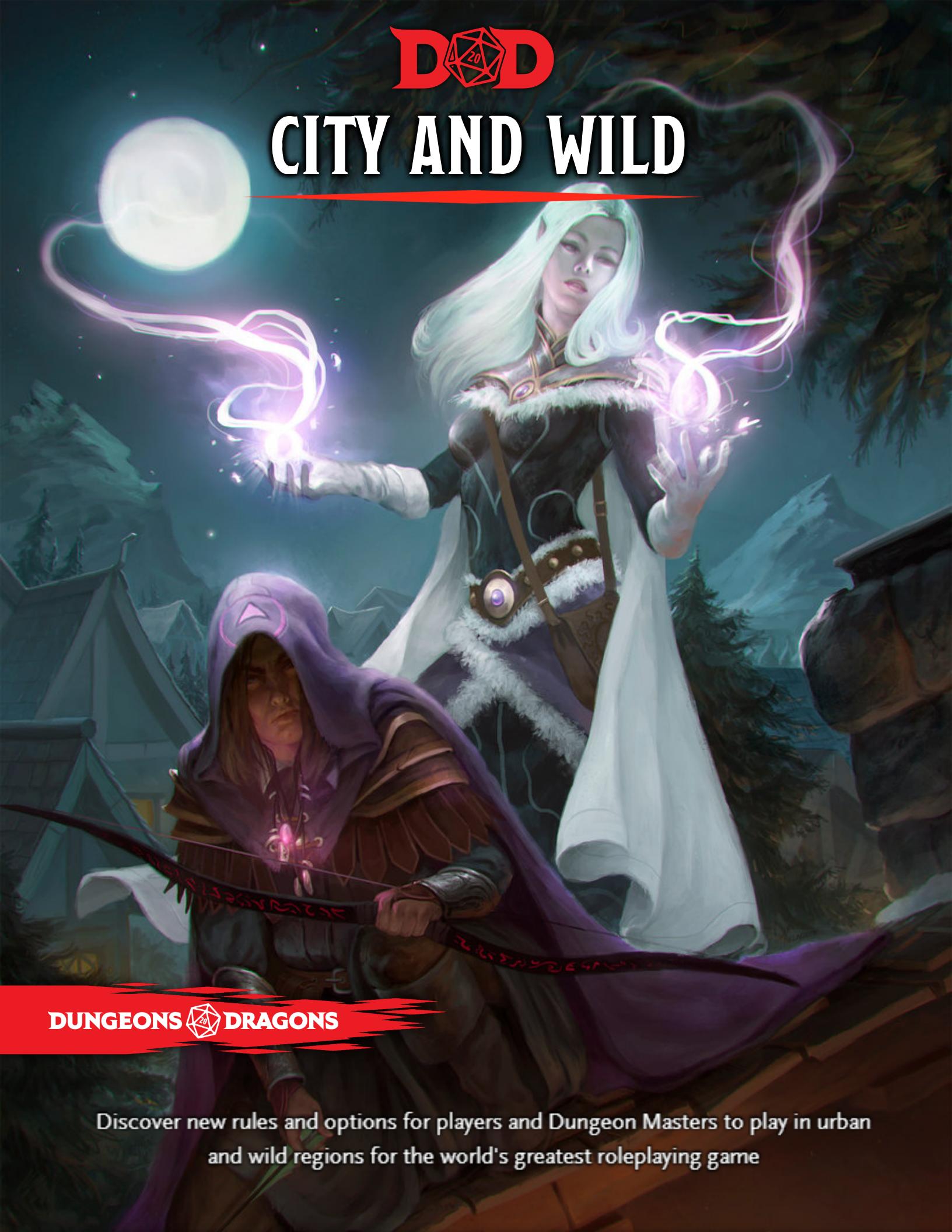




CITY AND WILD



DUNGEONS & DRAGONS

Discover new rules and options for players and Dungeon Masters to play in urban
and wild regions for the world's greatest roleplaying game

CREDITS

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USING THIS BOOK

To use this book you will need the three basic rulebooks (*Player's Handbook*, *Monster Manual* and *Dungeon Master's Guide*). Additionally, for a better game experience, it should be used with the *Xanathar's Guide to Everything*, specially with the downtime rules found in that book.

This is not a core rulebook, but I hope it will provide new ways to enjoy the game with rules for players and DMs to improve the urban and wild environments, to make travels more immersive and for giving more crafting options.

Its been a long way since the very first edition of this supplement (called "Wilderness Survival Guide"), and since that moment I tried to expand, improve and balance the rules you can find here.

Special thanks to all the people from the /r/UnearthedArcana for their amazing feedback, comments, and ideas that helped me to improve this book as much as possible.



ON THE COVER

Michael Gauss illustrates a ranger and a wizard from the Moon Hawks guild in a town near the mountains, ready to start a guild contract in the wilderness.

Disclaimer: Aeron Drake is not responsible for the consequences of trying to hunt down an ancient red dragon in the wild without proper equipment for finishing a local guild contract. Some side effects by creating a healing potion using strange materials may include hallucinations, paranoia, sudden changes in behavior and glowing eyes.

CURRENT VERSION: 1.2

TABLE OF CONTENTS

PART 1: CHARACTER OPTIONS	4	PART 5: MONSTERS AND NPCs	73
CHAPTER 1: RACES	5	CHAPTER 14: NEW MONSTERS	74
Alternate Humans	5	Duergar Slaver	74
CHAPTER 2: CUSTOMIZATION OPTIONS	8	Duergar Champion	74
Feats	8	Duergar Cleric of Laduguer	75
Lycanthropy	9	Duergar King	76
CHAPTER 3: EQUIPMENT	11	Drow Archmage	77
Armor and Shields	11	Drow Assassin	78
Weapons	11	Drow Raider	78
Adventuring Gear	12	Drow Matriarch	79
CHAPTER 4: NEW MAGIC ITEMS	14	Alchemical Golem	80
PART 2: THE CITY	18	Wood Golem	80
CHAPTER 5: MODULAR STRUCTURES	19	Orc Shaman	81
Building a Structure	19	Orc Warlord	81
Components List	20	Rock Troll	82
Hirelings	32	Feral Vampire	83
Walls	32	Winterbrood Polar Bear	84
CHAPTER 6: GUILDS	33	Winterbrood Ancient Green Dragon	85
Rank Benefits	34	CHAPTER 15: NONPLAYER CHARACTERS	86
Creating a Guild	35	Alchemist	86
Guild Types	35	Gunslinger	86
Creating Contracts	38	Crossbowman	87
Contract Types	38	Sergeant	87
Location	34		
Contract Rewards	40		
PART 3: THE WILD	41		
CHAPTER 7: SURVIVING IN THE WILD	42		
Basic Needs	42		
Camping	43		
CHAPTER 8: DANGERS OF THE WILD	45		
Environmental Hazards	45		
Dangerous Terrains	47		
Special Terrains	49		
PART 4: COMPLETE CRAFTING	50		
CHAPTER 9: CRAFTING RULES (XGtE)	51		
Crafting an Item	51		
Scribing a Spell Scroll	52		
CHAPTER 10: COLLECTING MATERIALS	53		
Material Sources	53		
Buying and Selling	54		
Plants and Herbs by Areas	55		
CHAPTER 11: MODULAR CRAFTING	56		
Material Description	56		
CHAPTER 12: MODULAR MAGIC ITEMS	61		
Item Tiers	61		
Item Properties	61		
Evolving Items	62		
CHAPTER 13: PARTS BY CREATURE	64		

PART 1

Character Options





CHAPTER 1: RACES

ALTERNATE HUMANS

In the reckonings of most worlds, humans are the youngest of the common races, late to arrive on the world scene and short-lived in comparison to dwarves, elves, and dragons. Perhaps it is because of their shorter lives that they strive to achieve as much as they can in the years they are given. Or maybe they feel they have something to prove to the elder races, and that's why they build their mighty empires on the foundations of conquest and trade. Whatever drives them, humans are the innovators, the achievers, and the pioneers of the worlds.

A BROAD SPECTRUM

With their penchant for migration and conquest, humans are more physically diverse than other common races. There is no typical human. An individual can stand from 5 feet to a little over 6 feet tall and weigh from 125 to 250 pounds. Human skin shades range from nearly black to very pale, and hair colors from black to blond (curly, kinky, or straight); males might sport facial hair that is sparse or thick. A lot of humans have a dash of nonhuman blood, revealing hints of elf, orc or other lineages. Humans reach adulthood in their late teens and rarely live even a single century.

VARIETY IN ALL THINGS

Humans are the most adaptable and ambitious people among the common races. They have widely varying tastes, morals, and customs in the many different lands where they have settled. When they settle, though, they stay: they build cities to last for the ages, and great kingdoms that can persist for long centuries. An individual human might have a relatively short life span, but a human nation or culture preserves traditions with origins far beyond the reach of any single human's memory. They live fully in the present-making them well suited to the adventuring life-but also plan for the future, striving to leave a lasting legacy. Individually and as a group, humans are adaptable opportunists, and they stay alert to changing political and social dynamics.

HUMAN TRAITS

The following options allows you to create a human based on their environment, making him less generic than the human race of the *Player's Handbook*.

Ability Score Increase. Increase an ability score of your choice by 1. You cannot increase the same ability score given by the subrace you choose.

Age. Humans reach adulthood in their late teens and live less than a century.

Alignment. Humans do not tend towards any particular alignment as a group. The interplay of their ambition and empathy sees all alignments represented among them.

Size. Humans vary wildly in size and shape from under five feet to well over six feet tall. Your size is Medium.

Speed. Your base walking speed is 30 ft.

Languages. You can speak, read and write Common and one other language of your choice.

Subrace. Humans are divided by the environment where they live: desertborn, forestborn, mountainborn, plainsborn, seaborn and winterborn.

DESERTBORN

As a Desertborn, you come from a martial culture of nomadic warriors. Most of the desertborns travels for days through the desert with light equipment to be fast and agile while moving, scouting and fighting. Their skin can range from light brown to black and they are known for being well muscled.

Ability Score Increase. Your Dexterity score increases by 2.

Agile and Strong. You have proficiency in the Athletics and Survival skills.

Born in the Desert. You have advantage on saving throws against extreme heat. In addition, once per long rest when you would gain a level of exhaustion, you can choose to not gain a level of exhaustion. You can read more about extreme heat in the chapter 5 of the *Dungeon Master's Guild*.

Dune Warrior. You have proficiency with light armor, scimitars, whips and shortbows. When you score a critical hit with any of this weapons, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Desertborn Names. (Male) Askari, Bakad, Caamir, Mahdi, Rushdi, Saabiq, Taqi; (female) Atifa, Iltani, Kema, Maisah, Nameera, Qadira, Zahra; (surnames) Attali, Benzadi, Khadra, Madjer, Rahal, Safar, Tarik

FORESTBORN

As a Forestborn, you come from a wild but wise culture. Forestborns live in small communities among the trees, hunting and gathering food that nearby forests provides. Most of them are tanned by living in the outdoor, with brown or black hair.

Ability Score Increase. Your Wisdom score increases by 2.

Children of the Wild. You have proficiency in the Nature skill and you gain proficiency with the herbalism kit.

Fleet of Foot. Your base walking speed increases to 35 feet.

Natural Resistances. You have advantage on saving throws against poisons and diseases.

Watchers of the Forests. Whenever you make a Wisdom (Perception) checks while in a forest, you are considered proficient in the Perception skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Forestborn Names. (Male) Agnar, Eadwin, Guthred, Oslac, Thordar, Turold, Volund; (female) Aedwen, Anne, Cerys, Efa, Elise, Idina, Rowena; (surnames) Buggir, Gaster, Hrilk, Resvonn, Thall, Troth, Varhig

MOUNTAINBORN

As a Mountainborn, you come from a culture of artisans and warriors. Most of the mountainborns live in rugged terrain, building their towns and cities as close as possible to a mountain. Thanks to this, mountainborns have good relations with dwarves, and they are called sometimes as "tall dwarves". They are smaller than the average human, but very muscular, with a hair tone that goes from dark brown to black.

Ability Score Increase. Your Strength score increases by 2.

Stone People. You gain proficiency with the artisan's tools of your choice: smith's tools or mason's tools. You have proficiency with the light hammer and warhammer.

Mountaineer. You ignore difficult terrain when moving through rocky terrain. Whenever you make a Strength (Athletics) check to climb rocks, you are considered proficient in the Athletics skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Strong as a Rock. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Mountainborn Names. (Male) Asmund, Erik, Gundulf, Grimald, Herbert, Jakob, Sten; (female) Fride, Grete, Helen, Kaja, Lena, Sonja, Vilde; (surnames) Buer, Haug, Jorstad, Karlstad, Monsen, Ohlsen, Strom

PLAINSborn

As a Plainsborn, you come from an old culture of talented craftsmen and inventors. Most of the plainsborns are settled and established in places to improve their agriculture, animal husbandry and architecture and share their knowledge with others. They are slender with tawny skin, with a hair tone that goes from fair to black.

Ability Score Increase. Your Intelligence score increases by 2.

Versatile Culture. You gain proficiency in two skills of your choice.

Crafting Expertise. You gain proficiency in one artisan's tools of your choice. When you craft an object using the artisan's tools you're proficient with, you count as two characters working for determining the amount of gp worth of effort for every day spent creating the item, allowing you to craft objects faster than others.

Plainsborn Names. (Male) Ayden, Carel, Jerrit, Kale, Landen, Rick, Stenvel; (female) Arlette, Caitlin, Cherine, Ita, June, Loriana, Marisa; (surnames) Bayne, Ferner, Hulett, Kern, Meister, Pernick, Reinsel





SEABORN

As a Seaborn, you come from a mercantile culture. Seaborns live in the coast near the seas, they are excellent sailors and they are known for their skills as shipbuilders and tradesmans. They are lightly built, with dark hair and naturally light in skin tone.

Ability Score Increase. Your Charisma score increases by 2.

Appraiser. You have advantage on checks to determine the value and craftwork of items.

Masters of the Seas. You gain proficiency with vehicles (water). You have a swimming speed of 30 feet.

Natural Trader. You have proficiency in the Deception and Persuasion skills. Additionally, you have advantage on Charisma (Persuasion) checks when negotiating prices with others that aren't hostile toward you.

Seaborn Names. (Male) Audey, Buckley, Derwin, Knoll, Norwell, Orson, Radford; (female) Addison, Atha, Eleanora, Janie, Joyce, Lindsay, Zetta; (surnames) Antone, Brent, Drace, Gresham, Hale, Reid, Wadley

WINTERBORN

As a Winterborn, you come from a culture based on honor and glory. Winterborns are light skinned and fair or red haired, taller and more muscular than other humans thanks to generations having endured the harsh, cold climates.

Ability Score Increase. Your Constitution score increases by 2.

Courageous. You have advantage on saving throws against being frightened.

Glory over Death. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Snowfolk. You have proficiency in the Survival skill. You have proficiency with battleaxes, great axes, longswords and greatswords.

Winter Fortitude. You have advantage on saving throws against extreme cold. You can read more about extreme cold in the chapter 5 of the *Dungeon Master's Guild*.

Winterborn Names. (Male) Arnvid, Brusi, Folkmar, Gorell, Hrogvar, Norryn, Styrolf; (female) Agala, Astrid, Bera, Regima, Sibbe, Svadis, Yri; (surnames) Askel-, Bodvar-, Kar-, Mak-, Orn-, Torsten-, Ulfar- (-sson for males, -dottir for females)

CHAPTER 2: CUSTOMIZATION OPTIONS

FEATS

The following feats are focused on improving your skills and abilities for collecting materials, crafting, creating mixtures and surviving on the wilderness.

FORAGER

You know the best ways to collect food while traveling through the wilderness. You gain the following benefits:

- You have advantage on Wisdom (Survival) checks made for gather food and water.
- When determining how much food (in pounds) and water (in gallons) you find, you roll 1d8 + your Wisdom modifier.

HERBALIST

You've learned the physical description of plants and herbs used for alchemy. You gain the following benefits:

- You have advantage on Intelligence (Nature) checks made to gather plants and herbs for alchemy.
- The time you use to gather plants and herbs for alchemy is halved.

MASTER EXTRACTOR

You know how to carefully extract and harvest creature's parts, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- The time you use to harvest creature's parts is halved.
- When you fail a check when harvesting a creature part, that part is not destroyed on the process.

SURVIVALIST

You know how to survive in the wilderness, even in harsh environment conditions. You gain the following benefits:

- You have advantage on Wisdom (Perception) checks you make to detect natural hazards.
- You have advantage on saving throws that you make to resist extreme temperatures.
- When you gather food and water, you can choose to use any gallon of water you found to refill one use of a purification kit.



LYCANTHROPY

One of the most ancient of all curses, lycanthropy can transform the most civilized humanoid into a ravening beast. In its natural humanoid form, a creature cursed by lycanthropy appears as its normal self. Over time, however, many lycanthropes acquire features suggestive of their animal form. In that animal form, a lycanthrope resembles a powerful version of a normal animal. On close inspection, its eyes show a faint spark of unnatural intelligence and might glow red in the dark.

