 16 (natural armor)
Hit Points 160 (20d10 + 50)
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 8:9

Spellcasting. The naga's 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 can cast the following spells:

Concentration Domination (Legendary, 1x), Hold Person (3x)
Damage Blight (2x), Lightning Bolt (2x)
Other Dimension Door (1x)

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..

Frost Blast. *Ranged Spell Attack:* +6 to hit, range 90 ft., one target. *Hit:* 12 (2d8 + 3) cold damage and the target's speed is reduced by 10 feet until the end of their next turn..

Oozes

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

Damage Immunities acid
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 3:2

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. Creatures inside the cube can be seen but have total cover.

A 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. The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

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. On 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. On 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.

An 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.

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 2:1

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.

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.

GRAY OOZE
Medium ooze

Armor Class 9 (natural armor)
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 1:1/2

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, attacks with that weapon have disadvantage until repaired as part of a long rest. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage. Repair requires proficiency with and access to smith's tools.
   The 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, attacks against the creature have advantage until it finishes a long rest and repairs its armor. Repair requires proficiency with and access to smith's tools..

BLACK PUDDING
Large ooze

Armor Class 9 (natural armor)
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 3:2

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, attacks with the weapon have

disadvantage until repaired during a long rest. Repair requires proficiency with woodcarvers or smith's tools and access to the appropriate tool. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

The 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; attacks against the creature have advantage until it finishes a long rest and repairs its armor. Repair requires proficiency with woodcarvers or smith's tools and access to the appropriate tool..

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.

Plants

Most plants are not a threat and thus do not have stat blocks; things like toxic molds, poison thistles, etc are hazards, not creatures. But in a fantasy world, there are certainly animate plants. They are detailed here.

Awakened Shrub

Small plant

Armor Class 11 (natural armor)
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 1/8:1/8

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 2:2

False Appearance. While the tree remains motionless, it is indistinguishable from a normal tree.

Actions

Slam. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.

Fungus, Violet

Medium plant

Armor Class 5
Hit Points 22 (5d8)
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 1/2:1/4

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.

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 5:8

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: +5 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 13 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.

TREANT
Huge plant

Armor Class 16 (natural armor)
Hit Points 150 (13d12 + 66)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+6	−1	+5	+1	+3	+1

Damage Vulnerabilities fire
Senses passive Perception 13
Languages Common, Metsae, Sylvan
Challenge 8:9

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 three 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.

Animate Trees. 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.

Variants

Spellwarper. These treants have been warped by wild magic and that still echoes in their branches. Instead of **Animate Trees**, they have **Spell Echo**: When a creature casts a spell of aether cost 12 or lower within 30 feet of them, they can replicate the spell as a reaction, using the spell's original modifiers (including DC and spell attack modifier as appropriate) but choosing new targets. This increases their Offensive rating by 2 if there are primary offensive casters in the group and by 1 if there are characters who use healing spells regularly.

UNDEAD

GHOST

Medium undead

Armor Class 13
Hit Points 90 (20d8)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
−2	+3	+0	+0	+1	+3

Damage Resistances acid, fire, lightning, thunder
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 2:5

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) bludgeoning 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* incantation, but only within 24 hours of it occurring.

Possession. 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 Dispel Otherworldly Influence. 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 36 (7d8)
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 2:1

ACTIONS

Multiattack. The ghoul makes one bite and one claw attack.

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 undead or construct, it must succeed on a DC 10 Constitution saving throw or be Staggered for 1 minute. If the save result is 5 or

less, the target is instead Paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success..

Variants

Ghast. Add 14 HP and increase damage dice to 2d8 + 2 and 2d6 + 2. Increase save DC to 11. Ratings go up by 1 step each.

MUMMY
Medium undead

Armor Class 15 (natural armor)
Hit Points 97 (15d8 + 30)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
+3	−1	+2	−2	+0	+1

Saving Throws Wis +2
Damage Vulnerabilities fire
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 3:3

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..

Dreadful Glare. 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.

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
Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1:1/2

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 must make a DC 11 Constitution saving throw, gaining a level of exhaustion on a failed save or two levels of exhaustion if the result is 5 or below..

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 1/4:1/8

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.

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
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 1:1

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) bludgeoning 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 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. When the target finishes a long rest, they can expend hit dice–the hit point maximum reduction is reduced by the amount rolled. The target dies if this effect reduces its hit point maximum to 0..

WIGHT

Medium undead

Armor Class 14 (reinforced leather)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+2	+3	+0	+1	+2

Skills Perception +3, Stealth +4
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 3:3

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 and uses its Life Drain 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. The wight regains hit points equal to the damage done. A 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:* 7 (1d10 + 2) slashing damage.

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 14
Hit Points 22 (9d4)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
−5	+4	+0	+1	+2	+0

Damage Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing
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 1:2

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) bludgeoning 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

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.

Shock. *Melee or Ranged Spell Attack:* +4 to hit, reach 5 ft. or range melee 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
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 3:5

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) bludgeoning 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: +5 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 + 3) 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..

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.

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 1/4:1/4

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 2:2

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: +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

VAMPIRE

Medium undead (shapechanger)

Armor Class 16 (natural armor)
Hit Points 170 (20d8 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+4(+9)	+4	+3	+2(+7)	+4(+9)

Skills Perception +7, Stealth +9
Damage Resistances necrotic
Senses darkvision 120 ft., passive Perception 17
Languages the languages it knew in life
Challenge 9:11

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.

While 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.

While 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.

While 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:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants. *Harmed by Running Water.* The vampire takes 20 acid damage if it ends its turn in running water.

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.

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 three 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 damageand the vampire can grapple the target (escape DC 16). It can only grapple two targets at a time..

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. This automatically hits willing targets and has advantage against targets the vampire is grappling..

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 Charisma 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.

Each 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 97 (13d8 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+3(+6)	+3	+0	+0(+3)	+1

Skills Perception +3, Stealth +6
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 4:6

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:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.

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.

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 three 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 damageand he vampire can grapple the target (escape DC 13). It can only grapple two targets at a time..

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. This attack has advantage against targets the vampire is grappling..

CHAPTER 15: MAGIC ITEMS

NIH system includes magic items. It is expected that adventurers will accumulate some items of various worth over the course of their adventures. However, NIH system does not assume, in its core math, that adventurers will have *specific* magic items at specific levels, especially those that enhance Armor Class, Attack Bonus, Saving Throw modifiers, or Saving Throw DCs. In fact, these kinds of items do not exist. You will not find a single "+1 longsword" here. Enhancements to damage are completely fine. Enhancements to accuracy (or target numbers) cause significant distortions in bounded accuracy and quickly become the dominant option in all but the rarest of cases.

Another core principle is **attunement** limits. Items that provide lasting, stacking benefits, give permanent new options, or that significantly enhance the combat prowess of a character should generally require attunement. Characters are limited to having 3 items attuned at any one time. Attuning to an item requires you to finish a short rest with it in your possession and consciously decide to attune to it over that short rest. In the fiction layer, attunement represents bonding your spirit with the magic item so that it feeds off of your energy and can act as a part of you (to some limited degree).

TIER

Magic items have a **tier** assigned to them, which indicates approximately at what stage of play (see Stages of Play) they become appropriate to find as well as the tier of component required to create them. A GM can deviate from this–killing a much tougher monster might reward a higher-rarity item than would otherwise be normal. But do so with caution.

The item tiers are:

- Journeyman. These are appropriate for Journeyman Adventurers (levels 1 - 4) and above. Bigger cities might have particularly common Journeyman items for sale for prices between 50 and 150 gp, with consumables costing roughly half price. They generally have cosmetic effects only or emulate cantrips.
- Adventurer. These are appropriate for Adventurer-stage play (levels 5 - 10). The largest cities and organizations might have some of these that they grant as rewards or (very occasionally) sell, usually at auction, although consumable Adventurer items are generally more available. Prices range between 300 and 1000 gp. These might emulate spells with costs between 1 and 8 Aether or class features of the Adventurer-stage level range.
- Hero. These are appropriate for Heroic-stage play (levels 11 - 16). Heroic items might be held in national vaults and lent out to heroes on the direst missions. If they are sold, it is only in planar marketplaces and heavily-guarded and special-invitation-only black-market auctions. These may be crafted, but the components and the crafters necessary to do so are extremely rare and generally require separate quests. Those that find these do so in deep lost vaults and other such places. These might emulate spells with aether cost above 8 Aether as well as lesser Legendary Effects or class features in a similar level range.
- Legendary. These are appropriate for Legendary Hero-stage play (levels 17 - 20). Legend-tier items are only whispered about among the sages or found as fragmentary records in the oldest books. These generally cannot be made by mortal smiths, although Ascendants and similar planar Powers may assist in granting them.
- Artifact. Artifacts are plot items of widely ranging power and may or may not appear in any given game. These are named items with substantial historical significance and, if they can be created at all, their creation is the subject of an entire campaign; they act as key plot items. Generally, once an artifact is used (whether for its intended purpose or not), it disappears and reappears somewhere and somewhen else. Artifacts are frequently actual characters in item form, with a mind and will of their own.

CRAFTING MAGIC ITEMS

To craft magic items, you need a few things.

A formula. Each magic item has a specific "formula" or recipe. This includes the necessary components, some of which are abstracted into a general gold cost (such as the precious metals, incenses, inks, etc. that can be generally purchased or are shared among many items) and at least one of which which must be found by adventuring and cannot be purchased on the open market. Common consumable items (such as generic healing potions) are an exception to this latter step–they generally just require "standard" (ie purchaseable) ingredients. Some items have their formula included in the item description–these are the items whose secrets

are understood generally across Noefra. Others (especially higher-tier items) do not–the secrets of their construction are either lost and must be rediscovered in play or are closely-guarded secrets among the most elite guilds.

A crafting tool and proficiency level. Crafting a magic item requires proficiency in a specific type of crafting tool, specified in the item description. Some items can use multiple different tools; someone proficient in more than one gets a bonus to their crafting speed (as described below). A certain level of proficiency is also required. For example, crafting Resistant Leather Armor requires Leatherworker's Tools proficiency at a +3 proficiency. Thus, you must be level 5 or higher to craft Resistant Leather Armor. NPCs can substitute for this part; since they're working out of dedicated workshops, they also get a bonus to crafting speed. But finding crafters for higher-tier items becomes progressively more complicated.

A sum of coin. Crafting a magic item has many costs, including for general purchaseable components or raw materials and some for experimentation. Generally, the cost for consumable items is half of the normal crafting cost.

Crafting time. Creating a magic item requires substantial time. In general, each person who has the appropriate proficiencies who assists in the work provides 50 gp of "progress" per 8 hours spent crafting, or half as much if they are working on the road (ie not at a stable workspace). Having a fully-equipped workshop of the appropriate type doubles the progress. When an item's entire cost has been paid, it is complete. No more than one item can be progressed by a given worker in any 8 hour period except for regular healing potions (where 8 hours in a stable workspace can create two); any excess progress is wasted.

Small items such as potions or scrolls can only rarely benefit from additional workers, while large items such as plate armor may benefit from many workers. The GM makes the decision on how many workers can provide progress; this should be based in part on the working conditions. A travel forge isn't workable by more than 2 people generally, while a professional forge may fit as many as 8 active contributors.

Tier	Proficiency	Cost Range (gp)
Journeyman	+2	50-150
Adventurer	+3	300-2000
Hero	+5	4000-20000
Legendary	—	—

Generic Crafting Costs

MAGIC ITEM LISTS

The presented items are examples; many other magic items may exist. The GM is free to create magic items fitting their own campaign, using these as samples or baselines or inspiration or adapting items from other games entirely. Or just making them up out of whole cloth. Players that want specific items not listed here should talk to their GM.

Magic items are organized alphabetically by category. The categories are:

1. Armor, Magic (including shields, boots, and helmets)

2. Consumables

3. Rings and Amulets

4. Wands and Rods

5. Weapons, Magic (including magic staffs, which can be used as quarterstaffs)

6. Miscellaneous Magic Items

ARMOR, MAGIC

This section contains the various magic items that are worn as armor or clothing, as well as shields.

Boots, belts, cloaks, gloves, and helmets. Even though many types of armor (especially heavy armor) have integrated sabatons (armored boots), belts, gauntlets, and helmets, you can wear magic items listed as boots, belts, cloaks, gloves (or gauntlets), or helmets (or hats) without reducing the protective qualities of the armor. Some magic items (such as the Demon Armor) may impose more specific restrictions. You must wear both of a pair of magic gloves or magic boots to gain any benefit from them. You can only gain the benefits of one pair of boots, one cloak, one pair of gloves or gauntlets, one helmet or hat, and one belt at the same time, even if they do not require attunement.

Robes. Robes cannot be worn with any armor, magical or not, except a mithral breastplate or chain shirt (or armor like Aelven Chain, which acts as a mithral chain shirt).

ADAMANTINE ARMOR

Armor (medium or heavy, but not hide), Adventurer

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.

Formula. To craft Adamantine Armor, you must procure one-quarter of the weight of the armor in refined adamantine metal (three-quarters of the weight in raw adamantine ore). The cost of the crafting is twice the base price of the armor, four times if you wish to have masterwork adamantine armor. Crafting adamantine armor requires a +3 proficiency bonus (+4 if you are crafting masterwork) and proficiency in smith's tools.

AELVEN CHAIN

Armor (masterwork chain shirt), Hero

This also counts as mithril. You are considered proficient with this armor even if you lack proficiency with medium armor.

ANIMATED SHIELD

Armor (shield), Hero (requires attunement)

While holding this shield, you can speak its command word as a bonus action to cause it to animate. The shield leaps into the air and hovers in your space to protect you as if you were wielding it, leaving your hands free. The shield remains animated for 1 minute, until you use a bonus action to end this effect, or until you are incapacitated or die, at which point the shield falls to the ground or into your hand if you have one free.

ARMOR OF INVULNERABILITY

Armor (plate), legendary (requires attunement)

You have resistance to all damage while you wear this armor. Additionally, you can use an action to make yourself immune to damage from non-legendary effects for 10 minutes or until you are no longer wearing the armor. Once this special action is used, it can't be used again until the next dawn.

ARMOR OF ENERGY RESISTANCE

Armor (light, medium, or heavy), Hero (requires attunement)

You have resistance to one type of damage while you wear this armor. The GM chooses the type or determines it randomly from the options below.

d8	Damage Type	d8	Damage Type
1	Acid	5	Necrotic
2	Cold	6	Psychic
3	Fire	7	Radiant
4	Lightning	8	Thunder

ARMOR OF PHYSICAL RESISTANCE

Armor (light, medium, or heavy), Hero (requires attunement)

While wearing this armor, you have resistance to one of the following damage types: bludgeoning, piercing, or slashing. The GM chooses the type or determines it randomly.

ARROW-CATCHING SHIELD

Armor (shield), Hero (requires attunement)

You gain half cover against ranged attacks while you wield this shield. This bonus is in addition to the shield's normal bonus to AC. In addition, whenever an attacker makes a ranged attack against a target within 5 feet of you, you can use your reaction to become the target of the attack instead.

BELT OF GIANT STRENGTH

Belt, varying tier (requires attunement)

While wearing this belt, your Strength score changes to a score granted by the belt. If your Strength is already equal to or greater than the belt's score, the item has no effect on you.

Six varieties of this belt exist, corresponding with and having rarity according to the six kinds of true giants. The belt of stone giant strength and the belt of frost giant strength look different, but they have the same effect.

Type	Strength	Tier
Hill giant	+5	Hero
Stone/frost giant	+6	Hero
Fire giant	+7	Legendary
Cloud giant	+8	Legendary
Storm giant	+9	Legendary

BOOTS OF LEVITATION

Boots, Hero (requires attunement)

While you wear these boots, you can use an action to cast the levitate spell on yourself at will.