THE CURSE OF LYCANTHROPY

A humanoid can be afflicted with the curse of lycanthropy after being wounded by a lycanthrope, or if one or both of its parents are lycanthropes. A *remove curse* spell can rid an afflicted lycanthrope of the curse, but a natural born lycanthrope can be freed of the curse only with a *wish*.

A lycanthrope can either resist its curse or embrace it. By resisting the curse, a lycanthrope retains its normal alignment and personality while in humanoid form. It lives its life as it always has, burying deep the bestial urges raging inside it. However, when the full moon rises, the curse becomes too strong to resist, transforming the individual into its beast form—or into a horrible hybrid form that combines animal and humanoid traits. When the moon wanes, the beast within can be controlled once again. Especially if the cursed creature is unaware of its condition, it might not remember the events of its transformation, though those memories often haunt a lycanthrope as bloody dreams.

Some individuals see little point in fighting the curse and accept what they are. With time and experience, they learn to master their shapechanging ability and can assume their bestial form at will. Most lycanthropes that embrace their bestial natures succumb to bloodlust, becoming evil, opportunistic creatures that prey on the weak.

THE BATTLE OF WILLS

While a character can freely shapechange into animal or hybrid form, its will is constantly fighting with the feral instincts of the beast. This battle of wills is decided by a Wisdom saving throw and **curse points**.

- The DC of this check starts at 10, and it cannot go lower than this value. Every time a character polymorphs back to its original form, it must make a Wisdom saving throw first.
- On a success, the character polymorphs to its original form as expected. If a character rolls a 20, it also removes one curse point (if it had any).
- On a failure, the DC increases by one and the character gains one curse point. If the character rolls a 1, it gains two curse points instead. This can make the character lose the battle and succumb to the beast instincts.

The **curse points** determines which part is winning the fight. A character keeps the beast urges controlled if the amount of curse points is lower than its Wisdom modifier (minimum of 1).

If a character have a number of curse points equal or higher than its Wisdom modifier, the bestial instincts overcomes his will. When this happens, the character can't polymorph back to its original form and is controlled by the DM until it drops to 0 hit points. When the character drops to 0 hit points, it loses all the curse points and the save DC is reduced to 10.

FULL MOON

When the full moon rises, the curse becomes too strong to resist. The character automatically gain a number of curse points to equal its Wisdom modifier, polymorphing into its bestial or hybrid form (determined by the DM). The character is under the DM's control, and it cannot polymorph back to its true form until the full moon ends, even if it drops to 0 hit points.

LYCANTHROPY FEATURES

Any humanoid afflicted with the curse of lycanthropy gains the following features.

Shapechanger. You can use your action to polymorph into an hybrid or into an animal, or back into your true form. Your statistics, other than your size and AC, are the same in each form. Any equipment you are wearing or carrying isn't transformed. You revert to your true form when you are incapacitated or when you die.

Natural Weapons. You are proficient with the lycanthrope's natural attacks, such as bite or claws.

Damage Resistances (Animal or Hybrid Form Only). You gain resistance to bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons.

Lycanthrope's Curse. A humanoid hit by one of your attacks that carries the curse of lycanthropy must succeed on a Constitution saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or be cursed.

Languages. You can't speak while in animal form.

Lycanthropy type. The lycanthrope type also grants specific features which are described below.

WEREBEAR

Ability Score Increase. Your Strength score increases to 19 if isn't already higher.

BEAR OR HYBRID FORM (LARGE)

While in animal or hybrid form, you also gain the following features.

Speed. Your base walking speed is 40 feet. You have a climbing speed of 30 feet.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

Natural Armor. You gain a +1 AC bonus while in bear or hybrid form.

Natural Weapons. Your attack and damage rolls for the natural weapons are based on Strength.

- Bite.** Deals $2d10 + \text{Strength modifier}$ piercing damage on a hit. If the target is humanoid, it must succeed on a Constitution saving throw or be cursed.
- Claw.** Deals $2d8 + \text{Strength modifier}$ slashing damage on a hit.

WEREBOAR

Ability Score Increase. Your Strength score increases to 17 if it isn't already higher.

BOAR OR HYBRID FORM (MEDIUM)

While in animal or hybrid form, you also gain the following features.

Speed. Your base speed is 40 feet.

Relentless (Recharges after a Short or Long Rest). If you take 14 damage or less that would reduce you to 0 hit points, you are reduced to 1 hit point instead.

Natural Armor. You gain a +1 AC bonus while in boar or hybrid form.

Natural Weapons. Your attack and damage rolls for the natural weapons are based on Strength.

- **Tusks.** Deals 2d6 + Strength modifier slashing damage on a hit. If the target is humanoid, it must succeed on a Constitution saving throw or be cursed.
- **Charge.** If you move at least 15 feet straight forward to a target and then hits it with your tusks on the same turn, the target takes an extra 2d6 slashing damage. If the target is a creature, it must succeed on a DC (8 + the character's proficiency bonus + Strength modifier) or be knocked prone.

WERERAT

Ability Score Increase. Your Dexterity score increases to 17 if it isn't already higher.

RAT OR HYBRID FORM (MEDIUM)

While in animal or hybrid form, you also gain the following features.

Speed. Your base speed is 30 feet.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

Natural Weapons. Your attack and damage rolls for the natural weapons are based on your Strength or Dexterity (whichever is higher).

- **Bite.** Deals 1d4 + Strength or Dexterity modifier piercing damage on a hit. If the target is humanoid, it must succeed on a Constitution saving throw or be cursed.

WERETIGER

Ability Score Increase. Your Strength score increases to 17 if it isn't already higher.

TIGER OR HYBRID FORM (MEDIUM)

While in animal or hybrid form, you also gain the following features.

Speed. Your base speed is 30 feet. While in tiger form, your speed is 40 feet.

Keen Hearing and Smell. You have advantage on Wisdom (Perception) checks that rely on hearing or smell.

Natural Weapons. Your attack and damage rolls for the natural weapons are based on Strength.

- **Bite.** Deals 1d10 + Strength modifier piercing damage on a hit. If the target is humanoid, it must succeed on a Constitution saving throw or be cursed.
- **Claw.** Deals 1d8 + Strength modifier slashing damage on a hit.

• **Pounce.** If you move at least 15 feet straight forward to a target and then hits it with your claws on the same turn, the target takes an extra 2d6 slashing damage. If the target is a creature, it must succeed on a DC (8 + the character's proficiency bonus + Strength modifier) or be knocked prone. If the target is prone, you can make one bite attack against it as a bonus action.

WEREWOLF

Ability Score Increase. Your Strength score increases to 15 if it isn't already higher.

WOLF OR HYBRID FORM (MEDIUM)

While in animal or hybrid form, you also gain the following features.

Speed. Your base speed is 30 feet. While in wolf form, your speed is 40 feet.

Keen Hearing and Smell. You have advantage on Wisdom (Perception) checks that rely on hearing or smell.

Natural Armor. You gain a +1 AC bonus while in wolf or hybrid form.

Natural Weapons. Your attack and damage rolls for the natural weapons are based on Strength.

- **Bite.** Deals 1d8 + Strength modifier piercing damage on a hit. If the target is humanoid, it must succeed on a Constitution saving throw or be cursed.
- **Claw.** Deals 2d4 + Strength modifier slashing damage on a hit.

LYCANTHROPY ALIGNMENT CHANGE

In the *Dungeon Master's Guide*, a character who accept the curse have an alignment change, but feel free to use that rule as a variant. For example, you can use this alignment change only when the character is in beast or hybrid form, or when it loses the battle of the wills instead of changing its alignment forever.

Werebear. The character is now Neutral Good

Wereboar. The character is now Neutral Evil

Wererat. The character is now Lawful Evil

Weretiger. The character is now Neutral

Werewolf. The character is now Chaotic Evil



CHAPTER 3: EQUIPMENT

ARMOR AND SHIELDS

Here you can find a new cloak to use without having any armor proficiency and two shield options for your adventures.

Dueling cloak. Although worn, the wearer can hold the cloak in his/her off-hand to use it for defense. You can spend a bonus action to hold the cloak with one of your hands to gain the AC bonus (you can't use a shield, a two-handed weapon or any object with that hand while holding the cloak). You can only wear it with light or no armor.

Buckler. A small metal shield is worn strapped to your forearm. You can wield a weapon in the same hand of the buckler, but you have a -1 penalty on attack rolls with the weapon in that hand.

Tower shield. A massive shield nearly as tall as a human. It provides the indicated bonus to your AC, and you can spend an action to use it as total cover until you make another action. The shield does not provide cover against targeted spells, and you can't use your shield hand for anything else. Due its weight, your speed is reduced by 10 feet. If you are also wearing heavy armor, you have a -2 on attack rolls.

ARMOR

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
<i>Clothing</i>					
Dueling cloak	10 gp	+1	—	—	3 lb.
<i>Shield</i>					
Buckler	8 gp	+1	—	—	4 lb.
Tower shield	15 gp	+3	Str 13	Disadvantage	30 lb.

WEAPONS

NEW WEAPON PROPERTIES

Some of the weapons listed here have special properties, which are explained below.

Covert. You have advantage on Dexterity (Sleight of Hand) checks to conceal this weapon.

Switch. This weapon have a mechanism to transform one weapon to another. You can use your bonus action to change the weapon form to another.

FIREARMS PROPERTIES

Firearms are a new and volatile technology, and as such bring their own unique set of weapon properties.

Close-Combat. You have advantage on attack rolls made against targets within 20 feet or less from you.

Reload. The weapon can be fired a number of times equal to its Reload score before you must spend 1 action or 1 bonus action to reload. You must have one free hand to reload a firearm.

WEAPONS DESCRIPTIONS

Gauntlet. A metal glove that allows you to punch and damage your enemies. When you make an unarmed strike, you deal the gauntlet damage instead. You can't use the gauntlet to attack if you're holding something in that hand. The price is for only one gauntlet.

Gauntlet, spiked. This gauntlet have some metallic spikes in the knuckles. When you make an unarmed strike with this gauntlet, you deal the gauntlet damage instead. You can't use the gauntlet to attack if you're holding something in that hand. The price is for only one gauntlet.

Scythe. When you make an attack with the Scythe, you can choose to attack two extra creatures adjacent to the first within 5 feet of you. If you do so, you need to make an attack for each creature. These attacks are made with disadvantage.

Dart, sleeping. A dart with a small glass vial filled with sleeping liquid that is released when it enters into a creature's body. When you hit a creature with this dart, roll 4d4. This is the total hit points you affect. After dealing the dart damage, if the creature has equal or less hit points than the total, the creature falls unconscious for 1 hour or until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. You must keep the dart in the creature's body, otherwise it awakes after 1 minute. When you hit a creature, the glass vial is shattered to release the liquid.

Khopesh. On a critical hit, if you roll a 3 or lower on the damage die, you can reroll the die and must use the new roll, even if the new roll is a 3 or lower.

Kukri. This weapon deals an extra 1d4 slashing damage on a critical hit.

Switch axe. This weapon has two variants:

- **Axe form.** While using the weapon in this form, you deal 1d12 slashing damage on a hit.
- **Lance form.** While using the weapon in this form, you deal 1d12 piercing damage on a hit.

WEAPON

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Gauntlet	1 gp	1d2 bludgeoning	1 lb.	Special
Gauntlet, spiked	2 gp	1d4 piercing	2 lb.	Special
Mace, heavy	6 gp	1d8 bludgeoning	6 lb.	Heavy, two-handed
Scythe	8 gp	1d6 slashing	5 lb.	Two-handed, special
<i>Simple Ranged Weapons</i>				
Dart, sleeping	5 sp	1d4 piercing	1/2 lb.	Finesse, thrown (range 20/60)
Flintlock Pistol	250 gp	1d8 piercing	3 lb.	Ammunition (range 30/90), light, reload 1
<i>Martial Melee Weapons</i>				
Claw	5 gp	1d6 slashing	2 lb.	Finesse
Katana	25 gp	1d6 slashing	3 lb.	Finesse, versatile (1d8)
Khopesh	10 gp	1d8 slashing	3 lb.	Special
Kukri	4 gp	1d4 slashing	1 lb.	Finesse, light, special, thrown (range 20/60)
Longspear	5 gp	1d8 piercing	5 lb.	Two-handed, reach
Pick, light	2 gp	1d6 piercing	1 lb.	Light
Switch axe	100 gp	1d12 slashing	18 lb.	Heavy, switch, two-handed
<i>Martial Ranged Weapons</i>				
Crossbow, bladed	75 gp	1d8 piercing	18 lb.	Ammunition (range 80/320), loading, switch, two-handed
Crossbow, wrist	100 gp	1d6 piercing	3 lb.	Ammunition (range 30/120), covert, light, loading
Musket	500 gp	1d12 piercing	10 lb.	Ammunition (range 70/200), reload 1, two-handed
Pepperbox	450 gp	1d10 piercing	5 lb.	Ammunition (range 40/150), light, reload 4
Scattergun	500 gp	1d10 piercing	10 lb.	Ammunition (range 30/60), close-combat, reload 2

Crossbow, bladed. This weapon has two variants:

- *Crossbow form (ranged).* While using the weapon in this form, you deal 1d8 piercing damage on a hit.
- *Sword form (melee).* While using the weapon in this form, you deal 1d6 piercing damage on a hit.

ADVENTURING GEAR

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

Alchemical ammunition. Each of these projectiles carries a load of some alchemical essence in its hollow shaft. When it hits a target, the projectile's shaft shatters, releasing the alchemical essence directly onto the target. When you hit a creature with an alchemical ammunition, you deal an extra 1d4 damage. The damage type depends on the type of the ammunition.

When you hit a fiend or undead creature with a holy ammunition deals an extra 1d6 radiant damage instead.

The ammunition can be arrows, blowgun needles, crossbow bolts, firearms bullets or scattergun shells.

Alchemical bullets. These hollow glass sling bullets are filled with some alchemical essence. When you hit a creature with any of these bullets, you deal an extra 1d4 damage. The damage type depends on the type of the bullet.

When you hit a fiend or undead creature with a holy bullet deals an extra 1d6 radiant damage instead.

Antidote. When you drink this vial of liquid, you end one disease affecting you.

Barbed wire. This is a roll of barbed steel wire designed to keep things in or out. A creature trying to cross barbed wire must make a Dexterity saving throw (DC 10) or take 1d4 piercing damage and be restrained by the wire. A creature restrained by the barbed wire can use its action to make a Strength or Dexterity check (its choice) against the DC. On a success, it frees itself; on a failure, it takes 1d4 piercing damage. For setting up the barbed wire, it comes with a pair of thick gloves and anchor posts, and you can cover up to ten 5-foot squares with it.

Dictionary. Inside this book you have the list of words and translations from one standard language to common. When you're reading something in the dictionary's language, you can spend 10 minutes for each page of text to translate it.

Ice axe. The ice axe has a sharp metal head that is perpendicular to the shaft and has a spiked handle. You have advantage on Strength (Athletics) checks you make to climb in mountainous and/or icy terrain.

Money belt. This cloth pouch is designed to be worn under clothing and can hold up to 50 coins. Any Dexterity (Sleight of Hand) check to steal the coins inside of the pouch is made with disadvantage.

Nutrients. A creature that drinks this vial of liquid gains a number of temporary hit points for 1 hour. The number of temporary hit points depends on the Nutrient's quality, as shown in the Nutrients table. If you want to use another nutrient, you must wait until the effect of the previous one ends first.

NUTRIENTS

Quality	Temporary Hit Points
Normal	1d4 + 4
Greater	1d4 + 9
Superior	1d4 + 14
Supreme	1d4 + 19

Portal scroll. Using an action to read the scroll allows the reader to teleport to the linked permanent teleportation circle. You must be on the same plane of existence as the teleportation circle. The scroll is consumed and you instantly appears within 5 feet of the destination circle or in the nearest unoccupied space if that space is occupied. In general, the portal scroll contains a brief description of where the teleportation circle is located (city, location) and if it's owned by a faction or an organization.

Potion of restoration. When you drink this vial of liquid, you end one condition affecting you. The condition can be blinded, deafened, paralyzed or poisoned.

Purification kit. This kit is a leather pouch containing herbs and liquids. The kit has ten uses. As an action, you can expend one use of the kit to purify one pound of food or one gallon of drink, removing any poison and diseases.

Quiver scabbard. This quiver (for either arrows or bolts) has a hidden scabbard that can hold a small flat weapon, such as a shortsword or dagger. A creature can use its action to inspect the quiver and must succeed on an Intelligence (Investigation) check to discover the scabbard (DC 12).

Skis and poles. While traveling, skis allow you to move across snow and icy surfaces without reducing your speed. It takes an action to don and to remove the skis.

Speed juice. When you drink this vial of liquid, your speed increases by 10 feet for 1 hour.

Tent, pavilion. A huge open-air canopy, plus stakes, poles and ropes. It can comfortably fit twenty Medium-size humanoids underneath.

ADVENTURING GEAR

Item	Cost	Weight
<i>Alchemical ammunition</i>		
Ammunition, acid (5)	5 gp	1/2 lb.
Ammunition, cold (5)	5 gp	1/2 lb.
Ammunition, fire (5)	5 gp	1/2 lb.
Ammunition, holy (5)	5 gp	1/2 lb.
Bullet, acid (5)	1 gp	1/2 lb.
Bullet, cold (5)	1 gp	1/2 lb.
Bullet, fire (5)	1 gp	1/2 lb.
Bullet, holy (5)	1 gp	1/2 lb.
<i>Ammunition</i>		
Firearm Bullets (20)	3 gp	1 lb.
Scattergun Shells (20)	3 gp	2 lb.
Antidote	40 gp	—
Barbed wire (50 ft.)	75 gp	35 lb.
Dictionary	10 gp	2 lb.
Gem extraction tools	25 gp	2 lb.
Hammock	5 gp	1 lb.
Ice axe	10 gp	5 lb.
Money belt	4 gp	—
Nutrients	10 gp	—
Nutrients, Greater	40 gp	—
Nutrients, Superior	90 gp	—
Nutrients, Supreme	160 gp	—
Portal scroll	350 gp	—
Potion of restoration	40 gp	—
Purification kit	5 gp	3 lb.
Quiver scabbard	10 gp	2 lb.
Skis and poles	15 gp	6 lb.
Speed juice	10 gp	—
Tent, four-person	4 gp	40 lb.
Tent, pavilion	20 gp	200 lb.

CHAPTER 4: NEW MAGIC ITEMS

In this section you will find new magic items for your adventures. In the part 4 of this supplement you will find some guidelines for creating your own magic items using a modular system to determine the item properties and rarity.

ALFAN'S TINDERBOX

Wondrous Item, Rare

This small metallic box has a campfire image engraved and is warm to the touch. As an action, you can put the box on the ground and open it to create a magic campfire next to it. This fire is warm and magical, and you can use an action to close the box and douse the campfire.

ALCHEMIST'S SATCHEL

Wondrous item, uncommon (requires attunement)

The bag has a number of charges equal to $5 + \text{your Intelligence modifier}$. While in reach, you can expend one or more of its charges to pull out exactly the right materials you need for the Alchemical Formula options described below. After you use one of those options, the bag reclaims the materials.

If an Alchemical Formula option requires a saving throw, the DC is $8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$.

The bag regains $1d4 + 1$ expended charges daily at dawn.

Alchemical Fire. As an action, you can reach into your Alchemist's Satchel, pull out a vial of volatile liquid, and hurl the vial at a creature, object, or surface within 30 feet of you (the vial and its contents disappear if you don't hurl the vial by the end of the current turn). On impact, the vial detonates in a 5-foot radius. Any creature in that area must succeed on a Dexterity saving throw or take $1d6$ fire damage.

For each additional charge you spend, the formula's damage increases by $1d6$, to a maximum of $7d6$.



Alchemist's Satchel

Alchemical Acid As an action, you can reach into your Alchemist's Satchel, pull out a vial of acid, and hurl the vial at a creature or object within 30 feet of you (the vial and its contents disappear if you don't hurl the vial by the end of the current turn). The vial shatters on impact. A creature must succeed on a Dexterity saving throw or take $1d6$ acid damage. An object automatically takes that damage, and the damage is maximized.

For each additional charge you spend, the formula's damage increases by $1d6$, to a maximum of $10d6$.

Healing Draught. As an action, you can reach into your Alchemist's Satchel and pull out a vial of healing liquid. A creature can drink it as an action to regain $1d8$ hit points. The vial then disappears. Once a creature regains hit points from this alchemical formula, the creature can't do so again until it finishes a long rest. If not used, the vial and its contents disappear after 1 hour. While the vial exists, you can't use this formula.

For each additional charge you spend, the formula's healing increases by $1d8$, to a maximum of $10d8$.

Smoke Stick. As an action, you can reach into your Alchemist's Satchel and pull out a stick that produces a thick plume of smoke. You can hold on to the stick or throw it to a point up to 30 feet away as part of the action used to produce it. The area in a 10-foot radius around the stick is filled with thick smoke that blocks vision, including darkvision. The stick and smoke persist for 1 minute and then disappear. After using this formula, you can't do so again for 1 minute.

Swift Step Draught. As a bonus action, you can reach into your Alchemist's Satchel and pull out a vial filled with a bubbling, brown liquid. As an action, a creature can drink it. Doing so increases the creature's speed by 20 feet for 1 minute, and the vial disappears. If not used, the vial and its contents disappear after 1 minute. After using this formula, you can't do so again for 1 minute.

Tanglefoot Bag. As an action, you can reach into your Alchemist's Satchel and pull out a bag filled with writhing, sticky black tar and hurl it at a point on the ground within 30 feet of you (the bag and its contents disappear if you don't hurl the bag by the end of the current turn). The bag bursts on impact and covers the ground in a 5-foot radius with sticky goo. That area becomes difficult terrain for 1 minute, and any creature that starts its turn on the ground in that area has its speed halved for that turn. After using this formula, you can't do so again for 1 minute.

Thunderstone. As an action, you can reach into your Alchemist's Satchel and pull out a crystalline shard and hurl it at a creature, object, or surface within 30 feet of you (the shard disappears if you don't hurl it by the end of the current turn). The shard shatters on impact with a blast of concussive energy. Each creature within 10 feet of the point of impact must succeed on a Constitution saving throw or be knocked prone and pushed 10 feet away from that point.

AMULET OF THE SERVANT

Wondrous item, uncommon (requires attunement)

When you attune to this amulet, you gain the ability to make a servant. To use the amulet, you must be a spellcaster with at least two 3rd-level spell slots. A creature that can't use an *amulet of the servant* and attempts to attune it takes 3d6 psychic damage.

The servant is a construct that obeys the amulet's wearer commands without hesitation, and functions in combat to protect the wearer. Though magic fuels its creation, the servant is not magical itself.

To create a servant you must spend one week working with the amulet at hand for 8 hours per day and spending a total of 1,000 gp of raw materials.

Select a Large beast with a challenge rating of 2 or less. The servant uses that beast's game statistics, but it can look however you like, as long as its form is appropriate for its statistics. It has the following modifications:

- It is a construct instead of a beast.
- It can't be charmed.
- It is immune to poison damage and the poisoned condition.
- It gains darkvision with a range of 60 feet if it doesn't have it already.
- It understands the languages you can speak when you create it, but it can't speak.
- If you are the target of a melee attack and the servant is within 5 feet of the attacker, you can use your reaction to command the servant to respond, using its reaction to make a melee attack against the attacker

The servant obeys your orders to the best of its ability. In combat, it rolls its own initiative and acts on its own.

If the servant is killed, it can be returned to life via normal means, such as with the *revivify* spell. In addition, over the course of a long rest, you can repair a slain servant if you have access to its body. It returns to life with 1 hit point at the end of the rest. If the servant is beyond recovery, you can build a new one with one week of work (eight hours each day) and 1,000 gp of raw materials.

ARROW OF TRACKING

Weapon (Arrow), uncommon

This magical arrows are created for tracing and hunting down creatures. When you hit a creature with this arrow, you know the exact location of the creature and the direction of movement if it's moving. The creature must be on the same plane of existence. The arrow effect last for eight hours.

BAG OF COLDING

Wondrous item, rare

This white leather bag is a variant of the *Bag of Holding*. The bag itself it's imbued magically to keep everything inside of it at 40 degrees Fahrenheit, allowing keeping any perishable chilled and freshed. The bag can hold up to 250 pounds, not exceeding a volume of 64 cubic feet.

DRAGONBONE WEAPON

Weapon (any), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this weapon.

When you hit with an attack using this magic weapon, the target takes an extra 1d6 damage. The damage type that is determined by the kind of dragon that provided the bones (see the table). In addition,

Dragon	Damage Type	Dragon	Damage Type
Black	Acid	Gold	Fire
Blue	Lightning	Green	Poison
Brass	Fire	Red	Fire
Bronze	Lightning	Silver	Cold
Copper	Acid	White	Cold

DRAGONPLATE ARMOR

Armor (plate), very rare (requires attunement)

A dragonplate armor is made of the bones of one kind of dragon.

While wearing this armor, you gain a +1 bonus to AC, 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 bones (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

EBONY BOW

Weapon (longbow), very rare (requires attunement)

This dark bow was created by an old vampire in a dark ritual using the blood of his ancestor.

You gain a +2 bonus to attack and damage rolls made with this weapon.

When you hit with an attack using this magic weapon, you deal an additional 1d6 necrotic damage and you regain hit points equal to half the total damage dealt (minimum 1).

Curse. This bow is cursed, ad becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the bow, keeping it within reach at all times. You also have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear.

Every day you must drink at least a gallon of humanoid fresh blood. For each day you don't drink, you gain 1 level of exhaustion. Finishing a long rest after drinking one gallon of blood reduces your exhaustion level by 1. If you die because of exhaustion, you become a vampire spawn on the next moonlight.

ESSENCE EXTRACTION DEVICE

Wondrous item, Uncommon

This device looks is a leather bracer with a small syringe on the side. It allows its wearer to extract a creature's essence and store it in an empty glass vial connected behind the syringe.

It has 3 charges, and it regains 1d3 expended charges daily at dawn. When you make a check for harvesting a creature, you can extract one unit of the creature's essence. Additionally, if you have a creature part, you can expend 1 charge to transform that part into one unit of the creature's essence.

ELVEN WATCHTOWER

Wondrous item, uncommon

As an action, you can open the bag next to a tree to create a portable platform in one of the tree sides, giving a stable surface. The platform is created up to 20 feet high, and the bag also creates a rope ladder to climb up and down. The surface has space for one medium sized creature, and when a creature use its action to close the bag, the ladder and the platform disappears until the bag is opened again.

EVERLASTING QUIVER

Wondrous item, rare (requires attunement)

This brown and green leather quiver has a silvered brooch on the strap. You can use a bonus action to click the brooch, and with that a set of 20 pieces of non-magical ammunition (arrows or bolts) appears inside of the quiver. The quiver can hold up to 20 pieces of ammunition, and the arrows or bolts can only be used by the character attuned to the quiver.

The quiver has 3 charges and each click of the brooch expend 1 charge. The quiver regains 1d3 expended charges daily at dawn.

GHOST WEAPON

Weapon (any weapon), uncommon (requires attunement)

This spectral blades are carried by ghosts, wraiths and other incorporeal undeads. The weapon weights only 1 pound, and can be sworn only by the creature attuned to it.

A ghost weapon deals necrotic damage instead of its normal damage, and when you hit with an attack using this magic weapon, you deal an additional 2d4 necrotic damage.

GLOVES OF CRAFTING

Wondrous item, uncommon

These leather gloves have a hammer and an anvil embroidered on each palm, and allows it's owner to craft items faster. While you're wearing the gloves, you count as two characters when you craft an item, reducing the crafting time to half (rounded up).

GUARDIAN FIGURINE

Wondrous item, uncommon

This stone figurine, small enough to fit on a pocket resembles a humanoid with a spyglass and a bell. When you place it on the ground and use a command word, you can cast the *alarm* spell on it. You must wait until the next dawn to use the figurine again.

INFUSER'S BAG

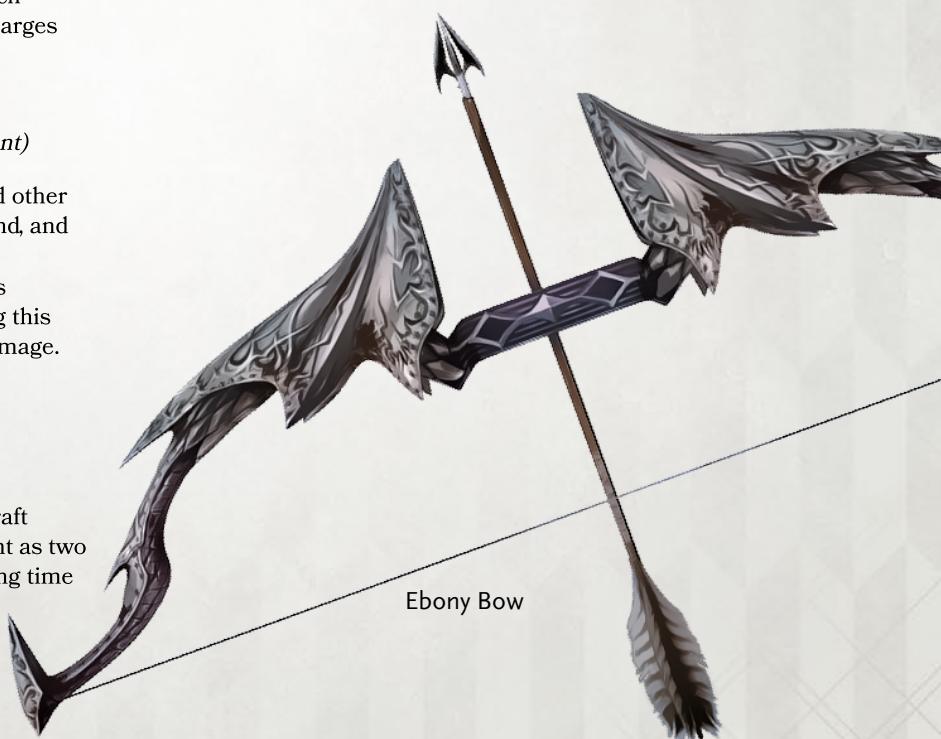
Wondrous item, uncommon (requires attunement by a spellcaster)

This red leather bag contains various small glass marbles inside, which can be used to store some spells temporarily.

When you cast an abjuration, divination, evocation, illusion, necromancy or transmutation spell using a 3rd level spell slot or lower with a casting time of 1 action, you can increase its casting time to 1 minute while holding one of the glass marbles. If you do so, you expend a spell slot, but no one of the spell's effects occurs. Instead, the spell transfers into the glass marble for later use. Each glass marble can hold only one spell.

Any creature holding the infused glass marble thereafter can use an action to activate the spell if the creature has an Intelligence score of at least 6. The spell is cast using your spellcasting ability, targeting the creature that activates the item. If the spell targets more than one creature, the creature that activates the item selects the additional targets. If the spell has an area of effect, it is centered on the item. If the spell's range is self, it targets the creature that activates the item.

When you infuse a spell in this way, it must be used within 8 hours. After that time, it's magic fades and is wasted. You can have a limited number of infused spells at the same time. The number equals your spellcasting ability modifier.



MASK OF THE MEDUSA

Wondrous Item, Rare (requires attunement)

While wearing this mask, you can use an action to cast the *flesh to stone* spell (save DC 13). You can cast the spell twice per dawn, and you regain any expended uses daily at dawn.

SUNHALLOWED SPEAR

Weapon (spear) legendary (requires attunement by a creature of good alignment)

You gain a +3 bonus on attack and damage rolls made with this magic weapon. If you throw the spear, it flies back to your hand immediately after the attack.

When you hit with an attack using this magic weapon, you deal an additional 1d10 radiant damage. If the target is evil aligned, that creature takes an extra 1d10 radiant damage.

POTION OF MANA

Potion, rarity varies

This blue liquid is created using the essence of magic. When you drink this potion, you gain a number of points you can use to regain spell slots you already used. The number of points depends on the potion's rarity, as shown in the mana potions table.

MANA POTIONS

Potion of...	Rarity	Points
Mana	Uncommon	1d4+1
Greater mana	Rare	2d4 + 2
Superior mana	Very Rare	3d4 + 4

In the following table you can see how many points you need to spend for recovering a spell slot. When you use the potion, you must distribute the points immediately. You can recover any number of used spell slots if you have enough points to do so, and every point left is lost. You can only recover 5th-level or lower expended spell slots.

SPELL SLOTS PER POINTS

Spell Slot	Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

THUNDER CANNON

Wondrous item, uncommon (requires attunement)

You are considered proficient with the thunder cannon while attuned. This magical firearm is a two-handed ranged weapon that has 7 charges. While holding it, you can use an action to expend one or more of its charges to make a ranged weapon attack against a creature within 150 feet that you can see. On a hit, it takes 1d6 thunder for each charge spent. Once fired, it must be reloaded as a bonus action.

The Thunder Cannon regains 1d6 + 1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the thunder cannon shatters and is destroyed.

Sunhallowed Spear

Potion of Mana

PART 2

The City



CHAPTER 5: MODULAR STRUCTURES

In the *Dungeon Master's Guide* you can find some rules for building a stronghold, but those rules doesn't allow many customization options. The following rules gives characters and DMs alike new options for building a completely new structure and for customizing it with several rooms and areas. This section was inspired on the 3rd edition book called *Stronghold Builder's Guidebook*, and it will work great with the content from the *Xantathar's Guide to Everything* related to the artisan tools options and the new downtime activities.

BUILDING A STRUCTURE

A character can spend time between adventures building a structure. Before work can begin, the character must acquire a plot of land. If the estate lies within a kingdom or similar domain, the character will need a royal charter (a legal document granting permission to oversee the estate in the name of the crown), a land grant (a legal document bequeathing custody of the land to the character for as long as he or she remains loyal to the crown), or a deed (a legal document that serves as proof of ownership). Land can also be acquired by inheritance or other means.