BOOTS OF SPEED

Boots, Hero (requires attunement)

While you wear these boots, you can use a bonus action and click the boots' heels together. If you do, the boots double your walking speed, and any creature that makes an opportunity attack against you has disadvantage on the attack roll. If you click your heels together again,

you end the effect; otherwise, the effect ends after 1 minute. The boots have three charges; each use expends a charge and all expended charges are restored at dawn.

Boots of Striding and Springing

Boots, Adventurer (requires attunement)

While you wear these boots, your walking speed becomes 30 feet, unless your walking speed is higher, and you have advantage on any saving throw or ability check made to avoid being grappled or restrained. In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

Boots of the Winterlands

Boots, Adventurer (requires attunement)

These furred boots are snug and feel quite warm. While you wear them, you gain the following benefits:

- You have resistance to cold damage.
- You ignore difficult terrain created by ice or snow.
- You can tolerate temperatures as low as −50degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as −100 degreesFahrenheit.

Cape of the Mountebank

Cloak, Hero

This cape smells faintly of brimstone. While wearing it, you can use it to cast the Dimension Door spell as an action. This property of the cape can't be used again until the next dawn. When you disappear, you leave behind a cloud of smoke, and you appear in a similar cloud of smoke at your destination. The smoke lightly obscures the space you left and the space you appear in, and it dissipates at the end of your next turn. A light or stronger wind disperses the smoke.

Circlet of Blasting

Hat, Adventurer

While wearing this circlet, you can use an action to cast the Scorching Ray spell with it. When you make the spell's attacks, you do so with an attack bonus of +5. The circlet can't be used this way again until the next dawn.

Cloak of Arachnida

Cloak, Hero (requires attunement)

This fine garment is made of black spider-silk interwoven with faint silvery threads. While wearing it, you gain the following benefits:

- You have resistance to poison damage.
- You have a climbing speed equal to your walking speed.
- You can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.
- You can't be caught in webs of any sort and can move through webs as if they were difficult terrain.
- You can use an action to cast the web spell (save DC 13). The web created by the spell fills twice its normal area. Once used, this property of the cloak can't be used again until the next dawn.

Cloak of Displacement

Cloak, Hero (requires attunement)

While you wear this cloak, it projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

Cloak of Protection

Cloak, Adventurer (requires attunement)

When you take the Deflect action or the Exert action (the latter on a saving throw), you gain a +1 bonus to the effect.

Cloak of the Bat

Cloak, Hero (requires attunement)

While wearing this cloak, you have advantage on Dexterity (Stealth) checks. In an area of dim light or darkness, you can grip the edges of the cloak with both hands and use it to fly at a speed of 40 feet. If you ever fail to grip the cloak's edges while flying in this way, or if you are no longer in dim light or darkness, you lose this flying speed.

While wearing the cloak in an area of dim light or darkness, you can use your action to cast Polymorph on yourself, transforming into a bat. While you are in the form of the bat, you retain your Intelligence, Wisdom, and Charisma scores. The cloak can't be used this way again until the next dawn.

Cloak of the Manta Ray

Cloak, Adventurer

While wearing this cloak with its hood up, you can breathe underwater, and you have a swimming speed of 60 feet. Pulling the hood up or down requires an action.

DEMON ARMOR

Armor (masterwork plate), Adventurer (requires attunement)

While wearing this armor, you can understand and speak Abyssal. In addition, the armor's clawed gauntlets are light melee weapons that deal slashing damage with a +2 bonus to damage rolls and a damage die of 1d8. You have proficiency in these weapons. You cannot wear any other gloves while attuned to this armor.

DRAGON SCALE MAIL

Armor (masterwork scale mail), Hero (requires attunement)

Dragon scale mail is made of the scales of one kind of dragon. Sometimes dragons collect their cast-off scales and gift them to humanoids. Other times, hunters carefully skin and preserve the hide of a dead dragon. In either case, dragon scale mail is highly valued. While wearing this armor, you have advantage on saving throws against the Frightful Presence and breath weapons of dragons, and you have resistance to one damage type that is determined by the kind of dragon that provided the scales (see the table). Additionally, you can focus your senses as an action to magically discern the distance and direction to the closest dragon within 30 miles of you that is of the same type as the armor. This special action can't be used again until the next dawn.

Dragon	Resistance	Dragon	Resistance
Black	Acid	Gold	Fire
Blue	Lightning	Green	Poison
Brass	Fire	Red	Fire
Bronze	Lightning	Silver	Cold
Copper	Acid	White	Cold

DWARVEN PLATE

Armor (masterwork plate), Hero

This armor counts as adamantine. In addition, if an effect moves you against your will along the ground, you can use your reaction to reduce the distance you are moved by up to 10 feet. You also have advantage on any check or saving throw made to resist or escape a grapple.

GAUNTLETS OF OGRE POWER

Gloves, Adventurer (requires attunement)

Your Strength score is +4 while you wear these gauntlets. They have no effect on you if your Strength is already +4 or higher.

GLAMOURED REINFORCED LEATHER

Armor (masterwork reinforced leather), Adventurer

While wearing this armor, you can use a bonus action to cast Disguise Self at will. Your spell save DC for this is 8 + your Intelligence modifier + your proficiency bonus.

GLOVES OF MISSILE SNARING

Gloves, Adventurer (requires attunement)

These gloves seem to almost meld into your hands when you don them. When a ranged weapon attack hits you while you're wearing them, you can use your reaction to reduce the damage by 1d10 + your Dexterity modifier, provided that you have a free hand. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in that hand. The damage reduction provided by these gloves stacks with the Brawler ability Deflect Missiles.

GLOVES OF SWIMMING AND CLIMBING

Gloves, Adventurer (requires attunement)

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

HAT OF DISGUISE

Hat, Adventurer (requires attunement)

While wearing this hat, you can use an action to cast the Disguise Self spell from it at will (DC 10). The spell ends if the hat is removed.

HEADBAND OF INTELLECT

Hat, Adventurer (requires attunement)

Your Intelligence score is +4 while you wear this headband. It has no effect on you if your Intelligence is already +4 or higher.

HELM OF BRILLIANCE

Hat, Hero (requires attunement)

This dazzling helm is set with 5 diamonds, 10 rubies, 15 fire opals, and 20 opals. Any gem pried from the helm crumbles to dust. When all the gems are removed or destroyed, the helm loses its magic. You gain the following benefits while wearing it:

- You can use an action to cast one of the following spells (save DC 18), using one of the helm's gems of the specified type as a component: Daylight (opal), Fireball (fire opal), True Seeing (diamond), or Wall of Fire (ruby).

The gem is destroyed when the spell is cast and disappears from the helm.

- As long as it has at least one diamond, the helm emits dim light in a 30-foot radius when at least one undead is within that area. Any undead that starts its turn in that area takes 1d6 radiant damage.
- As long as the helm has at least one ruby, you have resistance to fire damage.
- As long as the helm has at least one fire opal, you can use an action and speak a command word to cause one weapon you are holding to burst into flames. The flames emit bright light in a 10-foot radius and dim light for an additional 10 feet. Theflames are harmless to you and the weapon. When you hit with an attack using the blazing weapon,the target takes an extra 1d6 fire damage. The flames last until you use a bonus action to speak the command word again or until you drop or stow the weapon.

HELM OF COMPREHENDING LANGUAGES

Hat, Adventurer

While wearing this helm, you understand all spoken languages and can be understood by anyone who speaks at least one language.

HELM OF TELEPATHY

Hat, Adventurer (requires attunement)

While wearing this helm, you can use an action to cast the Detect Thoughts spell (save DC 13) from it. As long as you maintain concentration on the spell, you can use a bonus action to send a telepathic message to a creature you are focused on. It can reply-using a bonus action to do so-while your focus on it continues. While focusing on a creature with detect thoughts, you can use an action to cast the Suggestion spell (save DC 13) from the helm on that creature. Once used, the suggestion property can't be used again until the next dawn.

HELM OF TELEPORTATION

Hat, Hero (requires attunement)

This helm has 3 charges. While wearing it, you can use an action and expend 1 charge to cast the Teleport incantation from it. The helm regains 1 expended charge at dawn the first day of each week.

IHMISI BOOTS

Boots, Adventurer

While you wear these boots, your steps make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks that rely on moving silently.

MANTLE OF SPELL RESISTANCE

Cloak, Hero (requires attunement)

You have advantage on saving throws against spells while you wear this cloak.

MITHRAL ARMOR

Armor (medium or heavy, but not hide), Adventurer

Mithral is a light, flexible metal. A mithral chain shirt or breastplate can be worn under normal clothes. If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the mithral version of the armor doesn't.

Formula. To craft mithral armor, you must procure one-quarter of the weight of the armor in refined mithral metal (three-quarters of the weight in raw mithral ore). The cost of the crafting is twice the base price of the armor or four times if you wish to have masterwork mithral armor. Crafting mithral armor requires a +3 proficiency bonus (+4 if you are crafting masterwork) and proficiency in smith's tools.

PLATE ARMOR OF ETHEREALNESS

Armor (plate), legendary (requires attunement)

While you're wearing this armor, you can speak its command word as an action to gain the effect of the Etherealness legendary effect, which last for 10 minutes or until you remove the armor or use an action to speak the command word again. This property of the armor can't be used again until the next dawn.

ROBE OF EYES

Robe, Hero (requires attunement)

This robe is adorned with eye like patterns. While you wear the robe, you gain the following benefits:

- The robe lets you see in all directions, and you have advantage on Wisdom (Perception) checks that rely on sight.
- You have darkvision out to a range of 120 feet.
- You can see invisible creatures and objects, as well as see into the Ethereal Plane, out to a range of120 feet.The eyes on the robe can't be closed or averted.Although you can close or avert your own eyes, you are never considered to be doing so while wearing this robe.

A light spell cast on the robe or a daylight spell cast within 5 feet of the robe causes you to be blinded for 1 minute. At the end of each of your turns, you can make a Constitution saving throw

(DC 11 for light or DC 15 for daylight), ending the blindness on a success.

ROBE OF SCINTILLATING COLORS

Robe, Hero (requires attunement)

This robe has 3 charges, and it regains 1d3 expended charges daily at dawn. While you wear it, you can use an action and expend 1 charge to cause the garment to display a shifting pattern of dazzling hues until the end of your next turn. During this time, the robe sheds bright light in a 30-foot radius and dim light for an additional 30 feet. Creatures that can see you have disadvantage on attack rolls against you. In addition, any creature in the bright light that can see you when the robe's power is activated must succeed on a DC 15 Wisdom saving throw or become stunned until the effect ends.

ROBE OF STARS

Wondrous item, Hero (requires attunement)

This black or dark blue robe is embroidered with small white or silver stars. Six stars, located on the robe's upper front portion, are particularly large. While wearing this robe, you can use an action to pull off one of the stars and use it to cast Magic Missile, creating 8 darts. Daily at dusk, 1d6 removed stars reappear on the robe. While you wear the robe, you can use an action to enter the Border Shadow along with everything you are wearing and carrying. You remain there until you use an action to return to the plane you were on. You reappear in the last space you occupied, or if that space is occupied, the nearest unoccupied space.

ROBE OF THE ARCHMAGI

Wondrous item, legendary (requires attunement by an arcanist)

This elegant garment is made from exquisite cloth of white, gray, or black and adorned with silvery runes. You gain these benefits while wearing the robe:

- Your Armor Class is 15 + your Dexterity modifier.
- You have advantage on saving throws against spells and other magical effects.
- Your maximum aether increases by your Intelligence modifier.

ROBE OF USEFUL ITEMS

Wondrous item, Adventurer

This robe has cloth patches of various shapes and colors covering it. While wearing the robe, you can use an action to detach one of the patches, causing it to become the object or creature it represents. Once the last patch is removed, the robe becomes an ordinary garment. The robe has two of each of the following patches:

- Dagger
- Bullseye lantern (filled and lit)
- Steel mirror
- 10-foot pole
- Hempen rope (50 feet, coiled)
- Sack

In addition, the robe has 4d4 other patches. The GM chooses the patches or determines them randomly.

d100	Patch
01-08	Bag of 100gp
09-15	Silver coffer (1 foot long, 6 inches wide and deep) worth 500 gp
16-22	Iron door (up to 10 feet wide and 10 feet high, barred on one side of your choice), which you can place in an opening you can reach; it conforms to fit the opening, attaching and hinging itself
23-30	10 gems worth 100 gp each
31-44	Wooden ladder (24 feet long)
45-51	A riding horse with saddle bags (friendly toward you)
52-59	Pit (a cube 10 feet on a side), which you can place on the ground within 10 feet of you
60-68	4 potions of healing
69-75	Rowboat (12 feet long)
76-83	Spell scroll containing one spell costing 5 or less AET.
84-90	2 mastiffs (friendly toward you)
91-96	Window (2 feet by 4 feet, up to 2 feet deep), which you can place on a vertical surface you can reach
97-00	Portable ram

RUNE-INSCRIBED BELT

Belt, Hero (requires attunement)

While wearing this belt, your Constitution score becomes 19 if it was lower. You also have advantage on Charisma (Persuasion) checks made to interact with dwarves, giants, and jazuu if this belt is worn.

SHIELD OF DEFLECTION

Armor (shield), Hero (requires attunement)

While holding this shield, you have resistance to damage from ranged attacks and magical abilities that affect an area and cause half damage on a successful Dexterity saving throw.

SLIPPERS OF SPIDER CLIMBING

Boots, Adventurer (requires attunement)

While you wear these light shoes, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed. However, the slippers don't

allow you to move this way on a slippery surface, such as one covered by ice or oil.

SPELLGUARD SHIELD

Armor (shield), Hero (requires attunement)

While holding this shield, you have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

WINGED BOOTS

Boots, Adventurer (requires attunement)

These boots have 3 charges. While you wear these boots, you can expend a charge to gain a flying speed equal to your walking speed for 1 hour. If you are still flying when a charge expires, you descend at a rate of 50 ft per round, taking no fall damage. All expended charges are restored at dawn.

WINGS OF FLYING

Cloak, Hero (requires attunement)

While wearing this cloak, you can use an action to speak its command word. This turns the cloak into a pair of bat wings or bird wings on your back for 1 hour or until you repeat the command word as an action. The wings give you a flying speed of 60 feet. When they disappear, you can't use them again for 1d12 hours.

WOODLAND CLOAK

Cloak, Adventurer (requires attunement)

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

CONSUMABLES

The items in this section are all linked by the fact that they are truly consumable–they lose efficacy after being used and have no passive effect. A very few have more than one use, but their charges/doses do not restore themselves and each charge or dose can only be used once. Consumables can be crafted for one-half of the usual cost for an item of their tier. Generally, consumables are "safe" for adventurers to find up to one tier lower than their listed value, although in those cases they should be given in small quantities only. Consumables do not require attunement.

Consuming a potion yourself requires a bonus action, while administering it to another requires an action. Only creatures with opposable thumbs can activate consumables. Potions are administered by drinking, while oils and unguents are both applied to an item or creature–generally oils apply to items or objects and unguents to creatures.

APPRENTICE'S FRIEND

Potion, Journeyman

This oily black liquid has a strong smell. A single dose of this is approximately 16 ounces of liquid. When consumed by spending your action over the course of 1 minute, the drinker gains the benefit of a short rest. Drinking another Apprentice's Friend before finishing a long rest still provides the benefit of a short rest, but you gain 5 levels of exhaustion one minute after finishing the drink.

Formula. Crafting this potion requires one quarter-cup of exotic wake-beans and one half-ounce of powdered aether-dense crystal (such as a gemstone). All together, the cost is 75 gp (including the halving for consumables). Brewer's Kit proficiency (+2) is required.