Royal charters and land grants are usually given by the crown as a reward for faithful service, although they can also be bought. Deeds can be bought or inherited. A small estate might sell for as little as 100 gp or mas much as 1,000 gp. A large estate might cost 5,000 gp or more, if it can be bought at all.

BUILDING SPACE (BS)

When buying a plot of land, you need to make sure its large enough to fit all the rooms and components you want to build, but since structures aren't always the same, the **building spaces** is the way to estimate every structure size and how much the plot of land will cost. Each building space is equivalent to a 20-foot-by-20-foot room with a 10-foot-high ceiling. One building space cost 100 gp.

STRUCTURE COMPONENTS

After determining the size of your building, you can use all building spaces to add rooms and other areas to your structure. Each component uses one or more building spaces, and you cannot exceed the building spaces the plot of land have.

Each structure assume you're constructing a building with no more than two stories and no more than a single underground level. If you want to add more, you need to pay an extra 1,000 gp for each additional floor you want to add to your structure.

BUILDING TIME

Building a structure takes one workweek per 10,000 gp of the total price (2,000 gp per day). This can consider that the structure is already built and the characters just need to move in and buy all the room components.

If you think it's too fast, feel free to lower the gold pieces per day to make the building time longer.

SAMPLE STRUCTURES

In this table you can find the structures found in the *Dungeon Master's Guide*, a few others, and an estimated of the building spaces they should have.

Structure	Estimated Building Spaces
Abbey	6
Cottage	1
Guidhall	8
House	4
Keep or small castle	12
Large House	6
Mansion	12
Noble estate with manor	7
Outpost or fort	4
Palace or large castle	80
Temple	6
Tower, fortified	4
Trading post	2



COMPONENTS LIST

The following section you can find an alphabetical list of all the rooms and other components you can add to a structure.

ALCHEMIST'S LAB, BASIC

The room is filled with vials, flasks, burners, and other alchemical equipment. A small fireplace stands in one wall to heat the room and for providing the necessary fire for alchemical recipes created here. The floor is rough wood or stone, stained with chemicals, and there are shelves lined in the walls stocked with various alchemical reagents.

Size: 1 bs

Cost: 700 gp

Prerequisites: None

Benefit: An alchemist's supplies is always considered to be present in this room. Additionally, if a character is proficient with this tool, it can double its proficiency bonus when making a check with it.

ALCHEMIST'S LAB, FANCY

An alchemist has every tool he or she might need. This includes everything from the basic alchemist's lab, plus more ingredients and a larger number of tools. The walls are covered with blackboards where all sorts of notes can be scrawled, and the floor is made of rough tile.

Size: 1 bs

Cost: 3,000 gp

Prerequisites: One alchemist

Benefit: A total of four alchemist's supplies are always considered to be present in this room. A single character using this laboratory and having its resources all to himself can roll with advantage when making a check using the alchemist's supplies. Alternatively, up to four characters can share this space at the same time, and each one of them can double its proficiency bonus when making a check with an alchemist's supplies.

ARMORY, BASIC

Racks of armor and weapons fill the room, ready for being used when its time to defend against an attack.

Size: 1 bs

Cost: 500 gp

Prerequisites: None

Benefit: This room has enough space to hold equipment for 25 soldiers, though the price doesn't include such gear.

If you need a greater capacity, you can purchase this component multiple times.

ARMORY, FANCY

Similar to the basic armory, this room provides armor and weapons to the defenders of the place, but it also have various murals and other artwork depicting the glories of war cover the walls of this armory.

Size: 1 bs

Cost: 2,000 gp

Prerequisites: None

Benefits: As with the basic version, this area has sufficient armor and weapon racks to equip 25 soldiers, though the price doesn't include any such gear.

If you need a greater capacity, you can purchase this component multiple times.

AUDITORIUM, FANCY

While any great hall can be used for performances, the auditorium is a space designed with acoustics and artistic appreciation in mind.

Size: 1 bs

Cost: 2,000 gp

Prerequisites: None

Benefit: A character that is proficient with the Charisma (Performance) skill adds twice its proficiency bonus when making a check with that skill in this room.

Up to 30 people can fit in here for a service. If you need a greater capacity, purchase this component multiple times.

AUDITORIUM, LUXURY

A luxury auditorium offers plush and cushioned seating for the audience, and a stage that can be moved or adjusted as necessary for performance of theater, orchestra, or choir.

Size: 1 bs

Cost: 10,000 gp

Prerequisites: None

Benefit: A character that is proficient with the Charisma (Performance) skill gains advantage when making a check with that skill in this room. Alternatively, up to four characters can share this space at the same time, and each one of them can double its proficiency bonus when making a Charisma (Performance) check.

Up to 30 people can fit in here for a service. If you need a greater capacity, purchase this component multiple times.

BARBICAN

This room sits atop a gate or gatehouse, usually in an exterior wall. It features murder holes/arrow slits (included in the price) in the floor. The barbican requires two guards on duty at all times.

Size: 1 bs

Cost: 1,000 gp

Prerequisites: Two guards per shift

Benefits: Guards can attack through the murder holes/arrow slits to the area below to defend the door or portcullis to enter the site.



BARRACKS

This room contains up to ten simple wooden beds with straw mattresses. A footlocker sits at the end of each bed for personal belongings.

Size: 1 bs

Cost: 400 gp

Prerequisites: None

Benefit: A barracks can hold ten people (usually guards or soldiers). If you need a greater capacity, you can purchase this component multiple times.

If you want a higher class of quarters for officers, purchase bedroom components instead.

BATH, BASIC

This standard, sparsely furnished room contains a simple wooden or metal tub and a chamber pot or two, along with some rough wooden benches for seating.

Size: 0,5 bs

Cost: 400 gp

Prerequisites: None

Benefit: This room has space for one character. When the character takes a short rest, the amount of hit points are doubled when it spend a hit dice to regain hit points.

BATH, FANCY

This bathroom comes complete with a large tub, a chamber pot under a chair, and a means of disposing of the contents of the chamber pot easily. This can take the form of a chute to an underground disposal area, an open window over a gutter, or whatever you like. A fireplace allows you to heat water for baths, a cabinet holds plenty of towels, and a dressing screen separates part of the room.

Size: 1 bs

Cost: 2,000 gp

Prerequisites: None

Benefit: This room has space for one character. When the character takes a short rest, the amount of hit points are doubled when it spend a hit dice to regain hit points. Additionally, that character gains 1d4 temporary hit points, which last until they're lost or when the character finishes a long rest.

BATH, LUXURY

This room features a tub large enough for three people to bathe in, plus a large fireplace for heating both the room and the water necessary for a warm bath. Two chamber pots with padded and upholstered leather chairs are here. Servants empty these on a regular basis. A carved cabinet holds a variety of thick towels, and a wardrobe full of fine dressing gowns stands nearby. Fine stuffed chairs are scattered about the place.

The dressing table features three gilt-framed mirrors and the finest in grooming products, including aromatic perfumes, gilt-handled brushes, and so on. The walls are adorned with fine art.

Size: 2 bs

Cost: 10,000 gp

Prerequisites: One servant to keep the luxury bath clean and one valet to assist the bathers

Benefit: This room has space for three characters. When the characters takes a short rest, the amount of hit points are doubled when it spend a hit dice to regain hit points. Additionally, each character gains 1d6 temporary hit points, which last until they're lost or when the character finishes a long rest.

BEDROOM SUITE, BASIC

This master bedroom includes a walk-in closet and privy. The furnishings are rough, but they include a straw bed on a low frame, two chests of drawers and a mirror hanging on one wall. The bedclothes are made of rough cotton, wool, or even burlap, and the blanket is often a patchwork quilt made of whatever was available. A couple of rough benches form a sitting area next to a small table.

Size: 1 bs

Cost: 800 gp

Prerequisites: None

Benefit: This room has space for up to two characters. Characters that live here can keep a comfortable lifestyle without expending extra coin.

BEDROOM SUITE, FANCY

This master bedroom comes complete with a well appointed walk-in closet filled with fine clothing and a tastefully adorned privy. The bed rests on a handsome frame and includes a mattress made of cotton batting. The sheets are of fine cotton, and the blankets are wool. Two finely carved bureaus are here, in which are kept stylish clothes. A bell rests on each bed stand so that the occupants can easily call for the servants. The bedroom suite also includes a pair of upholstered benches and a small writing desk.

Size: 1 bs

Cost: 5,000 gp

Prerequisites: None

Benefit: This room has space for up to two characters. Characters that live here can keep a wealthy lifestyle without expending extra coin. In addition, when a character finishes a long rest while in this room, you can reduce the character's exhaustion level by 2, provided that the character has also ingested some food and drink.

BEDROOM SUITE, LUXURY

The walk-in closet features rows of shelves for boots and shoes, plus handmade hangers for the finest in clothing. The walk-in wardrobe allows two individuals to see to their privy needs in privacy and comfort. In the main room, there are two marble-topped bureaus filled with clothes. The four-poster bed is made of the finest wood hung with the wispiest of linens, and the mattress and the blankets are stuffed with feathers. The sheets are silk. A pair of stuffed chairs sits in one corner. In another, a finely polished and fully stocked writing desk waits to be used.

Size: 2 bs

Cost: 25,000 gp

Prerequisites: One valet

Benefit: This room has space for up to two characters. Characters that live here can keep an aristocratic lifestyle without expending extra coin. In addition, when a character finishes a long rest while in this room, you can reduce the character's exhaustion level by 3, provided that the character has also ingested some food and drink.



BEDROOMS, BASIC

This area contains two smaller bedrooms, possibly with a connecting door. The furnishings in each room are rough, including a straw bed on a low frame, a single chest of drawers, and a mirror hanging on one wall. The bedclothes are made of rough cotton, wool, or even burlap, and the blanket is often a patchwork quilt made of whatever was available.

Each room also has a rough bench sitting in front of a small table. This component includes a privy, though it need not be attached or adjacent to the bedroom component itself.

Size: 1 bs

Cost: 700 gp

Prerequisites: None

Benefit: This area have space for to two characters in separate rooms. Characters that live here can keep an modest lifestyle without expending extra coin.

BEDROOMS, FANCY

This area contains two smaller bedrooms with a connecting door. Each room has a bed that rests on a handsome frame and includes a mattress made of cotton batting. The sheets are of fine cotton, and the blankets are wool.

Each room has a finely carved bureau and a handsome wardrobe. A bell rests on a bed stand next to each bed so that the occupants can easily call for the servants. In addition, there's an upholstered bench and a small writing desk. This component includes a privy, though it need not be attached or adjacent to the bedroom component itself.

Size: 1 bs

Cost: 4,000 gp

Prerequisites: None

Benefit: This area have space for up to to four characters in two separate rooms. Characters that live here can keep an comfortable lifestyle without expending extra coin.

BEDROOMS, LUXURY

This area contains two smaller bedrooms with a connecting door. Each room features a marble topped bureau and a gorgeous wardrobe. The fourposter bed is made of the finest wood hung with the wispiest of linens, and the mattress and the blankets are stuffed with feathers. The sheets are silk.

A stuffed chair sits in one corner. In another, a finely polished and fully stocked writing desk waits to be used. The walls are adorned with fine art, often of people in positions of repose. Sometimes they feature dreamy scenes filled with pleasant nymphs or other fantastic or heavenly scenes. This component includes a privy, though it need not be attached or adjacent to the bedroom component itself.

The luxuriousness of the room requires a single valet, who can be called with any of the bells positioned around the rooms.

Size: 2 bs

Cost: 20,000 gp

Prerequisites: one valet

Benefit: This area have space for up to to four characters in two separate rooms. Characters that live here can keep an wealthy lifestyle without expending extra coin.

CHAPEL, BASIC

This space is dedicated to the worship of the higher power of your choice. It includes a simple altar, some rough pews for the worshipers, and an icon of the power in question. There's also a closet for keeping religious supplies and garb in. While you don't necessarily need a cleric around so that you can visit the place and pray in it, official services can only be run here by a person ordained by the higher power your character has chosen.

Size: 1 bs

Cost: 1,000 gp

Prerequisites: None

Benefit: If a character takes a short rest praying within this room, it can cast the *divination* spell for free, even if the character can't cast that spell, provided that the character is under the deity's favor. The spell can be used once per day.

Up to forty people can fit in here for a service. If you need a greater capacity, purchase this component multiple times.

CHAPEL, FANCY

This larger chapel features a polished stone altar, handsomely finished pews, and stained glass in the windows. There's also a small dressing room for the cleric to prepare for services in, and in here there's a wardrobe for keeping religious garb and supplies in. This place requires at least one acolyte to run properly.

Size: 2 bs

Cost: 6,000 gp

Prerequisites: One acolyte

Benefit: This room is under the permanent effects of the *hallow* spell (the extra effect is chosen at the moment of building this room). If a character takes a short rest praying within this room, it can cast the *divination* spell for free, even if the character can't cast that spell, provided that the character is under the deity's favor. The spell can be used once per day.

Up to 60 people can fit in here for a service. If you need a greater capacity, purchase this component multiple times.

CHAPEL, LUXURY

This enormous chapel features an altar set with gems and chased with precious metals, gilt-edged pews, and large stained-glass windows. Fine candelabra rest in separate prayer alcoves, and an elegant room with a wardrobe and large desk allows the presiding cleric to prepare for services in comfort. A supply closet holds extra prayer texts, altar cloths, candles, and other religious paraphernalia. This place requires at least two acolytes to run properly.

Size: 3 bs

Cost: 25,000 gp

Prerequisites: Two acolytes

Benefit: This room is under the permanent effects of the *hallow* spell (the extra effect is chosen at the moment of building this room). If a character takes a short rest praying within this room, it can cast the *divination* or the *commune* spell for free, even if the character can't cast that spell, provided that the character is under the deity's favor. Each spell can be used once per day.

Up to 60 people can fit in here for a service. If you need a greater capacity, purchase this component multiple times.

COMMON AREA, BASIC

This plain room features bare floors with a few benches and walls with uninspiring artwork or tapestries. It might serve as a waiting room, a general meeting area, or an all-purpose room. Purchase this component multiple times if you want a larger common area.

Size: 1 bs

Cost: 500 gp

Prerequisites: None

COMMON AREA, FANCY

This room features polished stone or wood floors with comfortable benches. The walls bear impressive murals and sound-dampening curtains. It might serve as a waiting room, a general meeting area, or an all-purpose room. Purchase this component multiple times if you want a larger common area.

Size: 1 bs

Cost: 3,000 gp

Prerequisites: None

COURTYARD, BASIC

Sometimes called a bailey, this large open space is surfaced either with gravel or patches of grass. It has no roof. Some flowers might appear around the edges of the area. Paths are worn through the center by people walking around the place. A rough bench or two sits here too. Purchase this component multiple times if you want a larger courtyard.

Size: 1 bs

Cost: 1,000 gp

Prerequisites: None

COURTYARD, FANCY

This courtyard features some grass, but the paths are paved with cobblestones or bricks. Wrought-iron benches are placed strategically throughout the place, and a simple fountain sits in the center of the area, surrounded by paving stones as well. A bust or two stand on pedestals in strategic locations.

Purchase this component multiple times if you want a larger courtyard.

Size: 1 bs

Cost: 6,000 gp

Prerequisites: None



COURTYARD, LUXURY

This well-appointed courtyard is paved entirely with smoothly cut flagstones. A massive fountain forms the centerpiece, in which water pours endlessly from a masterfully carved statue dedicated to the higher power of the builder's choice. Statuary is placed tastefully throughout the area, and cushioned benches (usually of iron or fine wood trimmed with gold) are scattered about the place. Purchase this component multiple times if you want a larger courtyard.

Size: 1 bs

Cost: 30,000 gp

Prerequisites: One servant for handling the gardening and other upkeep

DINING HALL, BASIC

Long, rough, rectangular tables and benches line this main hall, both at the edges and in the middle. A fireplace sits at one end of the place, providing warmth for all. The walls of such a place are often decorated with hanging weapons, animal heads, and the like. The floor is usually either made of worn wood or rough stone.

Size: 2 bs

Cost: 2,000 gp

Prerequisites: Kitchen

Benefit: This seats 30 people comfortably. Purchase this component multiple times if you want a larger dining hall.

DINING HALL, FANCY

This upscale version of the standard dining hall includes finely made tables surrounded with chairs instead of benches. The fireplace usually dominates the center of the room, the smoke drawn into a stony hood that goes into the ceiling. This provides a more even distribution of heat (and more equitable comfort level) in the room. The mural-covered walls depict local legends or the pantheon of deities respected by the owner. The floor is made of fine flagstones or polished wood.

Size: 2 bs

Cost: 12,000 gp

Prerequisites: Kitchen, one servant to bring food and removes empty dishes

Benefit: This seats 30 people comfortably. Purchase this component multiple times if you want a larger dining hall.

DINING HALL, LUXURY

This well-appointed room is dedicated specifically for hosting large meals. In some cases, it features a long, polished wooden or marble-topped table stretching from one end of the place to another. An exquisitely carved chair at the head of the table traditionally faces the main entrance to the room, allowing the head of the household full view of the room.

Alternatively, you can furnish the hall with several smaller tables, either round or square, all of comparable quality to a larger one. The tables are covered with the finest linens, and the guests use the most treasured silverware to eat off the rarest china. Fine artwork lines the walls, and a beautiful chandelier provides plenty of light. Busts of prominent heroes throughout history sit near the serving tables that line the walls. The marble or parquet flooring provides additional beauty.

Size: 2 bs

Cost: 50,000 gp

Prerequisites: Luxury Kitchen, two servants to bring food and remove empty dishes.

Benefit: This seats 16 people at a long table or 30 if smaller tables are used. Purchase this component multiple times if you want a larger hall.

DOCK, AIR

An air dock allows airships to load or unload people or cargo from or to the building. There are several elevators and cranes to rise or lower the cargo and a stairway connected to the central tower to allow passengers to move to the airship or to the building.

Size: 2 bs

Cost: 20,000 gp

Prerequisites: Six Laborers

Benefit: This component can support up to three airships. Purchase this component multiple times to allow additional airships to moor at the structure's docks. Additionally, you repair 2 hit points of damage on each day and it cost 10 gp for materials and labor.

DOCK, BASIC

A dock allows ships to load or unload people or cargo from or to the building. It's common for storage spaces, shops, and taverns to be placed near the docks for the convenience of travelers and sailors. This structure is only appropriate for buildings that overlook a river, sea, or other body of water.

Size: 1 bs

Cost: 500 gp

Prerequisites: Two Laborers

Benefit: This component can support up to two keelboats, longships, rowboats, or sailing ships, but not warships or galleys. Purchase this component multiple times to allow additional ships to moor at the structure's docks.

DOCK, EXTENDED

Similar to the basic dock, this larger and more complete structure can accommodate up to two of the largest of vessels.

Size: 2 bs

Cost: 3,000 gp

Prerequisites: Four Laborers

Benefit: This component can support up to two galleys and warships, or four smaller craft. Purchase this component multiple times to allow additional ships to moor at the structure's docks.

DOCK, EXTENDED DRY

An extended dock fitted with a series of pulleys, lifts, and rigging, this extended dock not only allows for hasty unloading of cargo, but also for the lifting of vessels into the air to effect complete repairs, overhauls, or even construct new hulls.

Size: 2 bs

Cost: 15,000 gp

Prerequisites: Six Laborers

Benefit: This component can support up to two galleys and warships, or four smaller craft. Additionally, you repair 2 hit points of damage on each day and it cost 10 gp for materials and labor. Purchase this component multiple times to allow additional ships to moor at the structure's docks.

GATEHOUSE

This space usually serves as a primary entrance into the stronghold (or one of many entrances). As its name suggests, the gatehouse includes a gate (and a drawbridge, if stationed adjacent to a moat). Most gatehouses are fortified with a barbican (see above), guard post (see below), or both.

Size: 0,5 bs

Cost: 1,000 gp

Prerequisites: None

GUARD POST

Commonly built on top of towers to keep watch upon the surrounding environs and near gatehouses to guard the structure entrance. If part of the exterior wall, it includes free arrow slits instead of a window.

Size: 0,5 bs

Cost: 300 gp

Prerequisites: One guard per shift (minimum; many use two per shift)

Benefit: This component allows guards to keep watch upon the surrounding environs. It may include an alarm bell or horn to inform of an invasion or attack by enemy forces.

KITCHEN, BASIC

This rudimentary stone- or wood-floored kitchen centers around a fireplace or stove. It includes a pantry, in which basic foodstuffs are stacked on shelves or hung from the ceiling. The kitchen includes pots and pans made of tin. A scullery provides storage for brooms and rags, along with a basin for washing dishes and laundry.

Size: 1 bs

Cost: 2,000 gp

Prerequisites: One cook

Benefit: You can prepare meals for up to fifteen people in this space. In a pinch, you can avoid hiring a cook by preparing the meals yourself.

A cook's utensils is always considered to be present in this room. Additionally, if a character is proficient with this tool, it can double its proficiency bonus when making a check with it.

KITCHEN, FANCY

This well-appointed kitchen features an iron stove, complete with cooking griddle on top and oven beneath, and cast-iron cookware. The scullery keeps cleaning solutions in addition to other supplies. The flooring is often of polished wood or rough tile. Good food fills the well-stocked pantry.

Size: 1 bs

Cost: 12,000 gp

Prerequisites: Two cooks

Benefit: Meals for up to 30 can be made in this place, but it requires a staff of at least two to run properly.

A total of two cook's utensils are always considered to be present in this room. A single character using this kitchen and having its resources all to himself can roll with advantage when making a check using the cook's utensils. Alternatively, up to four characters can share this space at the same time, and each one of them can double its proficiency bonus when making a check with a cook's utensils.

KITCHEN, LUXURY

This massive kitchen includes two full-sized stoves, each with a griddle, stovetop, and large oven. An open fireplace allows the roasting of foods of any kind, up to and including a full pig. The scullery has two marble basins. The flooring is of polished marble or tile. The pots and pans are made of hammered copper.

Size: 2 bs

Cost: 50,000 gp

Prerequisites: Six cooks

Benefit: This place can handle meals for up to 100 people. It requires a staff of six to be run properly. If you need a greater capacity, purchase this kitchen multiple times.

A total of six cook's utensils are always considered to be present in this room. Two characters using this kitchen and having its resources all to themselves can roll with advantage when making a check using the cook's utensils. Alternatively, up to six characters can share this space at the same time, and each one of them can double its proficiency bonus when making a check with a cook's utensils.

LABYRINTH

Generally found only in dungeon strongholds, labyrinth components serve to confuse and bewilder foes, and perhaps trap them forever.

Size: 1 bs

Cost: 500 gp

Prerequisites: None

Benefit: You must decide the shape of the labyrinth when you build it. It can include some connecting rooms and you can add traps to this room to make it deadlier (or even some creatures or monsters). For a larger maze, purchase this component multiple times.

LIBRARY, BASIC

Plain wooden shelves of books fill this room, arranged in any manner you desire. One or two small tables allow people to read the books, and a single lectern allows you to read a book while standing.

Size: 1 bs

Cost: 500 gp

Prerequisites: None

Benefit: This library can hold up to two different lots of books on specific subjects. For example, it could contain books on religion and arcana. If you need a greater capacity, purchase this component multiple times.

Book Lots

The library component isn't very useful unless books line the shelves. In general, a book lot gives information on specific subjects, such as arcana, religion or medicine.

Each book lot cost 1,000 gp and gives advantage on checks related to the lot subject.

Alternatively, a character can purchase a general book lot which costs 3,000 gp and provides a +2 bonus on checks related to investigation and research.

Bonuses from multiple book lots do not stack.

LIBRARY, FANCY

Fine polished shelves extend from this chamber's tile or wooden floor to the ceiling above. Several ladders allow access to upper shelves. Several small tables scattered throughout the place allow researchers space to work.

Size: 1 bs

Cost: 3,000 gp

Prerequisites: None

Benefit: This library can hold up to three different lots of books on specific subjects. For example, it could contain books on religion, general knowledge, and nature.

Additionally, when doing the research downtime activity, the gold spent is reduced to half. If you need a greater capacity, purchase this component multiple times.

LIBRARY, LUXURY

Floor-to-ceiling glass-fronted cabinets with top-hinged doors keep the books here in pristine condition. The ladders slide along on wheels and rails for both safety and convenience. The marble floor has symbols inlaid that denote the section of the library in which you stand.

The library includes two private study carrels and a number of smaller tables. A single large table allows a researcher more space to spread out texts or large maps. A full-time librarian working near the entrance maintains a card catalog that indexes the entire library.

Size: 2 bs

Cost: 15,000 gp

Prerequisites: One librarian

Benefit: This library can hold up to six different lots of books on specific subjects. For example, it could contain books on religion, general knowledge, nature, arcana, survival, and history.

Additionally, when doing the research downtime activity, the gold and time spent is reduced to half. If you need a greater capacity, purchase this component multiple times.

MAGIC LABORATORY, BASIC

This simple wood- or stone-floored laboratory contains a small mystical library, a writing desk, and a lab table for various magical experiments. The crude furnishings are made of rough wood. A basin sits in one corner, next to an open barrel of water. A fireplace squats against another wall, ready to provide heat as well as any fire that may be necessary.

Size: 1 bs

Cost: 500 gp

Prerequisites: None

Benefit: A character using this laboratory can craft a magic item. To complete a magic item, a character needs whatever tool proficiency is appropriate or proficiency in the Arcana skill.

Additionally, if a character is proficient with the Arcana skill, it can double its proficiency bonus when making a check within this room.

MAGIC LABORATORY, FANCY

Similar but superior to the basic magic laboratory, this room has every tool the aspiring meddler in magic might need at his ready disposal. The walls of this place are covered with blackboards upon which all sorts of arcane or obscure notes can be scrawled. The rough tile floor allows easy cleaning while also preventing slips and falls. Four basins are in the place, each of which has a barrel of water suspended over it, complete with a tap to permit easy access. An emergency barrel mounted on a hinged platform can be tilted to pour water over a person in case of an emergency.

Size: 1 bs

Cost: 3,000 gp

Prerequisites: One apprentice

Benefit: A character using this laboratory can craft a magic item, and the time spent on crafting the item is reduced to half. To complete a magic item, a character needs whatever tool proficiency is appropriate or proficiency in the Arcana skill.

Additionally, a single character using this laboratory and having its resources all to himself can roll with advantage when making an Arcana check within this room. Alternatively, up to four characters can share this space at the same time, and each one of them can double its proficiency bonus when making an Arcana check within this room.



PRISON CELL

This cell includes iron shackles on the walls and hay mattresses strewn about. The standard prison cell comes with six sets of manacles capable of binding a Medium-size creature.

Size: 0,5 bs

Cost: 500 gp

Prerequisites: One guard per shift

Benefit: You can shackle up to six Medium-size prisoners in a communal cell. Alternatively, you can replace the communal cell with independent jail cells. In this arrangement, each prison cell component includes two to four small cells each capable of holding one or two Medium-size creatures. If you need a greater capacity, purchase this component multiple times. You can get by with a single guard per two adjoining prison cell components.

A Small creature takes up half the space in a prison cell as a Medium-size creature, Tiny and smaller creatures take up one-fourth the space, a Large creature takes up twice the space of a Medium-size creature, and a Huge creature four times the space. Generally, you can't keep Gargantuan or larger creatures in a simple prison cell, though by buying enough components you could get a large enough space. They require specially made manacles, which cost 2,000 gp.

SERVANTS' QUARTERS

These are basic, no-nonsense living quarters. Six slots exist in each such component, separated by thin walls that give the occupants some small semblance of privacy. Each slot has enough room for a bed, a chest of drawers with a small mirror atop it, a small table, and a chair. The furnishing and flooring are all rough but serviceable. Personal decorations hang from the walls. This component includes a privy, though it need not be attached or adjacent to the servants' quarters.

Size: 1 bs

Cost: 400 gp

Prerequisites: None

Benefit: This area have space for up to six servants in four separated rooms or in one big room. If you need a greater capacity, purchase this component multiple times. For especially important servants such as a butler, it's appropriate to put them in a basic bedroom or even a basic bedroom suite.

SHOP, BASIC

This small, cheap storefront comes complete with wooden sign hanging from a pole out front. The main area includes rough shelves and a sales counter, and a back room offers a small amount of storage space. This area allows the structure owners to sell or buy nonmagical items without need to spend time looking for a buyer or seller. This is specially helpful for buying materials or items that are hard to find in the region or when characters goes to an adventure for several days.

Size: 1 bs

Cost: 400 gp

Prerequisites: One clerk

Benefit: The clerk can buy and sell a total of 6 items at the same time, and it takes 1 workweek to sell an item at half of its original price, or buy an item at its full price. Alternatively, the clerk can take 2 workweeks to sell an item at its original price or buy an item at it half of its original price.

SHOP, FANCY

This shop has a large picture window in the front to draw the eyes of potential customers. The interior features polished wood floors, handsome shelves, and glass cases. The back room offers a small amount of storage. The shop requires two clean and well-dressed clerks. This room allows the structure owners to sell or buy nonmagical and magical items without need to spend time looking for a buyer or seller. This is specially helpful for buying materials or items that are hard to find in the region or when characters goes to an adventure for a long time.

Size: 1 bs

Cost: 4,000 gp

Prerequisites: Two clerks

Benefit: The clerks can buy and sell a total of 12 items at the same time, and it takes 1 workweek to sell an item at half of its original price, or buy an item at its full price. Alternatively, the clerks can take 2 workweeks to sell an item at its original price or buy an item at it half of its original price.

For buying and selling magic items, follow the downtime rules found in the *Xanathar's Guide to Everything* for each magic item. The clerks of this room have a +2 bonus to the Charisma (Persuasion) checks it must make to buy or sell an item.

SHOP, LUXURY

This marble-floored shop speaks of wealth, both from your side of the counter and that of your customers. A large display window shows off special items, and inside, custom-built locked cases display your wares. Customers can sip from fine wines you offer them while shopping, or rest in stuffed leather chairs when they tire. You sell only the finest merchandise here, and your prices are as high as your stellar quality.

The shop requires a staff of four to operate, including two clerks and two full-time guards. The clerks wait on customers hand and foot—customer satisfaction remains their only reason for getting up in the morning.

Size: 1 bs

Cost: 16,000 gp

Prerequisites: Two clerks, two guards per shift

Benefit: The clerks can buy and sell a total of 12 items at the same time, and it takes 1 workweek to sell an item at half of its original price, or buy an item at its full price. Alternatively, the clerks can take 2 workweeks to sell an item at its original price or buy an item at it half of its original price.

For buying and selling magic items, follow the downtime rules found in the *Xanathar's Guide to Everything* for each magic item. The clerks of this room have a +5 bonus to the Charisma (Persuasion) checks it must make to buy or sell an item.

Though the shop includes some storage, you may choose to abut this space with a larger storage area.

Alternatively, you can combine this component with a storage component to create a bank or moneychangers. Usually, these storage spaces are secured with fortified walls, locks, or traps.

SMITHY, BASIC

This basic smithy features a forge, an anvil, and a full set of metalworking tools. It has a barrel of water in which hot metal can be cooled. The stone walls and dirt or stone floors guard against accidental fires. This area requires the services of a smith.

Size: 1 bs

Cost: 500 gp

Prerequisites: One smith

Benefit: A smith's tools are always considered to be present in this room. Additionally, if a character is proficient with this tool, it can double its proficiency bonus when making a check with it.

SMITHY, FANCY

Similar to the basic smithy, this area features a polished stone floor and marble-encased forge of the highest quality. This area requires the services of a smith.

Size: 1 bs

Cost: 2,000 gp

Prerequisites: One smith

Benefit: A total of four smith's tools are always considered to be present in this room. A single character using this smithy and having its resources all to himself can roll with advantage when making a check using the smith's tools. Alternatively, up to four characters can share this space at the same time, and each one of them can double its proficiency bonus when making a check with an smith's tools.

STABLE, BASIC

This rough, wooden structure features stalls for up to six Large mounts, a wooden water trough, and hay covering the unfinished floor. Tack and saddles hang over the dividing walls between stalls. Because of the smell, you'll want to place the stable far from the main part of the stronghold. A stable requires the employment of a groom.

Size: 1 bs

Cost: 500 gp

Prerequisites: One groom

Benefit: This area have space for up to six Large common mounts, such as horses, camels, or any other creature with the beast type. If you need a greater capacity, you can purchase this component multiple times

STABLE, FANCY

This stable has hay on the floor, but the ground is either wood or stone. The stables are lined with fresh hay, and each horse has access to its own water supply. The troughs are all made of stone, and there's even a small fireplace in here to keep things warm in the winter. A stable requires the employment of a groom.

Size: 1 bs

Cost: 3,000 gp

Prerequisites: One groom

Benefit: This place can hold up to six Large steeds at a time, each in their own stall. This stable is equipped to house uncommon mounts, such as griffins, pegasus, or any other creature with the monstrosity type. If you need a greater capacity, you can purchase this component multiple times.

STABLE, LUXURY

This stable has polished floors, intricately carved and inlaid woodwork, and walls of finished wood or the finest plaster. Fresh hay fills the six stalls, which the grooms clean on an hourly basis. Each tack and saddle has its own custom-carved pedestal upon which to rest. The entire place is as clean as most people's kitchens. Running this stable requires two grooms to keep it pristine.

Size: 1 bs

Cost: 9,000 gp

Prerequisites: Two grooms

Benefit: This place can hold up to six Large steeds at a time, each in their own stall. This stable is equipped to house rare mounts, such as dragons, nightmares, or any other creature that can be mounted. If you need a greater capacity, you can purchase this component multiple times.