BEAD OF FORCE

Consumable, Hero

This small black sphere measures 3/4 of an inch in diameter and weighs an ounce. Typically, 1d4 + 4 beads of force are found together. You can use an action to throw the bead up to 60 feet. The bead explodes on impact and is destroyed. Each creature within a 10-foot radius of where the bead landed must succeed on a DC 15 Dexterity saving throw or take 5d4 bludgeoning damage. A sphere of transparent force then encloses the area for 1 minute. Any creature that failed the save and is completely within the area is trapped inside this sphere. Creatures that succeeded on the save, or are partially within the area, are pushed away from the center of the sphere until they are no longer inside it. Only breathable air can pass through the sphere's wall. No attack or other effect can. An enclosed creature can use its action to push against the sphere's wall, moving the sphere up to half the creature's walking speed. The sphere can be picked up, and its magic causes it to weigh only 1 pound, regardless of the weight of creatures inside.

CHIME OF OPENING

Consumable, Adventurer

This hollow metal tube measures about 1 foot long and weighs 1 pound. You can strike it as an action, pointing it at an object within 120 feet of you that can be opened, such as a door, lid, or lock. The chime issues a clear tone, and one lock or latch on the object opens unless the sound can't reach the object. If no locks or latches

remain, the object itself opens. The chime can be used ten times. After the tenth time, it cracks and becomes useless.

DUST OF DISAPPEARANCE

Consumable, Adventurer

Found in a small packet, this powder resembles very fine sand. There is enough of it for one use. When you use an action to throw the dust into the air, you and each creature and object within 10 feet of you become invisible for 2d4 minutes. The duration is the same for all subjects, and the dust is consumed when its magic takes effect. If a creature affected by the dust attacks, casts a spell, causes damage, or imposes a negative condition on another creature, the invisibility ends for that creature.

DUST OF DRYNESS

Consumable, Adventurer

This small packet contains 1d6 + 4 pinches of dust. You can use an action to sprinkle a pinch of it over water. The dust turns a cube of water 15 feet on a side into one marble-sized pellet, which floats or rests near where the dust was sprinkled. The pellet's weight is negligible. Someone can use an action to smash the pellet against a hard surface, causing the pellet to shatter and release the water the dust absorbed. Doing so ends that pellet's magic.

An elemental composed mostly of water that is exposed to a pinch of the dust must make a DC 13 Constitution saving throw, taking 10d6 necrotic damage on a failed save, or half as much damage on a successful one.

DUST OF SNEEZING AND CHOKING

Consumable, Adventurer

Found in a small container, this powder resembles very fine sand. There is enough of it for one use.

When you use an action to throw a handful of the dust into the air, you and each creature that needs to breathe within 30 feet of you must succeed on a DC 15 Constitution saving throw or become unable to breathe, while sneezing uncontrollably. A creature affected in this way is incapacitated and suffocating. As long as it is conscious, a creature can repeat the saving throw at the end of each of its turns, ending the effect on it on a success. The lesser restoration incantation can also end the effect on a creature.

EFREETI BOTTLE

Consumable, Hero

This painted brass bottle weighs 1 pound. When you use an action to remove the stopper, a cloud of thick smoke flows out of the bottle. At the end of your turn, the smoke disappears with a flash of harmless fire, and an efreeti appears in an unoccupied space within 30 feet of you. The first time the bottle is opened, the GM rolls to determine what happens.

d100	Effect
01 - 10	The efreeti attacks you. After fighting for 5 rounds, the efreeti disappears, and the bottle loses its magic.
11 - 90	The efreeti serves you for 1 hour, doing as you command. Then the efreeti returns to the bottle, and a new stopper contains it. The stopper can't be removed for 24 hours. The next two times the bottle is opened, the same effect occurs. If the bottle is opened a fourth time, the efreeti escapes and disappears, and the bottle loses its magic.
91 - 00	The efreeti can grant three wishes for you. It disappears when it grants the final wish or after 1 hour, and the bottle loses its magic.

If the efreeti grants wishes, those wishes must be clearly stated in a few simple sentences. Attempts to cleverly word wishes to evade the restrictions described here result in the GM warning you or refusing that wish (without expending a wish). No wish can reverse a past event (although it might be able to undo its effects, such as by raising a person who was killed), can make someone fall in love with another person, or grant more wishes. Where possible, the GM will answer the wish by replicating the effect of a spell or legendary effect.

ELEMENTAL GEM

Consumable, Adventurer

This gem contains a mote of elemental energy. When you use an action to break the gem, an elemental is summoned as if you had cast the Conjure Elemental spell, except no concentration is required, and the gem's magic is lost. The type of gem determines the elemental summoned by the spell.

Gem	Summoned Elemental
Blue sapphire	Air elemental
Yellow diamond	Earth elemental
Red corundum	Fire elemental
Emerald	Water elemental

FEATHER TOKEN

Consumable, Hero

This tiny object looks like a feather. Different types of feather tokens exist, each with a different single-use effect. The GM chooses the kind of token or determines it randomly.

d100	Feather Token	d100	Feather Token
01 - 20	Anchor	51 - 65	Swan boat
21 - 35	Bird	66 - 90	Tree
36 - 50	Fan	91 - 00	Whip

Anchor. You can use an action to touch the token to a boat or ship. For the next 24 hours, the vessel can't be moved by any means. Touching the token to the vessel again ends the effect. When the effect ends, the token disappears.

Bird. You can use an action to toss the token 5 feet into the air. The token disappears and an enormous, multicolored bird takes its place. The bird has the statistics of a roc, but it obeys your simple commands and can't attack. It can carry up to 500 pounds while flying at its maximum speed (16 miles an hour for a maximum of 144 miles per day, with a one-hour rest for every 3 hours of flying), or 1,000 pounds at half that speed. The bird disappears after flying its maximum distance for a day or if it drops to 0 hit points. You can dismiss the bird as an action.

Fan. If you are on a boat or ship, you can use an action to toss the token up to 10 feet in the air. The token disappears, and a giant flapping fan takes its place. The fan floats and creates a wind strong enough to fill the sails of one ship, increasing its speed by 5 miles per hour for 8 hours. You can dismiss the fan as an action.

Swan Boat. You can use an action to touch the token to a body of water at least 60 feet in diameter. The token disappears, and a 50-foot-long, 20-foot-wide boat shaped like a swan takes its place. The boat is self-propelled and moves across water at a speed of 6 miles per hour. You can use an action while on the boat to command it to move or to turn up to 90 degrees. The boat can carry up to thirty-two Medium or smaller creatures. A Large creature counts as four Medium creatures, while a Huge creature counts as nine. The boat remains for 24 hours and then disappears. You can dismiss the boat as an action.

Tree. You must be outdoors to use this token. You can use an action to touch it to an unoccupied space on the ground. The token disappears, and in its place a nonmagical oak tree springs into existence. The tree is 60 feet tall and has a 5-foot-diameter trunk, and its branches at the top spread out in a 20-foot radius.

Whip. You can use an action to throw the token to a point within 10 feet of you. The token disappears, and a floating whip takes its place. You can then use a bonus action to make a melee spell attack against a creature within 10 feet of the whip, with an attack bonus of +9. On a hit, the target takes 1d6 + 5 force damage.

As a bonus action on your turn, you can direct the whip to fly up to 20 feet and repeat the attack against a creature within 10 feet of it. The whip disappears after 1 hour, when you use an action to dismiss it, or when you are incapacitated or die.

GEM OF BRIGHTNESS

Consumable, Adventurer

This prism has 50 charges. While you are holding it, you can use an action to speak one of three command words to cause one of the following effects:

- The first command word causes the gem to shed bright light in a 30-foot radius and dim light for an additional 30 feet. This effect doesn't expend a charge. It lasts until you use a bonus action to repeat the command word or until you use another function of the gem.
- The second command word expends 1 charge and causes the gem to fire a brilliant beam of light atone creature you can see within 60 feet of you. Thecreature must succeed on a DC 15 Constitutionsaving throw or become blinded 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.
- The third command word expends 5 charges and causes the gem to flare with blinding light in a 30-foot cone originating from it. Each creature in the cone must make a saving throw as if struck by the beam created with the second command word.

When all of the gem's charges are expended, the gem becomes a nonmagical jewel worth 50 gp.

MARVELOUS PIGMENTS

Consumable, Hero

Typically found in 1d4 pots inside a fine wooden box with a brush (weighing 1 pound in total), these pigments allow you to create three-dimensional objects by painting them in two dimensions. The paint flows from the brush to form the desired object as you concentrate on its image. Each pot of paint is sufficient to cover 1,000 square feet of a surface, which lets you create inanimate objects or terrain features-such as a door, a pit, flowers, trees, cells, rooms, or weapons-that are up to 10,000 cubic feet. It takes 10 minutes to cover 100 square feet. When you complete the painting, the object or terrain feature depicted becomes a real, nonmagical object. Thus, painting a door on a wall creates an actual door that can be opened to whatever is beyond. Painting a pit on a floor creates a real pit, and its depth counts against the total area of

objects you create. Nothing created by the pigments can have a value greater than 25 gp. If you paint an object of greater value (such as a diamond or a pile of gold), the object looks authentic, but close inspection reveals it is made from paste, bone, or some other worthless material. If you paint a form of energy such as fire or lightning, the energy appears but dissipates as soon as you complete the painting, doing no harm to anything.

NECKLACE OF FIREBALLS

Consumable, Hero

This necklace has 1d6 + 3 beads hanging from it. You can use an action to detach a bead and throw it up to 60 feet away. When it reaches the end of its trajectory, the bead detonates as a Fireball spell (5 AET, save DC 15). You can hurl multiple beads, or even the whole necklace, as one action. When you do so, increase the effective aether cost of the fireball by 2 for each bead beyond the first.

OIL OF ETHEREALNESS

Oil, Hero

Beads of this cloudy gray oil form on the outside of its container and quickly evaporate. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of the Etherealness spell for 1 hour.

OIL OF SHARPNESS

Oil, Hero

This clear, gelatinous oil sparkles with tiny, ultra thin silver shards. The oil can coat one slashing or piercing weapon or up to 5 pieces of slashing or piercing ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is masterwork and has a +6 bonus to damage rolls.

OIL OF SLIPPERINESS

Oil, Adventurer

This sticky black unguent is thick and heavy in the container, but it flows quickly when poured. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of a Freedom of Movement spell for 8 hours. Alternatively, the oil can be poured on the ground as an action, where it covers a 10-foot square, duplicating the effect of the grease spell in that area for 8 hours.

POTION OF ANIMAL FRIENDSHIP

Potion, Adventurer

When you drink this potion and for one hour afterward, you can attempt to convice a beast that you mean it no harm. Choose a beast that you can see within 60 feet. It must be able to hear and see you. The beast must succeed on a Wisdom saving throw (DC 8 + your Charisma modifier + your proficiency bonus) or be charmed by you for 24 hours. If you or one of your companions harms the target, the effect ends. You do not gain any direct control over the charmed beast, but you may be able to interact with it (e.g. offering it treats) to convince it to do simple tasks. While charmed, you can understand its desires and communicate yours to it, but it decides how it acts.

POTION OF CLAIRVOYANCE

Potion, Hero

When you drink this potion, you gain the effect of the Clairvoyance spell. An eyeball bobs in this yellowish liquid but vanishes when the potion is opened.

POTION OF CLIMBING

Potion, Journeyman

When you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks you make to climb. The potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colors.

POTION OF DIMINUTION

Potion, Hero

When you drink this potion, you gain the "reduce" effect of the Enlarge/Reduce spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously contracts to a tiny bead and then expands to color the clear liquid around it. Shaking the bottle fails to interrupt this process.

POTION OF FLYING

Potion, Hero

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

POTION OF GASEOUS FORM

Potion, Hero

When you drink this potion, you gain the effect of the gaseous form spell for 1 hour (no concentration required) or until you end the effect as a bonus action. This potion's container seems to hold fog that moves and pours like water.

POTION OF GIANT STRENGTH

Potion, tier varies

When you drink this potion, your Strength score changes for 1 hour. The type of giant determines the score (see the table below). The potion has no effect on you if your Strength is equal to or greater than that score. This potion's transparent liquid has floating in it a sliver of fingernail from a giant of the appropriate type. The potion of frost giant strength and the potion of stone giant strength have the same effect.

Type	Strength	Tier
Hill giant	+5	Adventurer
Stone/frost giant	+6	Hero
Fire giant	+7	Hero
Cloud giant	+8	Legendary
Storm giant	+9	Legendary

POTION OF GROWTH

Potion, Adventurer

When you drink this potion, you gain the "enlarge" effect of the Enlarge/Reduce spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process.

POTION OF HEALING

Potion, tier varies

You regain hit points when you drink this potion. The number of hit points depends on the potion's rarity, as shown in the Potions of Healing table. Whatever its potency, the potion's red liquid glimmers when agitated.

POTIONS OF HEALING

Potion of ...	Tier	HP Regained
Healing	Journeyman	2d4 + 2
Greater healing	Adventurer	4d4 + 4
Superior healing	Adventurer	8d4 + 8
Supreme healing	Hero	10d4 + 20

Formula. Crafting a potion of healing requires healing herbs and aether-rich powders, including powdered bloodstone, as well as proficiency in either Herbalism Kits or Alchemist's Tools. The total cost and required proficiency is shown in the Potions of Healing Cost table. The listed cost includes the discount for being consumable.

POTIONS OF HEALING COST

Potion of ...	Cost (gp)	Proficiency
Healing	25 gp	+2
Greater healing	50 gp	+3
Superior healing	100	+4
Supreme healing	150	+5

POTION OF HEROISM

Potion, Hero

For 1 hour after drinking it, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the Bless spell (no concentration required). This blue potion bubbles and steams as if boiling.

POTION OF INVISIBILITY

Potion, Hero

This potion's container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Any object you wear or carry, whether you were carrying it when the effect started or not, is invisible with you. Items you stop wearing or carrying appear abruptly. The effect ends early if you attack, cast a spell, cause damage, or cause a condition on another creature.

POTION OF MIND READING

Potion, Hero

When you drink this potion, you gain the effect of the Detect Thoughts spell (save DC 13). The potion's dense, purple liquid has an ovoid cloud of pink floating in it.

POTION OF ENERGY RESISTANCE

Potion, Adventurer

When you drink this potion, you gain resistance to one type of damage for 1 hour. The GM chooses the type or determines it randomly from the options below.

d8	Damage Type	d8	Damage Type
1	Acid	5	Necrotic
2	Cold	6	Psychic
3	Fire	7	Radiant
4	Lightning	8	Thunder

POTION OF SPEED

Potion, Hero When you drink this potion, you gain the effect of the haste spell for 1 minute (no concentration required). The potion's yellow fluid is streaked with black and swirls on its own.

POTION OF WATER BREATHING

Potion, Adventurer

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid

smells of the sea and has a jellyfish-like bubble floating in it.

Formula. Crafting this item requires one ounce of powdered air-aether-rich gemstone, such as a pearl. The cost is 50 gp and requires alchemy or herbalism kit proficiency (+2).

PURPLE WORM OIL

Oil, Adventurer This oily toxin coats weapons or objects, eating away at those who come in contact with it. This oil can be applied to an object or weapon (one melee weapon or up to 20 pieces of ammunition) over the course of 1 minute and lasts until someone touches the object or is hit by the weapon.

A creature that touches the poisoned item or is hit by the poisoned weapon takes 3d6 poison damage, and must succeed on a DC 13 Constitution saving throw or be poisoned. At the start of each of of their turns while poisoned in this way, the target takes 3d6 poison damage. At the end of each of their turns, they can repeat the saving throw. On a successful save, the poison damage they take on your subsequent turns decreases by 1d6. The poison ends when the damage decreases to 0.

RESTORATIVE OINTMENT

Unguent, Adventurer

This glass jar, 3 inches in diameter, contains 1d4 + 1 doses of a thick mixture that smells faintly of aloe. The jar and its contents weigh 1/2 pound. As an action, one dose of the ointment can be applied to the skin. The creature that receives it regains 2d8 + 2 hit points, ceases to be poisoned, and is cured of any disease.