STORAGE, BASIC

*This empty room has rough walls and an unfinished (possibly dirt) floor, and is used to keep crates, barrels and other items protected against the weather. **Size:** 1 bs*

Cost: 250 gp

Prerequisites: None

Benefit: A typical storage component offers about 2,000 cubic feet of usable storage space. If you need a greater capacity, you can purchase this component multiple times.

You can turn a storage space into a vault with the addition of safeguards such as watchmen, strong walls, traps, and locks.

STORAGE, FANCY

This room includes shelves of every variety and a finished floor. The superior organization allows more efficient use of space than a basic storage component.

Size: 1 bs

Cost: 1,000 gp

Prerequisites: None

Benefit: This space has about 3,000 cubic feet of usable storage space. If you need a greater capacity, you can purchase this component multiple times.

You can turn a storage space into a vault with the addition of safeguards such as watchmen, strong walls, traps, and locks.

STORAGE, LUXURY

This marble-floored room includes well-built shelves and fine-quality cabinets. An overstuffed chair in the center allows you to sit in comfort while the clerk or other servants retrieve desired goods. The clerk here serves as a quartermaster and inventory manager.

Size: 1 bs

Cost: 3,000 gp

Prerequisites: One clerk

Benefit: The area has about 4,000 cubic feet of usable storage space. If you need a greater capacity, you can purchase this component multiple times.

You can turn a storage space into a vault with the addition of safeguards such as watchmen, strong walls, traps, and locks.

STUDY/OFFICE, BASIC

This space, also sometimes called a solar, comes complete with a desk, some shelves for books, a chair, and a closet for storage of things that should be close at hand, like paper, ink, and so on. The floor and furnishings are rough, but sturdy.

Size: 0,5 bs

Cost: 200 gp

Prerequisites: None

Benefit: This study have one of the following tools: a calligrapher's supplies, a cartographer's tools, or a forgery kit. The chosen tool is always considered to be present in this room. Additionally, if a character is proficient with this tool, it can double its proficiency bonus when making a check with it.

STUDY/OFFICE, FANCY

Much like the basic office/study, this room comes with furnishings of a higher quality. The floor is usually polished wood or smooth stone. The polished wood or stone-floored room includes a few upholstered chairs for visitors.

Size: 1 bs

Cost: 2,500 gp

Prerequisites: None

Benefit: This study have two of the following tools: a calligrapher's supplies, a cartographer's tools, or a forgery kit. The chosen tools are always considered to be present in this room. Additionally, if a character is proficient with one of the tools, it can double its proficiency bonus when making a check with it.

A single character using this room and having its resources all to himself can roll with advantage when making a check using one of the artisan tools. Alternatively, up to two characters can share this space at the same time, and each one of them can double its proficiency bonus when making a check with each artisan tool.

STUDY/OFFICE, LUXURY

This room represents the ultimate in office luxury. A well-appointed waiting room features an exquisite couch and a polished wooden desk, behind which sits a full-time clerk versed in making life as easy for the owner as possible.

The main office features another stuffed couch and a set of comfortable chairs arrayed around a marble topped desk. The walls are covered with fine art, including a portrait of the owner of the building and any family he might have.

Size: 1,5 bs

Cost: 15,000 gp

Prerequisites: One clerk

Benefit: This study have a calligrapher's supplies, a cartographer's tools, and a forgery kit. These tools are always considered to be present in this room. Additionally, if a character is proficient with one of the tools, it can double its proficiency bonus when making a check with it.

A single character using this room and having its resources all to himself can roll with advantage when making a check using one of the artisan tools. Alternatively, up to three characters can share this space at the same time, and each one of them can double its proficiency bonus when making a check with each artisan tool.

TAVERN, BASIC

This a rough place serves rough drinks to rough people. A fireplace sits in one wall, and a bar stands opposite it. Benches and tables fill the remainder of the place. Two servants run the bar and serve meals. The cost of this component does not include any food or drink.

Size: 1 bs

Cost: 900 gp

Prerequisites: Two servants

Benefit: This tavern can seat up to 20 people. Every week, the tavern generates an income of 1d10 gp and 1d4 gallons of ale. If you need a greater capacity, you can purchase this component multiple times. The tavern owners can drink and eat a modest meal for free.

A brewer's supplies is always considered to be present in this room. Additionally, if a character is proficient with this tool, it can double its proficiency bonus when making a check with it.

TAVERN, FANCY

This place serves wine as well as liquor and beer from its polished, marble-topped bar. It can call on the building's kitchen for food; alternatively, you can attach an extra kitchen assigned purely to this component. The tables are round, with solid chairs, and there are a few booths lining the walls. Three servants run the bar and serve meals. The cost of this component does not include any food or drink.

Size: 1 bs

Cost: 4,000 gp

Prerequisites: Three servants

Benefit: This tavern can seat up to 20 people. Every week, the tavern generates an income of 1d10 gp and 2d4 gallons of ale. If you need a greater capacity, you can purchase this component multiple times. The tavern owners can drink and eat a comfortable meal for free.



A total of two brewer's supplies and two gaming sets are always considered to be present in this room. A single character using any of these tools and having its resources all to himself can roll with advantage when making a check using the tools. Alternatively, up to four characters can share this space at the same time, and each one of them can double its proficiency bonus when making a check with any of the tools.

TAVERN, LUXURY

This breathtaking library of libations features the finest drinks of all sorts, and it even offers gourmet meals by way of the building's kitchen—or one of its own if you care to attach it. It has a marble-topped bar, upholstered chairs, and tables covered with the finest linens and the best place settings. Gorgeous decorations festoon the walls, including art from the best known painters in the land. Three servants run the bar and serve meals. The cost of this component does not include any food or drink.

Size: 1 bs

Cost: 20,000 gp

Prerequisites: Four servants

Benefit: This tavern can seat up to 20 people, and every week, the tavern generates an income of 1d10 gp, 2d4 gallons of ale and 1 bottle of wine. If you need a greater capacity, you can purchase this component multiple times. The tavern owners can drink and eat a wealthy meal for free.

A total of three brewer's supplies and three gaming sets are always considered to be present in this room. A single character using any of these tools and having its resources all to himself can roll with advantage when making a check using the tools. Alternatively, up to four characters can share this space at the same time, and each one of them can double its proficiency bonus when making a check with any of the tools.

THRONE ROOM, BASIC

This plain but respectable chamber serves as the throne room or receiving room for a local lord, merchant prince, baron, or a even monarch on hard times. Colorful tapestries cover the walls, brightening the chamber. The padded throne itself sits on a raised wooden platform. Beside and below the throne, several chairs offer a place for advisers or noble-blooded relatives to sit in places of honor. A long carpet or collection of animal skins shows the path for petitioners seeking to beseech the throne's good grace.

Size: 1 bs

Cost: 2,000 gp

Prerequisites: Two servants

Benefit: When a character that owns the structure makes a Charisma (Persuasion) check, that character is considered proficient in the Persuasion skill and add double its proficiency bonus to the check, instead of its normal proficiency bonus.

This room holds up to twenty guests in addition to the throne's occupant. Purchase this space multiple times for a larger area.

THRONE ROOM, FANCY

This ornate hall serves as the seat of authority for a powerful duke, crime lord, or respectable king or queen. Lovely and ornate murals cover the walls and ceiling, embracing artistic styles both modern and classical. Stone steps lead the way the polished throne of stone or iron, and a discreet distance provides the royal seat with greater authority. A long carpet dyed in rich red or purple leads to the throne's magnificent seat.

Size: 1 bs

Cost: 12,000 gp

Prerequisites: Four servants

Benefit: When a character that owns the structure makes a Charisma (Persuasion) check, that character is considered proficient in the Persuasion skill and gains advantage when making the check.

This room holds up to twenty guests in addition to the throne's occupant. Purchase this space multiple times for a larger area.

THRONE ROOM, LUXURY

Affordable only to the most puissant of emperors, queens, and absolute monarchs, this, the finest of assembly rooms, displays the ruler's wealth, power, and dispensation for the sweet comforts in life. This chamber spares no expense in impressing the visitor, whether visiting ambassador, merchant with goods for sale, or the simplest commoner. The walls display a splash of colors that depict complementary themes of blue skies, splashing white-tipped and wave-filled oceans, white birds awing, and fish jumping into the air. Sparkling gems and precious metals adorn the enormous throne. Raised up on a dozen pink marble steps, the throne and its occupant gaze out on the chamber like an omnipotent ruler.

Size: 2 bs

Cost: 80,000 gp

Prerequisites: Six servants

Benefit: When a character that owns the structure makes a Charisma (Persuasion) check, that character is considered proficient in the Persuasion skill, it gains advantage when making the check, and it adds double its proficiency bonus to the check, instead of its normal proficiency bonus.

TORTURE CHAMBER

All sorts of pain-inducing devices fill this dark chamber, including an iron maiden, a rack, thumbscrews, vises, and so on. Wall-mounted shackles allow the torturer to dangle victims from chains, and a lockable cage in the center can hold a single Medium-size prisoner between sessions. A fireplace allows heating of brands, while a barrel of water stands nearby for extinguishing flames. This place requires at least one torturer and one guard to run properly.

Size: 1 bs

Cost: 3,000 gp

Prerequisites: One torturer, one guard per shift

Benefit: A character that is proficient with the Charisma (Intimidation) skill adds twice its proficiency bonus when making a check with that skill in this room. Unlike most verbal threats and bluffs, use of a torture chamber allows retries on Intimidate checks every hour against restrained and helpless opponents.

TRAINING AREA, COMBAT

This open area allows guards and soldiers to train in the art of war. It has a rack of wooden weapons and padded armor, archery targets, and practice dummies.

Size: 1 bs

Cost: 1,000 gp

Prerequisites: None

Benefit: A character that spend at least one hour training in this area gains advantage on initiative checks it makes until it finishes a short or long rest.

Up to eight people can train in such a place at once. If you need a greater capacity, you can purchase this component multiple times.

TRAINING AREA, LANGUAGE OR TOOL

This room allows characters and others to learn a particular language or for using a specific tool. It includes various shelves and tables for placing all the tools and implements needed.

Size: 1 bs

Cost: 1,000 gp

Prerequisites: None

Benefit: A character can take the training downtime activity to learn one language or for gaining proficiency with a tool at half the cost needed per workweek. For training in a tool, the character must have the specific tool and use it every day of training.

TROPHY HALL, BASIC

This glorified storage space allows you to display trophies won in your expeditions and adventures. Most trophies hang from the walls, while others line tables scattered throughout the room.

Size: 1 bs

Cost: 1,000 gp

Prerequisites: None

Benefit: This room have 10 slots for displaying trophies. Each Medium or smaller trophy uses 1 slot and each Large trophy uses 4 slots.

If you need a greater capacity, you can purchase this component multiple times.

TROPHY HALL, FANCY (MUSEUM)

More like a museum than a storage area, this polished wood-or stone-floored chamber holds its trophies in glass cases. Engravings detail each piece and its history. A guard stands watch over the valuables here at all times.

Size: 1 bs

Cost: 6,000 gp

Prerequisites: One guard per shift

Benefit: This room have 20 slots for displaying trophies. Each Medium or smaller trophy uses 1 slot, each Large trophy uses 4 slots and each Huge trophy uses 9 slots.

If you need a greater capacity, you can purchase this component multiple times.

WORKPLACE, BASIC

Each workplace contains tools and equipment dedicated to a singular purpose, usually the application of a specific tool or profession.

Size: 1 bs

Cost: 500 gp

Prerequisites: None

Benefit: This room have one of the following tools: a carpenter's tools, a cobbler's tools, a disguise kit, a glassblower's tools, a jeweler's tools, a leatherworker's tools, a mason's tools, a painter's supplies, a poisoner's kit, a potter's tools, a tinker's tools, a weaver's tools, or a woodcarver's tools. The chosen tool is always considered to be present in this room. Additionally, if a character is proficient with this tool, it can double its proficiency bonus when making a check with it.

WORKPLACE, FANCY

This area resembles the basic workplace, but it has finer tools and equipment.

Size: 1 bs

Cost: 2,000 gp

Prerequisites: None

Benefit: This room have two of the following tools: a carpenter's tools, a cobbler's tools, a disguise kit, a glassblower's tools, a jeweler's tools, a leatherworker's tools, a mason's tools, a painter's supplies, a poisoner's kit, a potter's tools, a tinker's tools, a weaver's tools, or a woodcarver's tools. Both tools must be the same, and the chosen tools are always considered to be present in this room. Additionally, if a character is proficient with this tool, it can double its proficiency bonus when making a check with it.

A single character using this room and having its resources all to himself can roll with advantage when making a check using one of the artisan tools. Alternatively, up to two characters can share this space at the same time, and each one of them can double its proficiency bonus when making a check with each artisan tool.



HIRELINGS

Several components require one or more hirelings to maintain the room up and running, and each of these hirelings must be paid to retain their service.

Hireling Pay per Day Stats

Acolyte	2 gp	Acolyte (MM P.342)
Alchemist	2 gp	Alchemist (CaW P.86)
Apprentice	2 gp	Apprentice Wizard (VGtM P.209)
Bartender	2 gp	Commoner (MM P.345)
Cook	2 gp	Commoner (MM P.345)
Clerk	2 gp	Commoner (MM P.345)
Groom	2 sp	Commoner (MM P.345)
Guard	2 gp	Guard (MM P.347)
Laborer	2 sp	Commoner (MM P.345)
Librarian	2 gp	Commoner (MM P.345)
Servant	2 sp	Commoner (MM P.345)
Smith	2 gp	Commoner (MM P.345)
Torturer	2 sp	Guard (MM P.347)
Valet	2 sp	Commoner (MM P.345)

WALLS

Sometimes, builders construct walls after the structure is already in place, whether to guard against unwanted visitors or simply to add privacy. The wall sections are assumed to be 10 feet tall and 20 feet wide each. For towers, you can place a guard post above the walls and add a siege equipment, such as a ballista or a trebuchet.

The cost for walls will depend on the material you use, and each material have its own statistics regarding hit points, AC and damage threshold, as shown in the table below. When a wall section reaches 0 hit points, it is destroyed. You can read more about siege equipment, materials and damage threshold in the Chapter 8 of the *Dungeon Master's Guide*.

Material	AC	Hit Points	Damage Threshold	Cost per Section
Adamantine	23	50	20	10,000 gp
Iron	19	30	10	4,000 gp
Mithral	21	40	15	6,000 gp
Stone	17	20	8	2,500 gp
Wood, bone	15	15	5	1,000 gp

To calculate the amount of gold pieces it will cost to enclosure the whole structure, multiply the structure size in building spaces by the material cost per section, considering only the building spaces that are in the same level as the wall.

For example, a group wants to build a wall around their mansion. The structure have 8 building spaces in the first floor and 4 building spaces in the second floor. In this case, the characters decide to build a stone wall, so they need to spend a total of 20,000 gold pieces to enclosure the mansion ($8 \times 2,500 \text{ gp}$).

SIEGE EQUIPMENT COST

There is a list of siege weapons and its statistics in the page 255 of the *Dungeon Master's Guide*. Here are the estimated prices and building time for each siege weapon for building and adding them to the walls and towers of your structure.

Item	Cost	Building Time
Ballista	1,000 gp	2 workweeks
Ballista bolt	10 gp	1 day
Cannon	2,000 gp	3 workweeks
Cannon ball	20 gp	1 day
Cauldron, suspended	1,000 gp	2 workweeks
Cauldron oil	10 gp	1 day
Mangonel	1,500 gp	2 workweeks
Mangonel stone	15 gp	1 day
Ram	1,000 gp	2 workweeks
Siege Tower	3,000 gp	4 workweeks
Trebuchet	3,000 gp	4 workweeks
Trebuchet stone	30 gp	1 day



CHAPTER 6: GUILDS

ENTERING A GUILD

This system uses a reputation system which determines your rank on the guild. In most of the cases, the adventurers must gain a number of reputation points by completing contracts given by the guild to be considered as members of the guild.

When a character gets the amount of reputation points required for the first rank, they can decide to join the guild. Additionally, characters cannot gain more points than the required for the next level until they are promoted.

In the following table you can see a basic rank list and the reputation points a character needs to achieve each rank.

GUILD RANKS

Rank	Rank Level	Required Rep. Points
Grandmaster/Grandmistress	6	2,000
Master/Mistress	5	1,000
Expert	4	500
Adept	3	200
Journeyman	2	100
Apprentice	1	50

If needed, you can modify the rank names or the points required to achieve each rank (you can double the reputation points needed for each rank to create an elite guild).

OTHER REQUIREMENTS

Some guilds might have additional requisites to enter, such as being able to cast spells, paying an entry fee, or complete a special task to determine if you are able to enter the guild.

GUILD MEMBERSHIP

When you reach the first rank of the guild, you must pay dues of 5 gp per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces and maintain your rank benefits.

Characters with the guild artisan background are considered at least at the first rank of the guild. It's up to the DM to decide if those characters are at a higher rank.

REPUTATION POINTS

Every guild rank is determined by an amount of **reputation points**. These points are earned by finishing **contracts** and **bounties**. Gaining reputation allows you to increase your rank in the guild and get some rewards, which are described later on this guide.