SOVEREIGN GLUE

Oil, Hero

This viscous, milky-white substance can form a permanent adhesive bond between any two objects. It must be stored in a jar or flask that has been coated inside with oil of slipperiness. When found, a container contains 1d6 + 1 ounces. One ounce of the glue can cover a 1-foot square surface. The glue takes 1 minute to set. Once it has done so, the bond it creates can be broken only by the application of universal solvent, oil of etherealness, or a DC 30 Strength check.

SPELL SCROLL OR STONE

Scroll, varies

A spell scroll (or stone, the only difference being the appropriate tool proficiency for crafting) bears the words of a single spell, written in a mystical cipher. You can read the scroll and cast its spell without providing any material components. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell has a base cost higher than your aether limit, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. If you do not have a spellcasting ability, use Intelligence. The DC equals 10 + half the aether cost. On a failed check, the spell disappears from the scroll with no other effect. Legendary effects count as having an aether cost of 18.

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

SPELL SCROLLS/STONES

Aether Cost	Tier	Save DC	Attack Bonus
0	Journeyman	13	+5
2	Journeyman	13	+5
3	Adventurer	13	+5
5	Adventurer	15	+7
8	Hero	15	+7
12	Hero	17	+9
Legendary	Legendary	18	+10

Formula. Crafting a spell scroll or stone requires either fine parchment (for a scroll) or a quartz crystal (for a stone) and aether-infused ink, altogether costing money as shown on the Spell Scroll Cost table. Scrolls require Calligrapher's Tools proficiency and stones require Jeweler's Tools proficiency. The required proficiency is also shown on the table. Only one person can contribute to crafting a spell scroll or stone in any given day. Legendary spell scrolls/stones cannot be crafted by normal means.

SPELL SCROLL COSTS

Tier	Cost (gp)	Proficiency
Journeyman	50	+2
Adventurer	150	+3
Hero	1500	+5

UNIVERSAL SOLVENT

Wondrous item, Adventurer

This tube holds milky liquid with a strong alcohol smell. You can use an action to pour the contents of the tube onto a surface within reach. The liquid instantly dissolves up to 1 square foot of adhesive it touches, including sovereign glue.

Rings and Amulets

This section contains items worn as jewelry. Rings, amulets, broaches, earrings, bracers, etc. Almost all of these require attunement, which serves as the limiting factor on how many you can gain benefit from at a time.

Amulet of Health

Wondrous item, Hero (requires attunement)

Your Constitution score is +4 while you wear this amulet. It has no effect on you if your Constitution is already +4 or higher.

Amulet of Proof against Detection and Location

Wondrous item, Adventurer (requires attunement)

While wearing this amulet, you are hidden from divination magic. You can't be targeted by such magic or perceived through magical scrying sensors.

Amulet of the Planes

Wondrous item, Hero (requires attunement)

While wearing this amulet, you can use an action to name a location that you are familiar with on another plane of existence. Then make a DC 15 Intelligence check. On a successful check, you cast the plane shift spell. On a failure, you and each creature and object within 15 feet of you travel to a random destination. Roll a d100. On a 1-60, you travel to a random location on the plane you named. On a 61-100, you travel to a randomly determined plane of existence.

Bracers of Archery

Wondrous item, Adventurer (requires attunement)

While wearing these bracers, you have proficiency with the longbow and shortbow, and you gain a +2 bonus to damage rolls on ranged attacks made with such weapons.

Bracers of Defense

Wondrous item, Hero (requires attunement)

While attuned to these bracers, you gain the benefits of the Mage Armor spell.

Brooch of Shielding

Wondrous item, Adventurer (requires attunement)

While wearing this brooch, you have resistance to bludgeoning damage, and you have immunity to damage from the Magic Missile spell.

Dimensional Shackles

Wondrous item, Hero

You can use an action to place these shackles on an incapacitated creature. The shackles adjust to fit a creature of Small to Large size. In addition to serving as mundane manacles, the shackles prevent a creature bound by them from using any method of extradimensional movement, including teleportation or travel to a different plane of existence. They don't prevent the creature from passing through an interdimensional portal. You and any creature you designate when you use the shackles can use an action to remove them. Once every 30 days, the bound creature can make a DC 30 Strength (Athletics) check. On a success, the creature breaks free and destroys the shackles.

Eyes of Charming

Wondrous item, Adventurer (requires attunement)

These crystal lenses fit over the eyes. They have 3 charges. While wearing them, you can expend 1 charge as an action to cast the charm person spell (save DC 13) on a humanoid within 30 feet of you, provided that you and the target can see each other. The lenses regain all expended charges daily at dawn.

Eyes of Minute Seeing

Wondrous item, Adventurer

These crystal lenses fit over the eyes. While wearing them, you can see much better than normal out to a range of 1 foot. You have advantage on Intelligence (Investigation) checks that rely on sight while searching an area or studying an object within that range.

Eyes of the Eagle

Wondrous item, Adventurer (requires attunement)

These crystal lenses fit over the eyes. While wearing them, you have advantage on Wisdom (Perception) checks that rely on sight. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.

Goggles of Night

Wondrous item, Adventurer

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

Ioun Stone

Wondrous item, tier varies (requires attunement)

It's not clear why these stones are named "Ioun", but that name has been attested for hundreds of years. Many types of Ioun stone exist, each type a distinct combination of shape and color. When you use an action to toss one of these stones into the air, the stone orbits your

head at a distance of 1d3 feet and confers a benefit to you. Thereafter, another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect. A stone has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head.

Absorption (Hero). While this pale lavender ellipsoid orbits your head, you can use your reaction to cancel a spell with cost of 8 AET or lower cast by a creature you can see and targeting only you. Once the stone has canceled 40 aether-worth of spells, it burns out and turns dull gray, losing its magic. If you are targeted by a spell whose cost is higher than the aether-cost the stone has left, the stone can't cancel it.

Agility (Hero). Your Dexterity score increases by 1, to a maximum of +5, while this deep red sphere orbits your head.

Awareness (Hero). You can't be surprised while this dark blue rhomboid orbits your head.

Fortitude (Hero). Your Constitution score increases by 1, to a maximum of +5, while this pink rhomboid orbits your head.

Greater Absorption (Legendary). While this marbled lavender and green ellipsoid orbits your head, you can use your reaction to cancel a spell or legendary effect cast by a creature you can see and targeting only you.

The spell has 150 charges. Cancelling a spell or legendary effect consumes a number of charges equal to the base aether cost of the effect (legendary effects count as costing 15 AET). Once all charges are used up, the stone loses its luster and becomes dull and stops orbiting. If you are targeted by an effect whose base cost is higher than the remaining charges, the stone cannot cancel that effect.

Insight (Hero). Your Wisdom score increases by 1, to a maximum of +5, while this incandescent blue sphere orbits your head.

Intellect (Hero). Your Intelligence score increases by 1, to a maximum of +5, while this marbled scarlet and blue sphere orbits your head.

Leadership (Hero). Your Charisma score increases by 1, to a maximum of +5, while this marbled pink and green sphere orbits your head.

Regeneration (Legendary). You regain 15 hit points at the end of each hour this pearly white spindle orbits your head, provided that you have at least 1 hit point.

Reserve (Hero). This vibrant purple prism stores spells cast into it, holding them until you use them. The stone can store up to 5 aether worth of spells at a time. When found, it contains 1d4 - 1 levels of stored spells chosen by the GM.

Any creature can cast a spell with aether cost less than 5 into the stone by touching it as the spell is cast. The spell has no effect, other than to be stored in the stone. If the stone can't hold the spell, the spell is expended without effect. The aether used to cast the spell determines how much space it uses.

While this stone orbits your head, you can cast any spell stored in it. The spell uses the aether cost, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the stone is no longer stored in it, freeing up space.

Strength (Hero). Your Strength score increases by 1, to a maximum of +5, while this pale blue rhomboid orbits your head.

Sustenance (Hero). You don't need to eat or drink while this clear spindle orbits your head.

MEDALLION OF THOUGHTS

Wondrous item, Adventurer (requires attunement)

The medallion has 3 charges. While wearing it, you can use an action and expend 1 charge to cast the Detect Thoughts spell (save DC 13) from it. The medallion regains 1d3 expended charges daily at dawn.

NECKLACE OF ADAPTATION

Wondrous item, Adventurer (requires attunement)

While wearing this necklace, you can breathe normally in any environment, and you have advantage on saving throws made against harmful gases and vapors (such as cloudkill and stinking cloud effects, inhaled poisons, and the breath weapons of some dragons).

PEARL OF POWER

Wondrous item, Adventurer (requires attunement by a spellcaster)

While this pearl is on your person, you can use an action to speak its command word and regain one expended spell slot. If the expended slot was of 4th level or higher, the new slot is 3rd level. Once you use the pearl, it can't be used again until the next dawn.

PERIAPT OF HEALTH

Wondrous item, Adventurer

You are immune to contracting any disease while you wear this pendant. If you are already infected with a disease, the effects of the disease are suppressed you while you wear the pendant.

PERIAPT OF PROOF AGAINST POISON

Wondrous item, Hero

This delicate silver chain has a brilliant-cut black gem pendant. While you wear it, poisons have no effect on you. You are immune to the poisoned condition and have immunity to poison damage.

PERIAPT OF WOUND CLOSURE

Wondrous item, Adventurer (requires attunement)

While you wear this pendant, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

RING OF ANIMAL INFLUENCE

Ring, Hero

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can use an action to expend 1 of its charges to cast one of the following spells:

- Animal friendship (save DC 13)
- Fear (save DC 13), targeting only beasts that have an Intelligence of 3 or lower
- Speak with animals

RING OF DJINNI SUMMONING

Ring, legendary (requires attunement)

While wearing this ring, you can speak its command word as an action to summon a particular djinni from the Elemental Plane of Air. The djinni appears in an unoccupied space you choose within 120 feet of you. It remains as long as you concentrate (as if concentrating on a spell), to a maximum of 1 hour, or until it drops to 0 hit points. It then returns to its home plane.

While summoned, the djinni is friendly to you and your companions. It obeys any commands you give it, no matter what language you use. If you fail to command it, the djinni defends itself against attackers but takes no other actions.

After the djinni departs, it can't be summoned again for 24 hours, and the ring becomes nonmagical if the djinni dies.

RING OF ELEMENTAL COMMAND

Ring, legendary (requires attunement)

This ring is linked to one of the four Elemental Planes. The GM chooses or randomly determines the linked plane.

While wearing this ring, you have advantage on attack rolls against elementals from the linked plane, and they have disadvantage on attack rolls against you. In addition, you have access to properties based on the linked plane.

The ring has 5 charges. It regains 1d4 +1 expended charges daily at dawn. Spells cast from the ring have a save DC of 17.

Ring of Air Elemental Command. You can expend 2 of the ring's charges to cast dominate monster on an air elemental. In addition, when you fall, you descend 60 feet per round and take no damage from falling. You can also speak and understand Auran. If you help slay an air elemental while attuned to the ring, you gain access to the following additional properties:

- You have resistance to lightning damage.
- You have a flying speed equal to your walking speed and can hover.
- You can cast the following spells from the ring,expending the necessary number of charges: chain lightning (3 charges), gust of wind (2 charges), or wind wall(1 charge).

Ring of Earth Elemental Command. You can expend 2 of the ring's charges to cast dominate monster on an earth elemental. In addition, you can move in difficult terrain that is composed of rubble, rocks, or dirt as if it were normal terrain. You can also speak and understand Terran. If you help slay an earth elemental while attuned to the ring, you gain access to the following additional properties:

- You have resistance to acid damage.
- You can move through solid earth or rock as if those areas were difficult terrain. If you end your turn there, you are shunted out to the nearest unoccupied space you last occupied.
- You can cast the following spells from the ring,expending the necessary number of charges: stone shape (2 charges), stoneskin (3 charges), or wall of stone (3 charges).

Ring of Fire Elemental Command. You can expend 2 of the ring's charges to cast dominate monster on a fire elemental. In addition, you have resistance to fire damage. You can also speak and understand Ignan. If you help slay a fire elemental while attuned to the ring, you gain access to the following additional properties:

- You are immune to fire damage.
- You can cast the following spells from the ring,expending the necessary number of charges:burning hands (1 charge), fireball (2 charges), and wall of fire (3 charges).

Ring of Water Elemental Command. You can expend 2 of the ring's charges to cast dominate monster on a water elemental. In addition, you can stand on and walk across liquid surfaces as if they were solid ground. You can also speak and understand Aquan. If you help slay a water elemental while attuned to the ring, you gain access to the following additional properties:

- You can breathe underwater and have a

swimming speed equal to your walking speed.

- You can cast the following spells from the ring, expending the necessary number of charges: create or destroy water (1 charge), control water (3 charges), ice storm (2 charges), or wall of ice (3 charges).

RING OF EVASION

Ring, Hero (requires attunement)

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

RING OF FEATHER FALLING

Ring, Hero (requires attunement)

When you fall while wearing this ring, you descend 60 feet per round and take no damage from falling.

RING OF FREE ACTION

Ring, Hero (requires attunement)

While you wear this ring, difficult terrain doesn't cost you extra movement. In addition, magic can neither reduce your speed nor cause you to be paralyzed or restrained.

RING OF INVISIBILITY

Ring, legendary (requires attunement)

While wearing this ring, you can turn invisible as an action. Anything you are wearing or carrying is invisible with you. You remain invisible until the ring is removed, until you attack or cast a spell, or until you use a bonus action to become visible again.

RING OF JUMPING

Ring, Adventurer (requires attunement)

While wearing this ring, you can cast the jump spell from it as a bonus action at will, but can target only yourself when you do so.

RING OF MIND SHIELDING

Ring, Adventurer (requires attunement)

While wearing this ring, you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Creatures can telepathically communicate with you only if you allow it.

You can use an action to cause the ring to become invisible until you use another action to make it visible, until you remove the ring, or until you die.

If you die while wearing the ring, your soul enters it, unless it already houses a soul. You can remain in the ring or depart for the afterlife. As long as your soul is in the ring, you can telepathically communicate with any creature wearing it. A wearer can't prevent this telepathic communication.

RING OF PROTECTION

Ring, Hero (requires attunement)

This ring has 3 charges. You can expend a charge to take the Deflect, Exert, or Focus actions without expending stamina or aether. The ring regains all expended charges at dawn.

RING OF REGENERATION

Ring, Hero (requires attunement)

While wearing this ring, you regain 1d6 hit points every 10 minutes, provided that you have at least 1 hit point. If you lose a body part, the ring causes the missing part to regrow and return to full functionality after 1d6 + 1 days if you have at least 1 hit point the whole time.

RING OF ENERGY RESISTANCE

Ring, Hero (requires attunement)

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

d8	Damage Type	Gem
1	Acid	Pearl
2	Cold	Tourmaline
3	Fire	Garnet
4	Lightning	Citrine
5	Necrotic	Jet
7	Psychic	Jade
8	Radiant	Topaz
9	Thunder	Spinel

RING OF SHOOTING STARS

Ring, Hero (requires attunement outdoors at night)

While wearing this ring in dim light or darkness, you can cast dancing lights and light from the ring at will. Casting either spell from the ring requires an action. The ring has 6 charges for the following other properties. The ring regains 1d6 expended charges daily at dawn.

Faerie Fire. You can expend 1 charge as an action to cast faerie fire from the ring.

Ball Lightning. You can expend 2 charges as an action to create one to four 3-foot-diameter spheres of lightning. The more spheres you create, the less powerful each sphere is individually. Each sphere appears in an unoccupied space you can see within 120 feet of you. The spheres last as long as you concentrate

(as if concentrating on a spell), up to 1 minute. Each sphere sheds dim light in a 30-foot radius.

As a bonus action, you can move each sphere up to 30 feet, but no farther than 120 feet away from you. When a creature other than you comes within 5 feet of a sphere, the sphere discharges lightning at that creature and disappears. That creature must make a DC 15 Dexterity saving throw. On a failed save, the creature takes lightning damage based on the number of spheres you created.

Spheres	Lightning Damage
4	2d4
3	2d6
2	5d4
1	4d12

Shooting Stars. You can expend 1 to 3 charges as an action. For every charge you expend, you launch a glowing mote of light from the ring at a point you can see within 60 feet of you. Each creature within a 15-foot cube originating from that point is showered in sparks and must make a DC 15 Dexterity saving throw, taking 5d4 fire damage on a failed save, or half as much damage on a successful one.

RING OF SPELL STORING

Ring, Hero (requires attunement)

This ring stores spells cast into it, holding them until the attuned wearer uses them. The ring can store up to 12 aether worth of spells at a time. When found, it contains 6 aether of stored spells chosen by the GM.

Any creature can cast a spell costing 12 or less aether into the ring by touching the ring as the spell is cast. The spell has no effect, other than to be stored in the ring. If the ring can't hold the spell, the spell is expended without effect. The base aether cost of the spell determines how much space it uses.

While wearing this ring, you can cast any spell stored in it. The spell uses the aether cost, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the ring is no longer stored in it, freeing up space.

RING OF SPELL TURNING

Ring, legendary (requires attunement)

While wearing this ring, you have advantage on saving throws against any spell that targets only you (not in an area of effect). In addition, if you roll a 20 for the save and the spell is 7th level or lower, the spell has no effect on you and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

RING OF SWIMMING

Ring, Adventurer

You have a swimming speed of 40 feet while wearing this ring.

RING OF TELEKINESIS

Ring, Hero (requires attunement)

While wearing this ring, you can cast the telekinesisspell at will, but you can target only objects that aren't being worn or carried.

RING OF THE RAM

Ring, Hero (requires attunement)

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can use an action to expend 1 to 3 of its charges to attack one creature you can see within 60 feet of you. The ring produces a spectral ram's head and makes its attack roll with a +7 bonus. On a hit, for each charge you spend, the target takes 2d10 bludgeoning damage and is pushed 5 feet away from you. Alternatively, you can expend 1 to 3 of the ring's charges as an action to try to break an object you can see within 60 feet of you that isn't being worn or carried. The ring makes a Strength check with a +5 bonus for each charge you spend.

RING OF THREE WISHES

Ring, legendary

While wearing this ring, you can use an action to expend 1 of its 3 charges to cast the wish spell from it. The ring becomes nonmagical when you use the last charge.

RING OF WARMTH

Ring, Adventurer (requires attunement)

While wearing this ring, you have resistance to cold damage. In addition, you and everything you wear and carry are unharmed by temperatures as low as −50 degrees Fahrenheit.

RING OF WATER WALKING

Ring, Adventurer

While wearing this ring, you can stand on and move across any liquid surface as if it were solid ground.

RING OF X-RAY VISION

Ring, Hero (requires attunement)

While wearing this ring, you can use an action to speak its command word. When you do so, you can see into and through solid matter for 1 minute. This vision has a radius of 30 feet. To you, solid objects within that radius appear

transparent and don't prevent light from passing through them. The vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances block the vision, as does a thin sheet of lead.

Whenever you use the ring again before taking a long rest, you must succeed on a DC 15 Constitution saving throw or gain one level of exhaustion.

Scarab of Protection

Wondrous item, legendary (requires attunement)

If you hold this beetle-shaped medallion in your hand for 1 round, an inscription appears on its surface revealing its magical nature. It provides two benefits while it is on your person:

• You have advantage on saving throws against spells.
• The scarab has 12 charges. If you fail a saving throw against a spell that deals necrotic damage or a harmful effect originating from an undead creature, you can use your reaction to expend 1 charge and turn the failed save into a successful one. The scarab crumbles into powder and is destroyed when its last charge is expended.

Stone of Good Luck (Luckstone)

Wondrous item, Adventurer (requires attunement)

While this polished agate is on your person, you gain a +1 bonus to ability checks and saving throws.

Wands and Rods

Rod of Absorption

Rod, Hero (requires attunement) While holding this rod, you can use your reaction to absorb a spell that is targeting only you and not with an area of effect. The absorbed spell's effect is canceled, and the spell's energy-not the spell itself-is stored in the rod. The energy has the same level as the spell when it was cast. The rod can absorb and store up to 50 levels of energy over the course of its existence. Once the rod absorbs 50 levels of energy, it can't absorb more. If you are targeted by a spell that the rod can't store, the rod has no effect on that spell. When you become attuned to the rod, you know how many levels of energy the rod has absorbed over the course of its existence, and how many levels of spell energy it currently has stored. If you are a spellcaster holding the rod, you can convert energy stored in it into spell slots to cast spells you have prepared or know. You can create spell slots only of a level equal to or lower than your

own spell slots, up to a maximum of 5th level. You use the stored levels in place of your slots, but otherwise cast the spell as normal. For example, you can use 3 levels stored in the rod as a 3rd-level spell slot. A newly found rod has 1d10 levels of spell energy stored in it already. A rod that can no longer absorb spell energy and has no energy remaining becomes nonmagical.

Rod of Alertness

Rod, Hero (requires attunement)

This rod has a flanged head and the following properties.

1. **Alertness.** While holding the rod, you have advantage on Wisdom (Perception) checks and on rolls for initiative.

2. **Spells.** While holding the rod, you can use an action to cast one of the following spells from it: detect evil and good, detect magic, detect poison and disease, or see invisibility.

3. **Protective Aura.** As an action, you can plant the haft end of the rod in the ground, whereupon the rod's head sheds bright light in a 60-foot radius and dim light for an additional 60 feet. While in that bright light, you and any creature that is friendly to you gain a +1 bonus to AC and saving throws and can sense the location of any invisible hostile creature that is also in the bright light. The rod's head stops glowing and the effect ends after 10 minutes, or when a creature uses an action to pull the rod from the ground. This property can't be used again until the next dawn.

Rod of Lordly Might

Rod, legendary (requires attunement)

This rod has a flanged head, and it functions as a magic mace that grants a +6 bonus to damage rolls made with it. The rod has properties associated with six different buttons that are set in a row along the haft. It has three other properties as well, detailed below. Six Buttons. You can press one of the rod's six buttons as a bonus action. A button's effect lasts until you push a different button or until you push the same button again, which causes the rod to revert to its normal form.

If you press button 1, the rod becomes a flame tongue, as a fiery blade sprouts from the end opposite the rod's flanged head.

If you press button 2, the rod's flanged head folds down and two crescent-shaped blades spring out, transforming the rod into a magic battleaxe that grants a +3 bonus to attack and damage rolls made with it.

If you press button 3, the rod's flanged head folds down, a spear point springs from the rod's tip, and the rod's handle lengthens into a 6-foot haft, transforming the rod into a magic spear that grants a +3 bonus to attack and damage rolls made with it.

If you press button 4, the rod transforms into a climbing pole up to 50 feet long, as you specify. In surfaces as hard as granite, a spike at the bottom and three hooks at the top anchor the pole. Horizontal bars 3 inches long fold out from the sides, 1 foot apart, forming a ladder. The pole can bear up to 4,000 pounds. More weight or lack of solid anchoring causes the rod to revert to its normal form.

If you press button 5, the rod transforms into a handheld battering ram and grants its user a +10 bonus to Strength checks made to break through doors, barricades, and other barriers.

If you press button 6, the rod assumes or remains in its normal form and indicates magnetic north. (Nothing happens if this function of the rod is used in a location that has no magnetic north.) The rod also gives you knowledge of your approximate depth beneath the ground or your height above it.

Drain Life. When you hit a creature with a melee attack using the rod, you can force the target to make a DC 17 Constitution saving throw. On a failure, the target takes an extra 4d6 necrotic damage, and you regain a number of hit points equal to half that necrotic damage. This property can't be used again until the next dawn.

Paralyze. When you hit a creature with a melee attack using the rod, you can force the target to make a DC 17 Strength saving throw. On a failure, the target is paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. This property can't be used again until the next dawn.

Terrify. While holding the rod, you can use an action to force each creature you can see within 30 feet of you to make a DC 17 Wisdom saving throw. On a failure, a target is frightened of you for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This property can't be used again until the next dawn.

ROD OF RULERSHIP

Rod, Hero (requires attunement)

You can use an action to present the rod and command obedience from each creature of your choice that you can see within 120 feet of you. Each target must succeed on a DC 15 Wisdom

saving throw or be charmed by you for 8 hours. While charmed in this way, the creature regards you as its trusted leader. If harmed by you or your companions, or commanded to do something contrary to its nature, a target ceases to be charmed in this way. The rod can't be used again until the next dawn.

ROD OF SECURITY

Rod, Hero

While holding this rod, you can use an action to activate it. The rod then instantly transports you and up to 199 other willing creatures you can see to a paradise that exists in an extraplanar space. You choose the form that the paradise takes. It could be a tranquil garden, lovely glade, cheery tavern, immense palace, tropical island, fantastic carnival, or whatever else you can imagine. Regardless of its nature, the paradise contains enough water and food to sustain its visitors. Everything else that can be interacted with inside the extraplanar space can exist only there. For example, a flower picked from a garden in the paradise disappears if it is taken outside the extraplanar space. For each hour spent in the paradise, a visitor regains hit points as if it had spent 1 Hit Die. Also, creatures don't age while in the paradise, although time passes normally. Visitors can remain in the paradise for up to 200 days divided by the number of creatures present (round down). When the time runs out or you use an action to end it, all visitors reappear in the location they occupied when you activated the rod, or an unoccupied space nearest that location. The rod can't be used again until ten days have passed.

WAND OF BINDING

Wand, Hero (requires attunement by a spellcaster)

This wand has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Spells. While holding the wand, you can use an action to expend some of its charges to cast one of the following spells (save DC 17): hold monster (5 charges) or hold person (2 charges).

Assisted Escape. While holding the wand, you can use your reaction to expend 1 charge and gain advantage on a saving throw you make to avoid being paralyzed or restrained, or you can expend 1 charge and gain advantage on any check you make to escape a grapple.

WAND OF ENEMY DETECTION

Wand, Hero (requires attunement)

This wand has 7 charges. While holding it, you can use an action and expend 1 charge to speak its command word. For the next minute, you know the direction of the nearest creature hostile to you within 60 feet, but not its distance from you. The wand can sense the presence of hostile creatures that are ethereal, invisible, disguised, or hidden, as well as those in plain sight. The effect ends if you stop holding the wand. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

WAND OF FEAR

Wand, Hero (requires attunement)

This wand has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Command. While holding the wand, you can use an action to expend 1 charge and command another creature to flee or grovel, as with the command spell (save DC 15).

Cone of Fear. While holding the wand, you can use an action to expend 2 charges, causing the wand's tip to emit a 60-foot cone of amber light. Each creature in the cone must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute. While it is frightened in this way, a 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 it has nowhere it can move, the creature can use the Dodge action. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

WAND OF FIREBALLS

Wand, Hero (requires attunement)

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the fireball spell (save DC 15) from it. For 1 charge, you cast the 5-AET version of the spell. You can increase the effective AET cost by two for each additional charge you expend.

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

WAND OF LIGHTNING BOLTS

Wand, Hero (requires attunement)

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the lightning bolt spell (save DC 15) from it. For 1 charge, you cast the 5-AET version of the spell. You can increase the effective AET cost by two for each additional charge you expend.

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

WAND OF MAGIC DETECTION

Wand, Adventurer

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

WAND OF MAGIC MISSILES

Wand, Adventurer

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the magic missile spell from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

WAND OF PARALYSIS

Wand, Hero (requires attunement)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cause a thin blue ray to streak from the tip toward a creature you can see within 60 feet of you. The target must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. At the end of each of the target's turns, it can repeat the saving throw, ending the effect on itself on a success. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

WAND OF POLYMORPH

Wand, Hero (requires attunement)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the polymorph spell (save DC 15) from it.

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

WAND OF SECRETS

Wand, Adventurer

The wand has 3 charges. While holding it, you can use an action to expend 1 of its charges, and if a secret door or trap is within 30 feet of you, the wand pulses and points at the one nearest to you. The wand regains 1d3 expended charges daily at dawn.

WAND OF WEB

Wand, Adventurer (requires attunement)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the web spell (save DC 15) from it.

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

WAND OF WONDER

Wand, Hero (requires attunement)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges and choose a target within 120 feet of you. The target can be a creature, an object, or a point in space. Roll d100 and consult the following table to discover what happens. If the effect causes you to cast a spell fromthe wand, the spell's save DC is 15. If the spell normally has a range expressed in feet, its range becomes 120 feet if it isn't already. If an effect covers an area, you must center the spell on and include the target. If an effect has multiple possible subjects, the GM randomly determines which ones are affected. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into dust and is destroyed.

d100	Effect
01-05	You cast slow.
06-10	You cast faerie fire.
11-15	You are stunned until the start of your next turn, believing something awesome just happened.
16-20	You cast gust of wind.
21 - 25	You cast detect thoughts on the target you chose. If you didn't target a creature, you instead take 1d6 psychic damage.
26 - 30	You cast stinking cloud
31 - 33	Heavy rain falls in a 60 – foot radius centered on the target. The area becomes lightly obscured. The rain falls until the start of your next turn.
34 - 36	An animal appears in the unoccupied space nearest the target. The animal isn't under your control and acts as it normally would. Roll a d100 to determine which animal appears. On a 01 -25, a rhinoceros appears; on a 26 -50, an elephant appears; and on a 51 - 100, a rat appears.
37 - 46	You cast lightning bolt.
47 - 49	A cloud of 600 oversized butterflies fills a 30-foot radius centered on the target. The area becomes heavily obscured. The butterflies remain for 10 minutes.
50 - 53	You enlarge the target as if you had cast enlarge/reduce. If the target can't be affected by that spell, or if you didn't target a creature, you become the target.
54 - 58	You cast darkness.
59 - 62	Grass grows on the ground in a 60-foot radius centered on the target. If grass is already there, it grows to ten times its normal size and remains overgrown for 1 minute.
63 - 65	An object of the GM's choice disappears into the Border Shadow. The object must be neither worn nor carried, within 120 feet of the target, and no larger than 10 feet in any dimension.
66 - 69	You shrink yourself as if you had cast enlarge/reduce on yourself.
70 - 79	You cast fireball.
80 - 84	You cast invisibility on yourself.
85 - 87	Leaves grow from the target. If you chose a point in space as the target, leaves sprout from the creature nearest to that point. Unless they are picked off, the leaves turn brown and fall off after 24 hours.
88 - 90	A stream of 1d4 ×10 gems, each worth 1 gp, shoots from the wand's tip in a line 30 feet long and 5 feet wide. Each gem deals 1 bludgeoning damage, and the total damage of the gems is divided equally among all creatures in the line.
91 - 95	A burst of colorful shimmering light extends from you in a 30-foot radius. You and each creature in the area that can see must succeed on a DC 15 Constitution saving throw or become 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.
96 - 97	The target's skin turns bright blue for 1d10 days. If you chose a point in space, the creature nearest to that point is affected.
98 - 00	If you targeted a creature, it must make a DC 15 Constitution saving throw. If you didn't target a creature, you become the target and must make the saving throw. If the saving throw fails by 5 or more, the target is instantly petrified. On any other failed save, the target is restrained and begins to turn to stone. While restrained in this way, the target must repeat the saving throw at

Weapons, Magic

Arrow of Slaying

Weapon (arrow), Hero

An arrow of slaying is a magic weapon meant to slay a particular kind of creature. Some are more focused than others; for example, there are both arrows of dragon slaying and arrows of blue dragon slaying. If a creature belonging to the type, race, or group associated with an arrow of slaying takes damage from the arrow, the creature must make a DC 17 Constitution saving throw, taking an extra 6d10 piercing damage on a failed save, or half as much extra damage on a successful one. Once an arrow of slaying deals its extra damage to a creature, it becomes a nonmagical arrow. Other types of magic ammunition of this kind exist, such as bolts of slaying meant for a crossbow, though arrows are most common.

Berserker Axe

Weapon (any axe), Hero (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, while you are attuned to this weapon, your hit point maximum increases by 1 for each level you have attained.