CONTRACTS

Most of the guild works are contracts that involve some quests or missions, which includes a location, some basic information of the quest and obviously, a reward. The reputation points earned by finishing a contract are determined by the DM.

BOUNTIES

Bounties, also known as "hunt orders" are special guild missions that allow guild members to collect reputation points to gain ranks on the guild for killing certain creatures.

Bounties have 3 parts: the creature for the hunt, the number of days the bounty will be active and the reward: reputation points and coin. The number of reputation points depends on the challenge rating of the killed creature, as shown in the table below.

CR	Reputation Points	CR	Reputation Points
0 - 1/2	1	16	150
1	2	17	180
2	4	18	200
3	7	19	220
4	11	20	250
5	18	21	330
6	23	22	410
7	29	23	500
8	39	24	620
9	50	25	750
10	59	26	900
11	72	27	1,050
12	84	28	1,200
13	100	29	1,350
14	115	30	1,550
15	130		

It's up to the DM to determine if the players need to collect parts of the creatures to prove they killed the creatures. Another option is to make the bounty magical, so the guild knows exactly how many creatures they've killed.

EXAMPLE BOUNTY: ANKHEG BOUNTY

In the last days, the number of ankhegs wandering near the town has greatly increased, making the farms outside the town a dangerous place, and the local adventurers' guild created a hunt order to reduce the number of those creatures. The bounty will be active for only 3 days, and they must bring the ankheg mandibles to the guildhall to prove they killed them. For each ankheg mandible the adventurers bring, they will be rewarded with 4 reputation points and the guild will pay them 4 gold pieces and 5 silver pieces.



RANK BENEFITS

Gaining ranks on a guild gives the players a series of benefits, such as better paid and challenging contracts, information and equipment. In the table below you can find some examples of rank rewards.

Benefit	Rank Needed
Contracts, basic	Apprentice
Healing and care	Apprentice
Information, basic	Apprentice
Lodging and food (modest)	Apprentice
Messaging, basic	Apprentice
Training	Apprentice
Crafting Workshop	Journeyman
Equipment, basic	Journeyman
Contracts, advanced	Adept
Equipment, advanced	Adept
Information, advanced	Adept
Lodging and food (comfortable)	Adept
Equipment, magical	Expert
Information, exclusive	Expert
Local Guildhall	Master/Mistress
Lodging and food (wealthy)	Master/Mistress
Own the guild	Grandmaster/Grandmistress

Contracts, basic. These contracts includes simple tasks.

Contracts, advanced. This contracts can include more long-term and challenging quests. These contracts should have a better pay or give more reputation than basic contracts.

You can read more about the contract types and rewards later in this document.

Crafting Workshop. You are able to use the workshops in the guildhalls, where you can find one or more artisan's tools at your disposal for crafting. The number and type of artisan's tools are determined by the DM.

Equipment, basic. This includes simple weapons, light armors and basic equipment (like rations and torches). You can also ask for horses for temporary use.

Equipment, advanced. This includes martial weapons, medium and heavy armors, probably some artisan tools and specialized adventuring kits. This also includes other services, such using one of the guild coach cabs or a ship passage to a near city.

Equipment, magical. This includes some potions, a few spell scrolls, and a few magical items. It can include some spellcasting services. Since magical items and services are rarer, it's up to the DM to determine if the characters must pay for using the magical items or for each time they want to use some of the guild spellcasting services.

SPELLCASTING COSTS

If you decide the players must pay for the spellcasting services they can find on their guild, here's a formula to determine how much it will cost each spell.

Square of the spell level multiplied by 10 gp plus double of the consumed material cost plus 10% of nonconsumed material cost.

For example, after finishing a contract, the group of adventurers have found an unknown magical item, and since they don't have the spells to identify their properties, they decide to use their guild rank and ask to a guild wizard to cast the *Identify* spell on the object. Since it's a 1st level spell and it requires a pearl worth at least 100 gp, the total cost would be 20 gp (10 gp + 10 gp for the pearl).

Healing and care. You can be healed in the guildhalls owned by your guild. Once per day, you can roll a number of dices equal to your rank level to recover your health. The dice is determined by the character's class hit dice.

Information, basic. You get one piece of useful lore about the contract or bounty you're doing.

Information, advanced. You get two pieces of useful lore about the contract or quest you're doing.

Information, exclusive. You get three pieces of useful lore about anything you're looking for. The DM determines the type of information you get from the guild.

Pieces of Useful Lore

Each piece of useful lore is the equivalent of one true statement about a person, place, or thing. Examples include knowledge of a creature's resistances, the password needed to enter a sealed dungeon level, the spells commonly prepared by an order of wizards, and so on.

For a monster or an NPC, you can reveal elements of stats or personality. For a place, you can reveal secrets about it, such as a hidden entrance, the answer to a riddle, or the nature of a creature that guards the place.

Local guildhall. You are rewarded with owning and leading a local guildhall in a city or town.

Lodging and food. If you want, you can live in a local guildhall (your lifestyle expenses are covered by your membership).

Messaging. You can use some of the guild messengers to deliver cards and small objects to another city or town.

Training. You can learn a new language or training in a set of tools with a guild member. The prize or time is reduced by half (player's choice).

DM Note: Promoting Characters

It's up to the DM to determine if there are extra conditions to achieve each rank, such as a special quest or a minimum of finished advanced contracts to avoid farming reputation points (and eventually getting higher ranks doing low-level contracts).

Another way to avoid this is by creating only a few contracts and bounties (such as 1d4 contracts every 7 days).

Additionally, as a general rule, the Master/Mistress and Grandmaster/Grandmistress ranks are only obtainable under specific circumstances (such as when the guild gets a new guildhall and they need a new Master/Mistress to lead it or when the current Grandmaster dies).

CREATING A GUILD

When creating a guild, you must decide the type or business of the guild. You can choose one from the table below or roll it randomly. Additionally, if you're creating a bigger guild, you can choose or roll again to get more specializations. In general, a guild should have between 1 to 3 specializations.

d6 Guild Type

1	Adventurers
2	Arcane
3	Artisans
4	Criminal
5	Religious
6	Scholastic

EQUIPMENT AVAILABILITY

You can requisition items for temporary use when doing contracts and tasks for the guild. The amount of equipment you can borrow is determined by the total gp of the items and it depends on your guild rank, as shown in the table below.

Rank Max. Requisition GP

Grandmaster/Grandmistress	1,500 gp
Master/Mistress	1,000 gp
Expert	600 gp
Adept	450 gp
J journeyman	150 gp

It's up to the DM to determine how many and what type of equipment the guild have. For example, a rural guild might only have light armor, simple weapons and 1d4 potions available for requisitioning.

GUILD TYPES

In this section you can read more about the guild types, what they do and what they usually have.

ADVENTURERS GUILDS

These guilds are designed expressly for those who battle monsters, hunt treasure, and explore unknown lands.

ADVENTURERS GUILDS CONTRACTS

d10 Contract Type

1-3 Exploration

4-6 Hunt

7-9 Raid

10 Roll in the random contracts table

EQUIPMENT AND TOOLS

Equipment, Basic. Armor, weapons and adventuring gear that cost 10 gp or less. Additionally, you can requisition a riding horse and a riding saddle.

Equipment, Advanced. Armor, weapons, adventuring gear, mounts and drawn vehicles.

Equipment, Magical. Common magic items and uncommon armor and weapons.

Tools. You can use leatherworker's tools, smith's tools and woodcarver's tools available on the guild for creating and repairing armor and weapons.

TRAINING

You can train to gain proficiency with leatherworker's tools, smith's tools, or woodcarver's tools.

ARCANE GUILDS

These guilds consist primarily of arcane spellcasters, but occasionally boast noncasting members, such as experts who practice alchemy.

ARCANE GUILDS CONTRACTS

d10 Contract Type

1-3 Exploration

4-6 Find

7-9 Resource Gathering

10 Roll in the random contracts table

EQUIPMENT AND TOOLS

Equipment, Basic. Simple melee weapons, adventuring gear that cost 10 gp or less. Additionally, you can requisition a draft horse and a cart.

Equipment, Advanced. Simple weapons, adventuring gear, mounts and drawn vehicles.

Equipment, Magical. Common and uncommon magic items.

Tools. You can use alchemist's supplies and herbalism kit available on the guild for creating potions and other alchemical items.

TRAINING

You can train to gain proficiency with alchemist's supplies, herbalism kit, or in a standard language.

ARTISANS GUILDS

These guilds are the most common form of guild in most fantasy cities. Each is typically devoted to a single craft or profession, or at most a small group of closely related trades.

ARTISANS GUILDS CONTRACTS

d10 Contract Type

1-3 Exploration

4-6 Protection

7-9 Resource Gathering

10 Roll in the random contracts table

EQUIPMENT AND TOOLS

Equipment, Basic. Simple melee weapons, adventuring gear that cost 10 gp or less. Additionally, you can requisition a draft horse and a wagon.

Equipment, Advanced. Light armor, simple weapons, adventuring gear, mounts and drawn vehicles.

Equipment, Magical. Common magic items.

Tools. You can use the artisan tools available on the guild for crafting. You can determine the tools available from the following list or rolling randomly.

d20 Artisan Tools

1 Brewers

2 Calligraphers

3 Carpenters

4 Cartographers

5 Cobblers

6 Cooks

7 Glassblowers

8 Jewelers

9 Leatherworkers

10 Masons

d20 Artisan Tools

11 Painters

12 Potters

13 Smiths

14 Tinkers

15 Weavers

16 Woodcarvers

17 Roll twice

18 Roll twice

19 Roll three times

20 Roll four times

TRAINING

You can train to gain proficiency with the artisan tools the guild have.

CRIMINAL GUILDS

These guilds are (in general) considered illegal and highly secretive, except in particularly corrupt cities.

CRIMINAL GUILDS CONTRACTS

d10 Contract Type

1-3 Exploration

4-6 Find

7-9 Hunt

10 Roll in the random contracts table

EQUIPMENT AND TOOLS

Equipment, Basic. Light armor, simple weapons and adventuring gear that cost 10 gp or less. Additionally, you can requisition a vial of basic poison or thieves' tools.

Equipment, Advanced. Light and medium armor, weapons, adventuring gear, poisons, mounts and drawn vehicles.

Equipment, Magical. Common magic items and uncommon weapons.

Tools. You can use the forgery kit and poisoner's kit available on the guild.

TRAINING

You can train to gain proficiency with the forgery kit, or poisoner's kit.

RELIGIOUS GUILDS

These guilds are associations of followers of the same faith. A religious guild is not the same thing as a sect or cult.

RELIGIOUS GUILDS CONTRACTS

d10 Contract Type

- 1-3 Hunt
- 4-6 Find
- 7-9 Protection
- 10 Roll in the random contracts table

EQUIPMENT AND TOOLS

Equipment, Basic. Light armor, simple weapons and adventuring gear that cost 10 gp or less. Additionally, you can requisition a draft horse and a cart.

Equipment, Advanced. Light armor, weapons, adventuring gear, mounts and drawn vehicles.

Equipment, Magical. Common magic items and uncommon weapons.

Tools. You can use the jeweler's tools and smith's tools available on the guild.

TRAINING

You can train to gain proficiency with the jeweler's tools, or smith's tools.

SCHOLASTIC GUILDS

These guilds are dedicated to studying a particular topic to further the knowledge and education of its members.

SCHOLASTIC GUILDS CONTRACTS

d10 Contract Type

- 1-3 Exploration
- 4-6 Find
- 7-9 Resource Gathering
- 10 Roll in the random contracts table

EQUIPMENT AND TOOLS

Equipment, Basic. Simple melee weapons, adventuring gear that cost 10 gp or less. Additionally, you can requisition a draft horse and a wagon.

Equipment, Advanced. Simple melee weapons, adventuring gear, mounts and drawn vehicles.

Equipment, Magical. Common magic items and uncommon wondrous items.

Tools. You can use the calligrapher's tools and tinker's tools available on the guild.

TRAINING

You can train to gain proficiency with calligrapher's tools, tinker's tools, or in one language (standard or exotic).

VARIANT: EXPANDED TRAINING

If your DM allows it, a character can also train to gain proficiency with an armor type, a weapon, or a particular skill. This proficiencies depends on the guild.

Adventurers Guilds. You can also train to gain proficiency with an armor type, a weapon or one of the following skills: Athletics or Survival.

Arcane Guilds. You can also train to gain proficiency with a simple weapon or one of the following skills: Arcana or History.

Artisans Guilds. You can also train to gain proficiency in one of the following skills: Insight or Persuasion.

Criminal Guilds. You can also train to gain proficiency with an armor type, a weapon or one of the following skills: Deception or Stealth.

Religious Guilds. You can also train to gain proficiency with light armor, a simple weapon or one of the following skills: Insight or Religion.

Scholastic Guilds. You can also train to gain proficiency in one of the following skills: History, Investigation, or Nature.



CREATING CONTRACTS

If you want to create and random contracts for your guild, you can use the following guidelines and information. First, determine the contract type by choosing or rolling in the guild contracts table of the guild. Alternatively, you can roll a d6 and choose a random contract from the following table.

RANDOM CONTRACTS

d6 Contract Type

- | | |
|---|--------------------|
| 1 | Exploration |
| 2 | Find |
| 3 | Hunt |
| 4 | Protection |
| 5 | Raid |
| 6 | Resource Gathering |

If you want to create larger or difficult contracts, you can choose various contract types for one contract. For example, you can create a contract that requires to discover the entrance of an ancient temple (exploration) and then kill every undead inside (hunt).

CONTRACT DIFFICULTY

Contracts are divided in **basic contracts** and **advanced contracts**. A basic contract should only have easy and medium encounters, while advanced contracts should have hard and deadly encounters.

CONTRACT TYPE

EXPLORATION

These contracts are for exploring new lands, such as an island, caves, an old dungeon or a forgotten jungle. In general, the objective of this contract is to provide an accurate map, creating routes for traveling through the terrain or even building an outpost and defenses.

These contracts also involves surveillance or reconnaissance tasks for getting information about the area, the creatures in the area or searching for a hidden entrance to a dungeon.

d6 The Mission

- | | |
|---|---|
| 1 | Mapping the location |
| 2 | Search or create new routes to the location |
| 3 | Build an outpost and defenses |
| 4 | Land surveillance |
| 5 | Observe a creature |
| 6 | Find a hidden entrance |

FIND

These contracts are for finding someone or something, such as finding a missing explorers group, recovering a specific object found in a dungeon and searching (and bringing back to justice) a wanted criminal.

These contracts also involves stealing an object or valuable information, such as searching for letters related with a plan to kill the current guild leader (and uncover the conspiracy) or information and proof to solve a mystery.

d6 The Mission

- | | |
|---|---------------------------|
| 1 | Find someone |
| 2 | Find something |
| 3 | Steal something |
| 4 | Find valuable information |
| 5 | Retrieve an object |
| 6 | Rescue someone |

HUNT

These contracts are for killing or hunting down a creature, an individual or a particular group, such as killing an evil wizard, slaying a creature in the wild and assassinate the leader of another guild. These contracts also involve destroying a particular object.

d4 The Mission

- | | |
|---|--|
| 1 | Slay a specific monster |
| 2 | Assassinate an individual |
| 3 | Kill all members from a particular group |
| 4 | Destroy a particular object |

PROTECTION

These contracts involve escorting someone through a dangerous area and defending a location such as holding a fortified outpost until the reinforcements arrive. These contracts also involves protecting someone, such as being the bodyguards of a noble in a diplomatic mission, and guard an object, such as defending an ancient magical tome and preventing of being destroyed.

d4 The Mission

- | | |
|---|--|
| 1 | Escort someone from one point to another |
| 2 | Defend a place or location |
| 3 | Protect an individual |
| 4 | Guard an object |

RAID

These contracts involve breaking, entering and cleaning a place, such as entering into an ancient temple, disable all the traps and slaying all creatures (so the archeologists can enter without danger) or raiding a bandit camp, destroying or stealing all their supplies.

These contracts also involves disabling particular objects, such as destroying the siege weapons before they reach the city, assaulting a caravan, blocking trade routes and disabling routes to a location.

d6 The Mission

- 1 Attack a location
- 2 Destroy a nearby camp
- 3 Steal supplies
- 4 Disable potential dangers
- 5 Blocking trade routes
- 6 Disabling an entrance

RESOURCE GATHERING

These contracts involve collecting materials or any resource needed for further uses, such as collecting a particular herb for creating a medicine to heal someone, mine some materials for creating special weapons and equipment and even buying materials from a remote place and transport it to a specific location.

d4 The Mission

- 1 Gather herbs and plants
- 2 Collect a specific mineral
- 3 Harvest a creature part
- 4 Buy or trade a resource

COLLECTING MATERIALS RULES

In the part 4 of this supplement you can find simple rules for harvesting parts from creatures, gathering plants and collecting other materials.

ADDITIONAL CONDITIONS

If you want to give a twist to the contracts, you can add one or more of the following conditions:

Stealthily. You cannot be detected or raise the alarm while you are doing the contract.

No Kills. You cannot kill while doing the contract.