Blade of Sharpness

Weapon (any weapon that deals slashing damage), Hero (requires attunement)

When you attack an object with this magic sword and hit, maximize your weapon damage dice against the target. When you attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra 4d6 slashing damage. Then roll another d20. If you roll a 20, you lop off one of the target's limbs, with the effect of such loss determined by the GM. If the creature has no limb to sever, you lop off a portion of its body instead.

In addition, you can speak the sword's command word to cause the blade to shed bright light in a 10-foot radius and dim light for an additional 10 feet. Speaking the command word again or sheathing the sword puts out the light.

Dagger of Venom

Weapon (dagger), Hero

You gain a +2 bonus to damage rolls made with this magic weapon.

You can use an action to cause thick, black poison to coat the blade. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute. The dagger can't be used this way again until the next dawn.

Dancing Sword

Weapon (any sword), Hero (requires attunement)

You can use a bonus action to toss this magic sword into the air and speak the command word. When you do so, the sword begins to hover, flies up to 30 feet, and attacks one creature of your choice within 5 feet of it. The sword uses your attack roll and ability score modifier to damage rolls.

While the sword hovers, you can use a bonus action to cause it to fly up to 30 feet to another spot within 30 feet of you. As part of the same bonus action, you can cause the sword to attack one creature within 5 feet of it.

After the hovering sword attacks for the fourth time, it flies up to 30 feet and tries to return to your hand. If you have no hand free, it falls to the ground at your feet. If the sword has no unobstructed path to you, it moves as close to you as it can and then falls to the ground. It also ceases to hover if you grasp it or move more than 30 feet away from it.

Defender

Weapon (any sword), legendary (requires attunement)

You gain a +3 bonus damage rolls made with this magic weapon. The first time you attack with the sword on each of your turns, you can transfer some or all of the sword's bonus to your Armor Class, instead of using the bonus on any attacks that turn. For example, you could reduce the bonus to your damage rolls to +1 and gain a +2 bonus to AC. The adjusted bonuses remain in effect until the start of your next turn, although you must hold the sword to gain a bonus to AC from it.

Dragon Slayer

Weapon (any sword), Hero

You gain a +2 bonus to damage rolls made with this magic weapon. When you hit a dragon with this weapon, the dragon takes an extra 3d6 damage of the weapon's type. For the purpose of this weapon, "dragon" refers to any creature with the dragon type, including dragon turtles and wyverns.

Dwarven Thrower

Weapon (warhammer), Hero (requires attunement)

You gain a +6 bonus to damage rolls made with this magic weapon. It has the thrown

property with a normal range of 20 feet and a long range of 60 feet. When you hit with a ranged attack using this weapon, it deals an extra 1d8 damage or, if the target is a giant, 2d8 damage. Immediately after the attack, the weapon flies back to your hand.

ENERGY BOW

Weapon (any bow or crossbow), Hero (requires attunement)

This magical bow has no natural string. Instead, a thread of magical force is generated between the tips of the bowstave. Similarly, it requires no ammunition, because it generates its own that count as silver and adamantine. Energy crossbows ignore the Loading property. You have a +4 bonus to damage with ammunition fired from this bow.

FLAME TONGUE

Weapon (any sword), Hero (requires attunement)

You can use a bonus action to speak this magic sword's command word, causing flames to erupt from the blade. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the sword is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

FROST BRAND

Weapon (any sword), Hero (requires attunement)

When you hit with an attack using this magic sword, the target takes an extra 1d6 cold damage. In addition, while you hold the sword, you have resistance to fire damage.

In freezing temperatures, the blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet. When you draw this weapon, you can extinguish all nonmagical flames within 30 feet of you. This property can be used no more than once per hour.

GIANT SLAYER

Weapon (any axe or sword), Hero

You gain a +2 bonus to damage rolls made with this magic weapon. When you hit a giant with it, the giant takes an extra 2d6 damage of the weapon's type and must succeed on a DC 15 Strength saving throw or fall prone. For the purpose of this weapon, "giant" refers to any creature with the giant type, including ettins and trolls.

HAMMER OF THUNDERBOLTS

Weapon (maul), legendary

You gain a +2 bonus to damage rolls made with this magic weapon.

Giant's Bane (Requires Attunement). You must be wearing a belt of giant strength (any variety) and gauntlets of ogre power to attune to this weapon. The attunement ends if you take off either of those items. While you are attuned to this weapon and holding it, your Strength score increases by 2 and can exceed +5, but not +10. When you roll a 20 on an attack roll made with this weapon against a giant, the giant must succeed on a DC 17 Constitution saving throw or die.

The hammer also has 5 charges. While attuned to it, you can expend 1 charge and make a ranged weapon attack with the hammer, hurling it as if it had the thrown property with a normal range of 20 feet and a long range of 60 feet. If the attack hits, the hammer unleashes a thunderclap audible out to 300 feet. The target and every creature within 30 feet of it must succeed on a DC 17 Constitution saving throw or be stunned until the end of your next turn. The hammer regains 1d4 + 1 expended charges daily at dawn.

HOLY AVENGER

Weapon (any sword), legendary (requires attunement by an oathbound)

You gain a +6 bonus to damage rolls made with this magic weapon. When you hit a fiend or an undead with it, that creature takes an extra 2d10 radiant damage.

While you hold the drawn sword, it creates an aura in a 10-foot radius around you. You and all creatures friendly to you in the aura have advantage on saving throws against spells and other magical effects. If you have 17 or more levels in the Oathbound class, the radius of the aura increases to 30 feet.

JAVELIN OF LIGHTNING

Weapon (javelin), Adventurer

This javelin is a magic weapon. When you hurl it and speak its command word, it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within 120 feet. Each creature in the line excluding you and the target must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save, and half as much damage on a successful one. The lightning bolt turns back into a javelin when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the javelin plus 4d6 lightning damage.

The javelin's property can't be used again until the next dawn. In the meantime, the javelin can

still be used as a magic weapon.

LUCK BLADE

Weapon (any sword), Hero (requires attunement)

You gain a +2 bonus to damage rolls made with this magic weapon. While the sword is on your person, you also gain a +1 bonus to saving throws. If the sword is on your person, you can call on its luck (no action required) to reroll one attack roll, ability check, or saving throw you dislike. You must use the second roll. This property can't be used again until the next dawn.

MACE OF DISRUPTION

Weapon (any bludgeoning), Hero (requires attunement)

When you hit a fiend or an undead with this magic weapon, that creature takes an extra 2d6 radiant damage. If the target has 25 hit points or fewer after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature becomes frightened of you until the end of your next turn. While you hold this weapon, it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

MACE OF SMITING

Weapon (any bludgeoning), Hero

You gain a +2 bonus to damage rolls made with this magic weapon. The bonus increases to +3 when you use the mace to attack a construct. When you roll a 20 on an attack roll made with this weapon, the target takes an extra 2d6 bludgeoning damage, or 4d6 bludgeoning damage if it's a construct. If a construct has 25 hit points or fewer after taking this damage, it is destroyed.

MACE OF TERROR

Weapon (any bludgeoning), Hero (requires attunement)

This magic weapon has 3 charges. While holding it, you can use an action and expend 1 charge to release a wave of terror. Each creature of your choice in a 30-foot radius extending from you must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute. While it is frightened in this way, a 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 it has nowhere it can move, the creature can use the Dodge action. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success. The mace regains 1d3 expended charges daily at dawn.

MOONS-GLOW WEAPON

Weapon (any sword, axe, or polearm), Journeyman

This magic weapon was forged and blessed by kami. It counts as being silvered, and when unsheathed in the dark, it glows, shedding bright light for 10 feet and dim light for 10 feet beyond that. The color of the glow changes as the moons wax and wane, ranging from white when Quella is new to pure red when Quella is full.

Formula. To craft a moons-glow weapon, you must provide one lb of refined silver metal. At least one day during the crafting period must be spent in a place sacred to a kami, and you must perform rituals appropriate to that kami while crafting. The required proficiency is Smith's tools (+2, +3 if masterwork). Crafting a moons-glow weapon costs 75 gold (150 if you wish to make a masterwork weapon) above the base price of the weapon.

NINE LIVES STEALER

Weapon (any melee), Hero (requires attunement)

You gain a +4 bonus to damage rolls made with this magic weapon. The sword has 1d8 + 1 charges. If you score a critical hit against a creature that has fewer than 100 hit points, it must succeed on a DC 15 Constitution saving throw or be slain instantly as the sword tears its life force from its body (a construct or an undead is immune). The sword loses 1 charge if the creature is slain. When the sword has no charges remaining, it loses this property.

OATHBOW

Weapon (longbow), Hero (requires attunement)

When you nock an arrow on this bow, it whispers in Metsae, "Swift defeat to my enemies." When you use this weapon to make a ranged attack, you can, as a command phrase, say, "Swift death to you who have wronged me." The target of your attack becomes your sworn enemy until it dies or until dawn seven days later. You can have only one such sworn enemy at a time. When your sworn enemy dies, you can choose a new one after the next dawn.

When you make a ranged attack roll with this weapon against your sworn enemy, you have advantage on the roll. In addition, your target gains no benefit from cover, other than total cover, and you suffer no disadvantage due to long range. If the attack hits, your sworn enemy

takes an extra 3d6 piercing damage. While your sworn enemy lives, you have disadvantage on attack rolls with all other weapons.

SCIMITAR OF SPEED

Weapon (scimitar), Hero (requires attunement)

You gain a +4 bonus to damage rolls made with this magic weapon. In addition, you can make one attack with it as a bonus action on each of your turns.

STAFF OF CHARMING

Staff, Hero (requires attunement)

While holding this staff, you can use an action to expend 1 of its 10 charges to cast charm person, command, or comprehend languages from it using your spell save DC or 8 + your Charisma modifier + your proficiency bonus if you do not have a spellcasting DC. The staff can also be used as a magic quarterstaff. If you are holding the staff and fail a saving throw against an enchantment spell that targets only you, you can turn your failed save into a successful one. You can't use this property of the staff again until the next dawn. If you succeed on a save against an enchantment spell that targets only you, with or without the staff's intervention, you can use your reaction to expend 1 charge from the staff and turn the spell back on its caster as if you had cast the spell. The staff regains 1d8 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff.

STAFF OF FIRE

Staff, Hero (requires attunement)

You have resistance to fire damage while you hold this staff.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC or 8 + your Intelligence modifier + your proficiency bonus if you do not have a spellcasting DC: burning hands (1 charge), fireball (3 charges), or wall of fire (4 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff blackens, crumbles into cinders, and is destroyed.

STAFF OF FROST

Staff, Hero (requires attunement)

You have resistance to cold damage while you hold this staff.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its

charges to cast one of the following spells from it, using your spell save DC or 8 + your Intelligence modifier + your proficiency bonus if you do not have a spellcasting DC: cone of cold (5 charges), fog cloud (1 charge), ice storm (4 charges), or wall of ice (4 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff turns to water and is destroyed.

STAFF OF HEALING

Staff, Hero (requires attunement)

This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier or 8 + your Wisdom modifier + your proficiency bonus if you do not have a spellcasting DC (using Wisdom as your spellcasting ability modifier in that case): cure wounds (1 charge per two aether, up to 8 AET), lesser restoration (2 charges), or mass cure wounds (5 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff vanishes in a flash of light, lost forever.

STAFF OF POWER

Staff, Hero (requires attunement)

This staff can be wielded as a magic quarterstaff that grants a +4 bonus to damage rolls made with it.

The staff has 20 charges for the following properties. The staff regains 2d8 + 4 expended charges daily at dawn as long as it has at least one charge remaining. If you expend the last charge, roll a d20. On a 20, the staff regains 1d8 + 2 charges.

Power Strike. When you hit with a melee attack using the staff, you can expend 1 charge to deal an extra 1d6 bludgeoning damage to the target.

Spells. . While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: cone of cold (5 charges), fireball (cast with 12 AET, 5 charges), globe of invulnerability (6 charges), hold monster (5 charges), levitate (2 charges), lightning bolt (cast with 12 AET, 5 charges), magic missile (1 charge), ray of enfeeblement (1 charge), or wall of force (6 charges).

Retributive Strike. You can use an action to break the staff over your knee or against a solid surface, performing a retributive strike. The staff is destroyed and releases its remaining magic in

an explosion that expands to fill a 30-foot-radius sphere centered on it. You have a 50 percent chance to instantly travel to a random plane of existence, avoiding the explosion. If you fail to avoid the effect, you take bludgeoning damage equal to 16 ×the number of charges in the staff. Every other creature in the area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes an amount of damage based on how far away it is from the point of origin, as shown in the following table. On a successful save, a creature takes half as much damage.

Distance from Origin	Damage
10 ft. away or closer	8 ×the number of charges in the staff
11 to 20 ft. away	6 ×the number of charges in the staff
21 to 30 ft. away	4 ×the number of charges in the staff

STAFF OF STRIKING

Staff, Hero (requires attunement)

This staff can be wielded as a magic quarterstaff that grants a +6 bonus to damage rolls made with it. The staff has 10 charges. When you hit with a melee attack using it, you can expend up to 3 of its charges. For each charge you expend, the target takes an extra 1d6 bludgeoning damage. The staff regains 1d6 + 4 expended charges daily at dawn as long as it has at least one charge remaining.

STAFF OF SWARMING INSECTS

Staff, Hero (requires attunement)

This staff has 10 charges and regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, a swarm of insects consumes and destroys the staff, then disperses.

Spells. While holding the staff, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC or 8 + your Wisdom modifier + your proficiency bonus if you do not have a spell save DC: giant insect (4 charges) or insect plague (5 charges).

Insect Cloud. While holding the staff, you can use an action and expend 1 charge to cause a swarm of harmless flying insects to spread out in a 30-foot radius from you. The insects remain for 10 minutes, making the area heavily obscured for creatures other than you. The swarm moves with you, remaining centered on you. A wind of at least 10 miles per hour disperses the swarm and ends the effect.

STAFF OF THE PYTHON

Staff, Adventurer (requires attunement)

You can use an action to speak this staff's command word and throw the staff on the ground within 10 feet of you. The staff becomes a giant constrictor snake under your control and acts on its own initiative count. By using a bonus action to speak the command word again, you return the staff to its normal form in a space formerly occupied by the snake. On your turn, you can mentally command the snake if it is within 60 feet of you and you aren't incapacitated. You decide what action the snake takes and where it moves during its next turn, or you can issue it a general command, such as to attack your enemies or guard a location. If the snake is reduced to 0 hit points, it dies and reverts to its staff form. The staff then shatters and is destroyed. If the snake reverts to staff form before losing all its hit points, it regains all of them.

STAFF OF THE WOODLANDS

Staff, Hero (requires attunement)

This staff can be wielded as a magic quarterstaff that grants a +4 bonus to damage rolls made with it.

The staff has 10 charges for the following properties. It regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff loses its properties and becomes a nonmagical quarterstaff.

Spells. You can use an action to expend 1 or more of the staff's charges to cast one of the following spells from it, using your spell save DC: animal friendship (1 charge), awaken(5 charges), barkskin (2 charges), locate animals or plants (2 charges), speak with animals (1 charge), speak with plants (3 charges), or wall of thorns(6 charges).

Tree Form. You can use an action to plant one end of the staff in fertile earth and expend 1 charge to transform the staff into a healthy tree. The tree is 60 feet tall and has a 5-foot-diameter trunk, and its branches at the top spread out in a 20-foot radius. The tree appears ordinary but radiates a faint aura of transmutation magic if targeted by detect magic. While touching the tree and using another action to speak its command word, you return the staff to its normal form. Any creature in the tree falls when it reverts to a staff.

STAFF OF THUNDER AND LIGHTNING

Staff, Hero (requires attunement)

This staff can be wielded as a magic quarterstaff that grants a +4 bonus to damage rolls made with it. It also has the following additional properties. When one of these properties is used, it can't be used again until the next dawn.

Lightning. When you hit with a melee attack using the staff, you can cause the target to take an extra 2d6 lightning damage.

Thunder. When you hit with a melee attack using the staff, you can cause the staff to emit a crack of thunder, audible out to 300 feet. The target you hit must succeed on a DC 17 Constitution saving throw or become stunned until the end of your next turn.

Lightning Strike. You can use an action to cause a bolt of lightning to leap from the staff's tip in a line that is 5 feet wide and 120 feet long. Each creature in that line must make a DC 17 Dexterity saving throw, taking 9d6 lightning damage on a failed save, or half as much damage on a successful one.

Thunderclap. You can use an action to cause the staff to issue a deafening thunderclap, audible out to 600 feet. Each creature within 60 feet of you (not including you) must make a DC 17 Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and becomes deafened for 1 minute. On a successful save, a creature takes half damage and isn't deafened.

Thunder and Lightning. You can use an action to use the Lightning Strike and Thunderclap properties at the same time. Doing so doesn't expend the daily use of those properties, only the use of this one.

STAFF OF WITHERING

Staff, Hero (requires attunement)

This staff has 3 charges and regains 1d3 expended charges daily at dawn. The staff can be wielded as a magic quarterstaff. On a hit, it deals damage as a normal quarterstaff, and you can expend 1 charge to deal an extra 2d10 necrotic damage to the target. In addition, the target must succeed on a DC 15 Constitution saving throw or have disadvantage for 1 hour on any ability check or saving throw that uses Strength or Constitution.

SUN BLADE

Weapon (longsword), Hero (requires attunement)

This item appears to be a longsword hilt. While grasping the hilt, you can use a bonus action to cause a blade of pure radiance to spring into existence, or make the blade disappear. While the blade exists, this magic longsword has the finesse property. If you are

proficient with shortswords or longswords, you are proficient with the sun blade.

You gain a +4 bonus to damage rolls made with this weapon, which deals radiant damage instead of slashing damage. When you hit an undead with it, that target takes an extra 1d8 radiant damage.

The sword's luminous blade emits bright light in a 15-foot radius and dim light for an additional 15 feet. The light is sunlight. While the blade persists, you can use an action to expand or reduce its radius of bright and dim light by 5 feet each, to a maximum of 30 feet each or a minimum of 10 feet each.

SWORD OF LIFE STEALING

Weapon (any sword), Hero (requires attunement)

When you attack a creature with this magic weapon and roll a 20 on the attack roll, that target takes an extra 3d6 necrotic damage, provided that the target isn't a construct or an undead. You gain temporary hit points equal to the extra damage dealt.

TRIDENT OF FISH COMMAND

Weapon (trident), Adventurer (requires attunement)

This trident is a magic weapon. It has 3 charges. While you carry it, you can use an action and expend 1 charge to cast dominate beast(save DC 15) from it on a beast that has an innate swimming speed. The trident regains 1d3 expended charges daily at dawn.

VICIOUS WEAPON

Weapon (any), Hero

When you roll a 20 on your attack roll with this magic weapon, your critical hit deals an extra 2d6 damage of the weapon's type.

VORPAL SWORD

Weapon (any sword that deals slashing damage), legendary (requires attunement)

You gain a +6 bonus to damage rolls made with this magic weapon. In addition, the weapon ignores resistance to slashing damage. When you attack a creature that has at least one head with this weapon and roll a 20 on the attack roll, you cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 6d8 slashing damage from the hit.

WEAPON OF WOUNDING

Weapon (any), Hero (requires attunement)

Hit points lost to this weapon's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means. Once per turn, when you hit a creature with an attack using this magic weapon, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

MISCELLANEOUS MAGIC ITEMS

BAG OF HOLDING

Wondrous item, Adventurer

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

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

If you place a bag of holding inside another item that manipulates space or weight, such as a handy haversack or a portable hole, it counts towards the space and weight capacity of that other item as if it was a non-magical bag of its total volume and present contents.

BAG OF TRICKS

Wondrous item, Adventurer

This ordinary bag, made from gray, rust, or tan cloth, appears empty. Reaching inside the bag, however, reveals the presence of a small, fuzzy object. The bag weighs 1/2 pound.

You can use an action to pull the fuzzy object from the bag and throw it up to 20 feet. When the object lands, it transforms into a creature you determine by rolling a d8 and consulting the table that corresponds to the bag's color. The creature vanishes at the next dawn or when it is reduced to 0 hit points.

The creature is friendly to you and your companions, and it acts on your turn. You can use a bonus action to command how the creature moves and what action it takes on its next turn, or to give it general orders, such as to attack your enemies. In the absence of such orders, the creature acts in a fashion appropriate to its nature.

Once three fuzzy objects have been pulled from the bag, the bag can't be used again until the next dawn.

GRAY BAG OF TRICKS

d8	Creature
1	Weasel
2	Giant rat
3	Badger
4	Boar
5	Panther
6	Giant badger
7	Dire wolf
8	Giant elk

RUST BAG OF TRICKS

d8	Creature
1	Rat
2	Owl
3	Mastiff
4	Goat
5	Giant goat
6	Giant boar
7	Lion
8	Brown bear

TAN BAG OF TRICKS

d8	Creature
1	Jackal
2	Ape
3	Baboon
4	Axe beak
5	Black bear
6	Giant weasel
7	Giant hyena
8	Tiger

BOWL OF COMMANDING WATER ELEMENTALS

Wondrous item, Hero

While this bowl is filled with water, you can use an action to speak the bowl's command word and summon a water elemental, as if you had cast the Conjure Elemental spell. The bowl can't be used this way again until the next dawn.

The bowl is about 1 foot in diameter and half as deep. It weighs 3 pounds and holds about 3 gallons.

Brazier of Commanding Fire Elementals

Wondrous item, Hero

While a fire burns in this brass brazier, you can use an action to speak the brazier's command word and summon a fire elemental, as if you had cast the Conjure Elemental spell. The brazier can't be used this way again until the next dawn.

The brazier weighs 5 pounds.

Broom of Flying

Wondrous item, Hero

This wooden broom, which weighs 3 pounds, functions like a mundane broom until you stand astride it and speak its command word. It then hovers beneath you and can be ridden in the air. It has a flying speed of 50 feet. It can carry up to 400 pounds, but its flying speed becomes 30 feet while carrying over 200 pounds. The broom stops hovering when you land. You can send the broom to travel alone to a destination within 1 mile of you if you speak the command word, name the location, and are familiar with that place. The broom comes back to you when you speak another command word, provided that the broom is still within 1 mile of you.

Carpet of Flying

Wondrous item, Hero

You can speak the carpet's command word as an action to make the carpet hover and fly. It moves according to your spoken directions, provided that you are within 30 feet of it.

Four sizes of carpet of flying exist. The GM chooses the size of a given carpet or determines it randomly.

d100	Size	Capacity	Flying Speed
01-20	3 ft. ×5 ft.	200 lb.	80 feet
21-55	4 ft. ×6 ft.	400 lb.	60 feet
56-80	5 ft. ×7 ft.	600 lb.	40 feet
81 - 100	6 ft. ×9 ft.	800 lb.	30 feet

A carpet can carry up to twice the weight shown on the table, but it flies at half speed if it carries more than its normal capacity.

Censer of Controlling Air Elementals

Wondrous item, Hero

While incense is burning in this censer, you can use an action to speak the censer's command word and summon an air elemental, as if you had cast the Conjure Elemental spell. The censer can't be used this way again until the next dawn.

This 6-inch-wide, 1-foot-high vessel resembles a chalice with a decorated lid. It weighs 1 pound.

Crystal Ball

Wondrous item, Hero or legendary (requires attunement)

The typical crystal ball, a Hero item, is about 6 inches in diameter. While touching it, you can cast the scrying incantation (save DC 17) with it. The following crystal ball variants are legendary items and have additional properties.

Crystal Ball of Mind Reading. You can use an action to cast the detect thoughts spell (save DC 17) while you are scrying with the crystal ball, targeting creatures you can see within 30 feet of the spell's sensor. You don't need to concentrate on this detect thoughts to maintain it during its duration, but it ends if scrying ends.

Crystal Ball of Telepathy. While scrying with the crystal ball, you can communicate telepathically with creatures you can see within 30 feet of the spell's sensor. You can also use an action to cast the suggestion spell (save DC 17) through the sensor on one of those creatures. You don't need to concentrate on this suggestion to maintain it during its duration, but it ends if scrying ends. Once used, the suggestion power of the crystal ball can't be used again until the next dawn.

Crystal Ball of True Seeing. While scrying with the crystal ball, you have truesight with a radius of 120 feet centered on the spell's sensor.

Cube of Force

Wondrous item, Hero (requires attunement)

This cube is about an inch across. Each face has a distinct marking on it that can be pressed. The cube starts with 36 charges, and it regains 1d20 expended charges daily at dawn. You can use an action to press one of the cube's faces, expending a number of charges based on the chosen face, as shown in the Cube of Force Faces table. Each face has a different effect. If the cube has insufficient charges remaining, nothing happens. Otherwise, a barrier of invisible force springs into existence, forming a cube 15 feet on a side. The barrier is centered on you, moves with you, and lasts for 1 minute, until you use an action to press the cube's sixth face, or the cube runs out of charges. You can change the barrier's effect by pressing a different face of the cube and expending the requisite number of charges, resetting the duration. If your movement causes the barrier to come into contact with a solid object that can't pass through the cube, you can't move any closer to that object as long as the barrier remains.

FACES

Face	Charges	Effect
1	1	Gases, wind, and fog can't pass through the barrier.
2	2	Nonliving matter can't pass through the barrier. Walls, floors, and ceilings can pass through at your discretion.
3	3	Living matter can't pass through the barrier.
4	4	Spell effects can't pass through the barrier.
5	5	Nothing can pass through the barrier. Walls, floors, and ceilings can pass through at your discretion.
6	0	The barrier deactivates.

CUBIC GATE

Wondrous item, legendary

This cube is 3 inches across and radiates palpable magical energy. The six sides of the cube are each keyed to a different plane of existence, one of which is the Material Plane. The other sides are linked to planes determined by the GM.

You can use an action to press one side of the cube to cast the gate incantation with it, opening a portal to the plane keyed to that side.

Alternatively, if you use an action to press one side twice, you can cast the plane shift spell (save DC 17) with the cube and transport the targets to the plane keyed to that side.

The cube has 3 charges. Each use of the cube expends 1 charge. The cube regains 1d3 expended charges daily at dawn.

DECANTER OF ENDLESS WATER

Wondrous item, Adventurer

This stoppered flask sloshes when shaken, as if it contains water. The decanter weighs 2 pounds. You can use an action to remove the stopper and speak one of three command words, whereupon an amount of fresh water or salt water (your choice) pours out of the flask. The water stops pouring out at the start of your next turn. Choose from the following options:

- "Stream" produces 1 gallon of water.
- "Fountain" produces 5 gallons of water.
- "Geyser" produces 30 gallons of water that gushes forth in a geyser 30 feet long and 1 foot wide. As a bonus action while holding the decanter, you can aim the geyser at a creature you can see within 30feet of you. The target must succeed on a DC 13 Strength saving throw or take 1d4 bludgeoning damage and fall prone. Instead of a creature, you can target an object that isn't being worn or carried and that weighs no more than 200 pounds.The object is either knocked over or pushed up to 15 feet away from you.

EFFICIENT QUIVER

Wondrous item, Adventurer

Each of the quiver's three compartments connects to an extradimensional space that allows the quiver to hold numerous items while never weighing more than 2 pounds. The shortest compartment can hold up to sixty arrows, bolts, or similar objects. The midsize compartment holds up to eighteen javelins or similar objects. The longest compartment holds up to six long objects, such as bows, quarterstaffs, or spears. You can draw any item the quiver contains as if doing so from a regular quiver or scabbard.

EVERSMOKING BOTTLE

Wondrous item, Adventurer

Smoke leaks from the lead-stoppered mouth of this brass bottle, which weighs 1 pound. When you use an action to remove the stopper, a cloud of thick smoke pours out in a 60-foot radius from the bottle. The cloud's area is heavily obscured. Each minute the bottle remains open and within the cloud, the radius increases by 10 feet until it reaches its maximum radius of 120 feet.

The cloud persists as long as the bottle is open. Closing the bottle requires you to speak its command word as an action. Once the bottle is closed, the cloud disperses after 10 minutes. A moderate wind (11 to 20 miles per hour) can also disperse the smoke after 1 minute, and a strong wind (21 or more miles per hour) can do so after 1 round.

FIGURINE OF WONDROUS POWER

Wondrous item, tier varies

A figurine of wondrous power is a statuette of a beast small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions. The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the creature becomes a figurine again, its

property can't be used again until a certain amount of time has passed, as specified in the figurine's description.

Bronze Griffon (Hero). This bronze statuette is of a griffon rampant. It can become a griffon for up to 6 hours. Once it has been used, it can't be used again until 5 days have passed.

Ebony Fly (Hero). This ebony statuette is carved in the likeness of a horsefly. It can become a giant fly for up to 12 hours and can be ridden as a mount. Once it has been used, it can't be used again until 2 days have passed. The giant fly has the statistics of a riding horse except with a fly speed of 60 feet.

Golden Lions (Hero). These gold statuettes of lions are always created in pairs. You can use one figurine or both simultaneously. Each can become a lion for up to 1 hour. Once a lion has been used, it can't be used again until 7 days have passed.

Ivory Goats (Hero). These ivory statuettes of goats are always created in sets of three. Each goat looks unique and functions differently from the others. Their properties are as follows:

- The goat of traveling can become a Large goat with the same statistics as a riding horse. It has 24 charges, and each hour or portion thereof it spends in beast form costs 1 charge. While it has charges, you can use it as often as you wish. When it runs out of charges, it reverts to a figurine and can't be used again until 7 days have passed, when it regains all its charges.
- The goat of travail becomes a giant goat for up to 3 hours. Once it has been used, it can't be used again until 30 days have passed.
- The goat of terror becomes a giant goat for up to 3 hours. The goat can't attack, but you can remove its horns and use them as weapons. One horn becomes a +1 lance, and the other becomes a +2 longsword. Removing a horn requires an action, and the weapons disappear and the horns return when the goat reverts to figurine form. In addition, the goat radiates a 30-foot-radius aura of terror while you are riding it. Any creature hostile to you that starts its turn in the aura must succeed on a DC 15 Wisdom saving throw or be frightened of the goat for 1 minute, or until the goat reverts to figurine form. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once it successfully saves against the effect, a creature is immune to the goat's aura for the next 24 hours. Once the figurine has been used, it can't be used again until 15 days have passed.

Marble Elephant (Hero). This marble statuette is about 4 inches high and long. It can become an elephant for up to 24 hours. Once it has been used, it can't be used again until 7 days have passed.

Obsidian Steed (Hero). This polished obsidian horse can become a nightmare for up to 24 hours. The nightmare fights only to defend itself. Once it has been used, it can't be used again until 5 days have passed.

Onyx Dog (Hero). This onyx statuette of a dog can become a mastiff for up to 6 hours. The mastiff has an Intelligence of 8 and can speak Common. It also has darkvision out to a range of 60 feet and can see invisible creatures and objects within that range. Once it has been used, it can't be used again until 7 days have passed.

Serpentine Owl (Hero). This serpentine statuette of an owl can become a giant owl for up to 8 hours. Once it has been used, it can't be used again until 2 days have passed. The owl can telepathically communicate with you at any range if you and it are on the same plane of existence.

Silver Raven (Adventurer). This silver statuette of a raven can become a raven for up to 12 hours. Once it has been used, it can't be used again until 2 days have passed. While in raven form, the figurine allows you to cast the animal messenger spell on it at will.

Folding Boat

Wondrous item, Hero

This object appears as a wooden box that measures 12 inches long, 6 inches wide, and 6 inches deep. It weighs 4 pounds and floats. It can be opened to store items inside. This item also has three command words, each requiring you to use an action to speak it. One command word causes the box to unfold into a boat 10 feet long, 4 feet wide, and 2 feet deep. The boat has one pair of oars, an anchor, a mast, and a lateen sail. The boat can hold up to four Medium creatures comfortably. The second command word causes the box to unfold into a ship 24 feet long, 8 feet wide, and 6 feet deep. The ship has a deck, rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The ship can hold fifteen Medium creatures comfortably. When the box becomes a vessel, its weight becomes that of a normal vessel its size, and anything that was stored in the box remains in the boat. The third command word causes the folding boat to fold back into a box, provided that no creatures are aboard. Any objects in the vessel that can't fit inside the box remain outside the box as it folds. Any objects in the vessel that can fit inside the box do so.

Gem of Seeing

Wondrous item, Hero (requires attunement)

This gem has 3 charges. As an action, you can speak the gem's command word and expend 1 charge. For the next 10 minutes, you have truesight out to 120 feet when you peer through the gem.

The gem regains 1d3 expended charges daily at dawn.

Handy Haversack

Wondrous item, Hero

This backpack has a central pouch and two side pouches, each of which is an extradimensional space. Each side pouch can hold up to 20 pounds of material, not exceeding a volume of 2 cubic feet. The large central pouch can hold up to 8 cubic feet or 80 pounds of material. The backpack always weighs 5 pounds, regardless of its contents.

Placing an object in the haversack follows the normal rules for interacting with objects. Retrieving an item from the haversack requires you to use an action. When you reach into the haversack for a specific item, the item is always magically on top.

The haversack has a few limitations. If it is overloaded, or if a sharp object pierces it or tears it, the haversack ruptures and is destroyed. If the haversack is destroyed, its contents spill forth, unharmed. If the haversack is turned inside out, its contents spill forth, unharmed, and the haversack must be put right before it can be used again. If a breathing creature is placed within the haversack, the creature can survive for up to 10 minutes, after which time it begins to suffocate.

If you place a handy haversack inside another item that manipulates space or weight, such as a bag of holding or a portable hole, it counts towards the space and weight capacity of that other item as if it was a non-magical bag of its total volume and present contents.

Horn of Blasting

Wondrous item, Hero

You can use an action to speak the horn's command word and then blow the horn, which emits a thunderous blast in a 30-foot cone that is audible 600 feet away. Each creature in the cone must make a DC 15 Constitution saving throw. On a failed save, a creature takes 5d6 thunder damage and is deafened for 1 minute. On a successful save, a creature takes half as much damage and isn't deafened. Creatures and objects made of glass or crystal have disadvantage on the saving throw and take 10d6

thunder damage instead of 5d6. Each use of the horn's magic has a 20 percent chance of causing the horn to explode. The explosion deals 10d6 fire damage to the blower and destroys the horn.

Horn of Valhalla

Wondrous item, Hero (silver or brass), Hero (bronze), or legendary (iron) You can use an action to blow this horn. In response, warrior spirits from the Valhalla appear within 60 feet of you. They use the statistics of a berserker. They return to Valhalla after 1 hour or when they drop to 0 hit points. Once you use the horn, it can't be used again until 7 days have passed. Four types of horn of Valhalla are known to exist, each made of a different metal. The horn's type determines how many berserkers answer its summons, as well as the requirement for its use. The GM chooses the horn's type or determines it randomly.

d100	Horn Type	Berserkers Summoned	Requirement
01-40	Silver	2d4 + 2	None
41-75	Brass	3d4 + 3	Proficiency with all simple weapons
76-90	Bronze	4d4 + 4	Proficiency with all medium armor
91-00	Iron	5d4 + 5	Proficiency with all martial weapons

If you blow the horn without meeting its requirement, the summoned berserkers attack you. If you meet the requirement, they are friendly to you and your companions and follow your verbal commands.

Horseshoes of a Zephyr

Wondrous item, Hero

These iron horseshoes come in a set of four. While all four shoes are affixed to the hooves of a horse or similar creature, they allow the creature to move normally while floating 4 inches above the ground. This effect means the creature can cross or stand above nonsolid or unstable surfaces, such as water or lava. The creature leaves no tracks and ignores difficult terrain. In addition, the creature can move at normal speed for up to 12 hours a day without suffering exhaustion from a forced march.

Horseshoes of Speed

Wondrous item, Hero

These iron horseshoes come in a set of four. While all four shoes are affixed to the hooves of a

horse or similar creature, they increase the creature's walking speed by 30 feet.

IMMOVABLE ROD

Rod, Adventurer

This flat iron rod has a button on one end. You can use an action to press the button, which causes the rod to become magically fixed in place relative to the surface of the planet or a vehicle of Huge size or larger that you are riding. Until you or another creature uses an action to push the button again, the rod doesn't move, even if it is defying gravity. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the fixed rod up to 10 feet on a success.

INSTANT FORTRESS

Wondrous item, Hero

You can use an action to place this 1-inch metal cube on the ground and speak its command word. The cube rapidly grows into a fortress that remains until you use an action to speak the command word that dismisses it, which works only if the fortress is empty.

The fortress is a square tower, 20 feet on a side and 30 feet high, with arrow slits on all sides and a battlement atop it. Its interior is divided into two floors, with a ladder running along one wall to connect them. The ladder ends at a trapdoor leading to the roof. When activated, the tower has a small door on the side facing you. The door opens only at your command, which you can speak as a bonus action. It is immune to the knockspell and similar magic, such as that of a chime of opening.

Each creature in the area where the fortress appears must make a DC 15 Dexterity saving throw, taking 10d10 bludgeoning damage on a failed save, or half as much damage on a successful one. In either case, the creature is pushed to an unoccupied space outside but next to the fortress. Objects in the area that aren't being worn or carried take this damage and are pushed automatically. The tower is made of adamantine, and its magic prevents it from being tipped over. The roof, the door, and the walls each have 100 hit points, immunity to damage from nonmagical weapons excluding siege weapons, and resistance to all other damage. Damage done to the tower cannot be repaired, and if any piece is destroyed, the fortress immediately returns to its cube form and no longer functions.

IRON BANDS OF BINDING

Wondrous item, Hero

This rusty iron sphere measures 3 inches in diameter and weighs 1 pound. You can use an action to speak the command word and throw the sphere at a Huge or smaller creature you can see within 60 feet of you. As the sphere moves through the air, it opens into a tangle of metal bands. Make a ranged attack roll with an attack bonus equal to your Dexterity modifier plus your proficiency bonus. On a hit, the target is restrained until you take a bonus action to speak the command word again to release it. Doing so, or missing with the attack, causes the bands to contract and become a sphere once more. A creature, including the one restrained, can use an action to make a DC 20 Strength check to break the iron bands. On a success, the item is destroyed, and the restrained creature is freed. If the check fails, any further attempts made by that creature automatically fail until 24 hours have elapsed. Once the bands are used, they can't be used again until the next dawn.

IRON FLASK

Wondrous item, legendary

This iron bottle has a brass stopper. You can use an action to speak the flask's command word, targeting a creature that you can see within 60 feet of you. If the target is native to a plane of existence other than the one you're on, the target must succeed on a DC 17 Wisdom saving throw or be trapped in the flask. If the target has been trapped by the flask before, it has advantage on the saving throw. Once trapped, a creature remains in the flask until released. The flask can hold only one creature at a time. A creature trapped in the flask doesn't need to breathe, eat, or drink and doesn't age. You can use an action to remove the flask's stopper and release the creature the flask contains. The creature is friendly to you and your companions for 1 hour and obeys your commands for that duration. If you give no commands or give it a command that is likely to result in its death, it defends itself but otherwise takes no actions. At the end of the duration, the creature acts in accordance with its normal disposition. An identify spell reveals that a creature is inside the flask, but the only way to determine the type of creature is to open the flask. A newly discovered bottle might already contain a creature chosen by the GM.

LANTERN OF REVEALING

Wondrous item, Adventurer

While lit, this hooded lantern burns for 6 hours on 1 pint of oil, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Invisible creatures and objects are visible as

long as they are in the lantern's bright light. You can use an action to lower the hood, reducing the light to dim light in a 5-foot radius.

MANUAL OF GOLEMS

Wondrous item, Hero

This tome contains information and incantations necessary to make a particular type of golem. The GM chooses the type or determines it randomly. To decipher and use the manual, you must be at least 12th level and have an Intelligence modifier of +3 or higher. A creature that can't use a manual of golems and attempts to read it takes 6d6 psychic damage.

d20	Golem	Time	Cost
1 - 5	Clay	30 days	65,000 gp
6 - 17	Flesh	60 days	50,000 gp
18	Iron	120 days	100,000 gp
19 - 20	Stone	90 days	80,000 gp

To create a golem, you must spend the time shown on the table, working without interruption with the manual at hand and resting no more than 8 hours per day. You must also pay the specified cost to purchase supplies. Once you finish creating the golem, the book is consumed in eldritch flames. The golem becomes animate when the ashes of the manual are sprinkled on it. It is under your control, and it understands and obeys your spoken commands.

MIRROR OF LIFE TRAPPING

Wondrous item, Hero

When this 4-foot-tall mirror is viewed indirectly, its surface shows faint images of creatures. The mirror weighs 50 pounds, and it has AC 11, 10 hit points, and vulnerability to bludgeoning damage. It shatters and is destroyed when reduced to 0 hit points. If the mirror is hanging on a vertical surface and you are within 5 feet of it, you can use an action to speak its command word and activate it. It remains activated until you use an action to speak the command word again.

Any creature other than you that sees its reflection in the activated mirror while within 30 feet of it must succeed on a DC 15 Charisma saving throw or be trapped, along with anything it is wearing or carrying, in one of the mirror's twelve extradimensional cells. This saving throw is made with advantage if the creature knows the mirror's nature, and constructs succeed on the saving throw automatically.

An extradimensional cell is an infinite expanse filled with thick fog that reduces visibility to 10 feet. Creatures trapped in the mirror's cells don't age, and they don't need to eat, drink, or sleep. A creature trapped within a cell can escape using

magic that permits planar travel. Otherwise, the creature is confined to the cell until freed.

If the mirror traps a creature but its twelve extradimensional cells are already occupied, the mirror frees one trapped creature at random to accommodate the new prisoner. A freed creature appears in an unoccupied space within sight of the mirror but facing away from it. If the mirror is shattered, all creatures it contains are freed and appear in unoccupied spaces near it.

While within 5 feet of the mirror, you can use an action to speak the name of one creature trapped in it or call out a particular cell by number. The creature named or contained in the named cell appears as an image on the mirror's surface. You and the creature can then communicate normally. In a similar way, you can use an action to speak a second command word and free one creature trapped in the mirror. The freed creature appears, along with its possessions, in the unoccupied space nearest to the mirror and facing away from it.

PIPES OF HAUNTING

Wondrous item, Adventurer

You must be proficient with wind instruments to use these pipes. They have 3 charges. You can use an action to play them and expend 1 charge to create an eerie, spellbinding tune. Each creature within 30 feet of you that hears you play must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute. If you wish, all creatures in the area that aren't hostile toward you automatically succeed on the saving throw. A creature that fails the saving throw can repeat it at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on its saving throw is immune to the effect of these pipes for 24 hours. The pipes regain 1d3 expended charges daily at dawn.

PIPES OF THE SEWERS

Wondrous item, Adventurer (requires attunement)

You must be proficient with wind instruments to use these pipes. While you are attuned to the pipes, ordinary rats and giant rats are indifferent toward you and will not attack you unless you threaten or harm them.

The pipes have 3 charges. If you play the pipes as an action, you can use a bonus action to expend 1 to 3 charges, calling forth one swarm of rats with each expended charge, provided that enough rats are within half a mile of you to be called in this fashion (as determined by the GM). If there aren't enough rats to form a swarm, the charge is wasted. Called swarms move toward

the music by the shortest available route but aren't under your control otherwise. The pipes regain 1d3 expended charges daily at dawn. Whenever a swarm of rats that isn't under another creature's control comes within 30 feet of you while you are playing the pipes, you can make a Charisma check contested by the swarm's Wisdom check. If you lose the contest, the swarm behaves as it normally would and can't be swayed by the pipes' music for the next 24 hours. If you win the contest, the swarm is swayed by the pipes' music and becomes friendly to you and your companions for as long as you continue to play the pipes each round as an action. A friendly swarm obeys your commands. If you issue no commands to a friendly swarm, it defends itself but otherwise takes no actions. If a friendly swarm starts its turn and can't hear the pipes' music, your control over that swarm ends, and the swarm behaves as it normally would and can't be swayed by the pipes' music for the next 24 hours.

Portable Hole

Wondrous item, Hero

This fine black cloth, soft as silk, is folded up to the dimensions of a handkerchief. It unfolds into a circular sheet 6 feet in diameter. You can use an action to unfold a portable hole and place it on or against a solid surface, whereupon the portable hole creates an extradimensional hole 10 feet deep. The cylindrical space within the hole exists on a different plane, so it can't be used to create open passages. Any creature inside an open portable hole can exit the hole by climbing out of it. You can use an action to close a portable hole by taking hold of the edges of the cloth and folding it up. Folding the cloth closes the hole, and any creatures or objects within remain in the extradimensional space. No matter what's in it, the hole weighs next to nothing. If the hole is folded up, a creature within the hole's extradimensional space can use an action to make a DC 10 Strength check. On a successful check, the creature forces its way out and appears within 5 feet of the portable hole or the creature carrying it. A breathing creature within a closed portable hole can survive for up to 10 minutes, after which time it begins to suffocate.

If you place a portable hole inside another item that manipulates space or weight, such as a handy haversack or a bag of holding, it counts towards the space and weight capacity of that other item as if it was a non-magical bag of its total volume and present contents.

Rope of Climbing

Wondrous item, Adventurer

This 60-foot length of silk rope weighs 3 pounds and can hold up to 3,000 pounds. If you hold one end of the rope and use an action to speak the command word, the rope animates. As a bonus action, you can command the other end to move toward a destination you choose. That end moves 10 feet on your turn when you first command it and 10 feet on each of your turns until reaching its destination, up to its maximum length away, or until you tell it to stop. You can also tell the rope to fasten itself securely to an object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying. If you tell the rope to knot, large knots appear at 1-foot intervals along the rope. While knotted, the rope shortens to a 50-foot length and grants advantage on checks made to climb it.

The rope has AC 20 and 20 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the rope drops to 0 hit points, it is destroyed.

Rope of Entanglement

Wondrous item, Hero

This rope is 30 feet long and weighs 3 pounds. If you hold one end of the rope and use an action to speak its command word, the other end darts forward to entangle a creature you can see within 20 feet of you. The target must succeed on a DC 15 Dexterity saving throw or become restrained.

You can release the creature by using a bonus action to speak a second command word. A target restrained by the rope can use an action to make a DC 15 Strength or Dexterity check (target's choice). On a success, the creature is no longer restrained by the rope.

The rope has AC 20 and 20 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the rope drops to 0 hit points, it is destroyed.

Stone of Controlling Earth Elementals

Wondrous item, Hero

If the stone is touching the ground, you can use an action to speak its command word and summon an earth elemental, as if you had cast the conjure elemental spell. The stone can't be used this way again until the next dawn. The stone weighs 5 pounds.

Well of Many Worlds

Wondrous item, legendary

This fine black cloth, soft as silk, is folded up to the dimensions of a handkerchief. It unfolds into a circular sheet 6 feet in diameter. You can

use an action to unfold and place the well of many worlds on a solid surface, whereupon it creates a two-way portal to another world or plane of existence. Each time the item opens a portal, the GM decides where it leads. You can use an action to close an open portal by taking hold of the edges of the cloth and folding it up. Once well of many worlds has opened a portal, it can't do so again for 1d8 hours.

WIND FAN

Wondrous item, Adventurer

While holding this fan, you can use an action to cast the gust of windspell (save DC 13) from it. Once used, the fan shouldn't be used again until the next dawn. Each time it is used again before then, it has a cumulative 20 percent chance of not working and tearing into useless, nonmagical tatters.