Specific Time and Place. You need to complete the task contract in a specific day or moment. For example, you must assassinate an individual when it's talking in front of a crowd of people in the town square.

Against Time. You have a limited time to do the contract. For example, another group is going to do the same contract at the same time, and the first group that finishes the contract gets the reward.

Local Resources. You can only use resources you can find in the location of your contract.

Limited Resources. You can only use some of your equipment. For example, you need to enter a party for gathering information, but you cannot enter with armor or weapons (but perhaps you can hide a dagger in your clothes).

LOCATION

After you have determined the contract type, you need to determine the location where the characters must go to complete the contract. Here you can find a table for general locations and a table for a specific location. You can use one or both tables to determine the location when needed.

d12 General Location

- 1 Arctic
- 2 Caves
- 3 Desert
- 4 Forest or jungle
- 5 Lake or river
- 6 Mountain

d12 General Location

- 7 Ocean
- 8 Plains
- 9 Swamp
- 10 Urban
- 11 Distant land
- 12 Another plane

If you use the distant land or another plane, roll again to determine the setting of the location (for example, you can make the contract to be in another continent or in the elemental plane of earth)

d20 Specific Location

- 1 Ancient ruins
- 2 Battlefield
- 3 Catacombs
- 4 Cliffs
- 5 Dungeon
- 6 Encampment
- 7 Fortress or castle
- 8 Mansion
- 9 Market
- 10 Oasis

d20 Specific Location

- 11 Palace
- 12 Prison
- 13 Sanctuary or Shrine
- 14 Sewers
- 15 Storehouse
- 16 Tavern
- 17 Temple
- 18 Tomb
- 19 Tower
- 20 Undercity



CONTRACT REWARDS

Finally, you need to determine what kind of rewards the characters will get after successfully finishing the contract. In general, the contract will reward with gold and reputation points for the guild.

GOLD

Almost every contract has a gold reward. A simple way to determine the amount of gold the contract gives is by using the following tables. You can modify these values as much as you need.

BASIC CONTRACTS

Party Level	Gold per Character	Party Level	Gold per Character
1st	10 gp	11th	320 gp
2nd	20 gp	12th	400 gp
3rd	30 gp	13th	440 gp
4th	50 gp	14th	500 gp
5th	100 gp	15th	560 gp
6th	120 gp	16th	640 gp
7th	150 gp	17th	780 gp
8th	180 gp	18th	840 gp
9th	220 gp	19th	980 gp
10th	240 gp	20th	1,140 gp

ADVANCED CONTRACTS

Party Level	Gold per Character	Party Level	Gold per Character
1st	20 gp	11th	720 gp
2nd	40 gp	12th	900 gp
3rd	80 gp	13th	1,020 gp
4th	100 gp	14th	1,140 gp
5th	220 gp	15th	1,280 gp
6th	280 gp	16th	1,440 gp
7th	340 gp	17th	1,760 gp
8th	420 gp	18th	1,900 gp
9th	480 gp	19th	2,180 gp
10th	560 gp	20th	2,540 gp

PAYING FOR CREATURE'S PARTS

If a contract or bounty also pays for creature's parts, you can determine the prize following the rules found in the Collecting Materials section later in this supplement.

REPUTATION POINTS

Another way to reward the characters is by giving reputation points for doing the contract, allowing them to gain ranks in the guild and unlock more benefits. You can determine the amount of reward points per character using the following tables.

BASIC CONTRACTS

Party Level	Reputation points per Character	Party Level	Reputation points per Character
1st	3	11th	80
2nd	5	12th	100
3rd	8	13th	110
4th	13	14th	125
5th	25	15th	140
6th	30	16th	160
7th	38	17th	195
8th	45	18th	210
9th	55	19th	245
10th	60	20th	285

ADVANCED CONTRACTS

Party Level	Reputation points per Character	Party Level	Reputation points per Character
1st	5	11th	180
2nd	10	12th	225
3rd	20	13th	255
4th	25	14th	285
5th	55	15th	320
6th	70	16th	360
7th	85	17th	440
8th	105	18th	475
9th	120	19th	545
10th	140	20th	635

OTHER REWARDS

A guild can give additional rewards to characters for finishing contracts, such as free training in one particular tool, information about something in particular, objects and magic items.

PART 3

The Wild



CHAPTER 7: SURVIVING IN THE WILD

In the wild, it's obvious that manmade structures do not appear whenever characters are in need of shelter and warmth. While adventurers can plan a route through the wild to arrive places for rest and avoid having to camp in the wild, this only happens a few times, and characters can only have a shelter if they are able to fashion some kind of structure from the available natural materials or if they take the necessary gear along with them.

BASIC NEEDS

While traveling through the wild, creatures and characters must have enough amounts of food and water to survive and protection against precipitation, wind, cold and heat.

FOOD AND WATER

Creatures that don't eat or drink suffers the effects of exhaustion. Exhaustion caused by lack of food or water can't be removed until the creature eats and drinks the full required amount. Water needs are doubled if the weather is hot.

FOOD AND WATER NEEDS

Creature Size	Food per Day	Water per Day
Tiny	1/4 pound	1/4 gallon
Small	1 pound	1 gallon
Medium	1 pound	1 gallon
Large	4 pounds	4 gallons
Huge	16 pounds	16 gallons
Gargantuan	64 pounds	64 gallons

- A creature can make food last longer by subsisting on half rations. Eating half a pound of food in a day counts as half a day without food.
- A creature can go without food for a number of days equal to $3 + \text{his or her Constitution modifier}$ (minimum 1). At the end of each day beyond that limit, a creature automatically suffers one level of exhaustion. A normal day of eating resets the count of days without food to zero.
- A creature that 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 creature with access to even less water automatically suffers one level of exhaustion at the end of the day. If the creature already has one or more levels of exhaustion, the creature takes two levels in either case.

FORAGING (DMG, P.111)

Characters can gather food and water as the party travels at a normal or slow pace. A foraging character makes a Wisdom (Survival) check, with the DC determined by the abundance of food and water in the region.

FORAGING

Food and Water Availability	DC
Abundant food and water sources	10
Limited food and water sources	15
Very little, if any, food and water sources	20

If multiple characters forage, each character makes a separate check. On a Successful check, roll $1d6 + \text{the character's Wisdom modifier}$ to determine how much food (in pounds) the character finds, then repeat the roll for water (in gallons).

GETTING MEAT (FORAGING VARIANT)

While the characters can forage to survive on the wilderness, they also can hunt down and kill a creature to harvest the meat and use it as food. The meat they yield spoils after a single day if uneaten. Eating spoiled meat might require a Constitution saving throw to avoid throwing up the food or getting diseased.

A character can make a Wisdom (Survival) check to try to collect meat as food. The DC for the check is typically 15, but it's up to the DM to modify the DC. The amount of meat harvested is determined by the creature size, as shown in the creature food yield table below.

Getting meat does not count on the maximum harvest checks you can make to harvest a creature.

CREATURE FOOD YIELD

Creature Size	Food Gained
Tiny	1 lb.
Small	4 lb.
Medium	16 lb.
Large	32 lb.
Huge	64 lb.
Gargantuan	128 lb.

DRINKING BLOOD

In some cases, the extreme need of water can drive someone to harvest a creature's blood and drink it to stay alive. When a character makes a Wisdom (Survival) check to collect meat as food, it can also collect a number of gallons of blood equal to half the amount of meat. A character drinking blood must make a Constitution saving throw (DC 15) to avoid vomiting.

WARMTH

Some terrains require special gear or shelter that helps characters to maintain its personal temperature. Walking in the arctic, through a desert or even during heavy rain may force creature to find shelter or suffer the consequences. Up to the DM, if creatures are not properly protected, they must make a saving throw against extreme cold or extreme heat at the end of the day, which are described in the chapter 5 of the *Dungeon Master's Guide*.

CAMPING

Characters can carry a tent to protect themselves against wind and rain, but sometimes they don't have access to that kind of gear, and in those situations they can try to find a natural shelter or build one using materials they can gather. Natural shelters are divided in two types: basic and advanced.

Basic Shelter. Almost every natural shelter found in the wild is considered as a basic shelter. This shelter has enough space for 4 medium-sized creatures, and in general they're constructed from many small pieces of vegetation. Due to its simple design, a basic shelter protects against wind or precipitation (determined by the DM).

Advanced Shelter. An advanced shelter have space for 6 medium-sized creatures or more and protects everyone inside against the wind, rain, snow and other environmental features. Additionally, an advanced shelter helps to maintain the personal temperature and in some cases it also provides some defenses against wild creatures.

NATURAL SHELTERS

Terrain and time are the mayor factors that determines the chance for adventurers to be able to locate a natural shelter or construct something out of materials they find the zone.

Arctic zones has no useful vegetation that adventurers can use for shelter, but they can find crevasses and make improvised snow walls that can provide some protection.

Desert zones has no vegetation that adventurers can use, but they can run across irregularities in the surface, such as large rocks and some dunes that can provide shelter on at least one side.

Forest zones are one of the easiest terrains to find natural shelter. Trees and large plants can give adventurers some protection from wind and rain. In a forest, boughs or branches can be cut from trees and laid across a grid of poles to give characters a roof over their heads and protection from wind.

Hills are full of irregular terrain that can serve as a simple windbreak. Additionally, thick vegetation is fairly abundant during most of the year, allowing adventurers to fashion a windbreak out of it.

Mountains, for this purpose, are considered to be rough, rocky areas with little or no vegetation. However, adventurers can come across some natural features, such as caves and alcoves that are large enough for the group.

Plains are generally flat, but not necessarily featureless. A small gully might help adventurers to get out of the wind. Additionally, if a plain has some vegetation, characters may be able to gather enough branches and greenery for a windbreak.

Swamps commonly have vegetation that can be scavenged and used as shelter, and characters can come across a fallen tree or similar feature that can help as a shelter.

FINDING NATURAL SHELTER

Characters can make a Wisdom (Survival) check to try to find a natural shelter in the area. Depending on the terrain, the difficulty and time to find an appropriate shelter varies, as shown in the following table.

Terrain	DC	Time Needed
Arctic	25	30 minutes
Desert	25	30 minutes
Forest	10	10 minutes
Hills	10	10 minutes
Mountains	20	20 minutes
Plains	20	20 minutes
Swamps	15	15 minutes

In general, this check should be made whenever characters are looking for shelter. On a successful check, they find a basic shelter, or an advanced shelter if the check succeeds by 5 or more. On a failure, they can make a new check after 10 minutes if they keep moving.

ADDITIONAL CONDITIONS

You can increase the DC and time depending on some special conditions, such as looking for a shelter in the night or while it's raining.

- Rain, fog and low visibility areas.** Increase the DC by 3 and add half the base time.
- Storm, snowfall and no visibility areas.** Increase the DC by 5 and it takes twice the base time.

It's up to the DM to determine the properties of the shelter they find. For example, A large rock can be used as a basic shelter because it protects against the wind, but it doesn't protect against rain or snow, while a cave in the face of a mountain can be considered an advanced shelter, because it protects against wind, rain and snow.

UPGRADING A SHELTER

While characters can look for natural shelter, they can also gather materials and upgrade a basic shelter into an advanced shelter or add extra features, such as a palisade wall or other defensive measures.

COLLECTING MATERIALS

A character can gather materials by making an Wisdom (Survival) check or a Strength (Athletics) check. Use the table under the Finding Natural Shelter part to determine the DC and time used for collecting materials. During this activity, the character gather branches and vegetation that is lying in the area, cut down a tree to collect wood or mine a big rock to collect stones.

On a success, it collects a number of units equal to $2d6 + \text{its Constitution modifier}$. A character can make a number of checks per day equal to twice its Constitution modifier (minimum 1).

UPGRADING

For upgrading a shelter, the character must use a number of units of materials depending on which feature they want, as shown in the table below. Multiple characters can combine their efforts toward the upgrading of the shelter, reducing the time by ten times its Constitution modifier for each character working on the upgrade to a minimum of 10 minutes. For example, a character with a Constitution modifier of +2 will reduce the time it takes to finish a shelter feature by 20 minutes.

UPGRADING A SHELTER

Feature	Units Required	Time
Advanced shelter upgrade	15	4 hours
Basic wall	6	1 hour
Platform	10	2 hours
Spike barrier	5	30 minutes
Stone wall	10	4 hours

Advanced Shelter Upgrade. Upgrading a basic shelter into an advanced shelter includes a door, simple roofing and walls made from various pieces of thatch, wood, stone or similar. Upgrading a shelter allows up to 6 medium-sized creatures to enter and protect themselves.

Basic Wall. This 15-feet long, 6 feet tall fence or wall is made from wooden stakes, tree trunks, adobe or even bones, and it's used as a defensive structure or enclosure. Each 5 feet of wall has an AC 15, 15 hit points and a damage threshold of 5.

Platform. This 10-foot square wooden platform is attached on a large tree, or raised on piles over the soil, enabling to build on it. The platform can be built up to 10 feet high and includes a simple wooden staircase to access the platform.

Spike barrier. A 10-feet long barrier with many wooden or bone spikes. The area covered by the barrier is considered difficult terrain. Any creature that moves through the spike wall must make a Dexterity saving throw (DC 10) or take $1d4$ piercing damage. The barrier has an AC 15, 15 hit points and a damage threshold of 5.

Stone Wall. A stone wall is a 15-feet long, 6 feet tall wall made from brick-and-mortar, used as a defensive structure or enclosure. Each 5 feet of wall has an AC 17, 30 hit points and a damage threshold of 10.

Some of this upgrades might not available to build in certain terrains due the type of materials needed. For example, a spike barrier might be hard to craft in a desert since it requires wood or large bones.

ADDITIONAL FEATURES

While the upgrading features covers the most basic and generic ones, you can also create new ones, such as a clay oven, wooden furniture and such for creating a survival-themed campaign.



CHAPTER 8: DANGERS OF THE WILD

ENVIRONMENTAL HAZARDS

In this section you can find new environmental hazards, which follows similar rules as traps or lair actions. To determine the DC and damage, use the following tables.

HAZARDS SAVE DCs AND ATTACK BONUSES

Hazard Danger Level	Save DC
Setback	10-11
Dangerous	12-15
Deadly	16-20

DAMAGE SEVERITY BY LEVEL

Character Level	Setback	Dangerous	Deadly
1st-4th	1d10	2d10	4d10
5th-10th	2d10	4d10	10d10
11th-16th	4d10	10d10	18d10
17th-20th	10d10	18d10	24d10

HAZARD EXAMPLES

Here is a list of new hazards ready to use in your campaigns. Each hazard has one or more hazard danger levels which determine the DC for the checks and the damage they deal.

AVALANCHES, ROCKFALLS AND MUDSLIDES

Any Level of Hazard

Any character in the area where the hazard occurs must make a Dexterity saving throw. On a failed save, a creature takes bludgeoning damage and is buried by the hazard, or half as much damage on a successful one. The area is filled with snow, rubble or mud and becomes difficult terrain.

Any buried creature is considered suffocated, and it can dig through to free itself. To do so, the creature must succeed a number of Strength (Athletics) checks, as shown in the following table.

Hazard Level	Number of Checks
Setback	2
Dangerous	3
Deadly	4

You can read more about suffocating rules in the chapter 8 of the *Player's Handbook*.

BLIZZARD

Setback Hazard

The area affected by a blizzard is considered difficult terrain. When a creature without proper shelter is in the area affected by the blizzard for one hour, it must make a Constitution saving throw, taking cold damage on a failed save or half as much damage on a successful one. If a creature is wearing warm clothing, it has advantage on the saving throw.

EARTHQUAKES

Any Level of Hazard

A tremor shakes the area; each creature on the ground in that area must make a Dexterity saving throw or be knocked prone.

The hazard level is determined by the proximity to the epicenter or the intensity of the earth tremor:

- **Setback.** Far from the epicenter or light earthquake.
- **Dangerous.** Near the epicenter or moderate earthquake.
- **Deadly.** Very close to the epicenter or severe earthquake.

ELEMENTAL CLOUD

Any Level of Hazard

This cloud is made with elemental essence. When a creature enters the cloud, it must make an appropriate saving throw, taking damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud must roll another saving throw.

Cloud Color	Damage Type	Saving Throw
Black	Necrotic	Constitution
Cyan	Cold	Constitution
Gray and Yellow	Lightning	Dexterity
Light Green	Acid	Constitution
Purple	Psychic	Wisdom
Red	Fire	Constitution
White	Force	Intelligence

HAILSTORM

Dangerous Hazard

Similar to a blizzard, the terrain affected by the hailstorm is considered difficult terrain. When a creature without proper shelter is in the area affected by the hailstorm for one hour, it must make a Constitution saving throw, taking cold damage on a failed save or half as much damage on a successful one.

INSECT SWARM

Setback Hazard

A cloud of swarming insects fills a 20-foot-radius sphere. The swarm moves at 20 feet on each round. When a creature enters the cloud, it must make a Constitution saving throw. On a failed save, it takes piercing damage, or half as much damage on a successful one. A creature that ends its turn in the cloud must roll another saving throw. A creature cannot be damaged by the insect swarm if it's wielding a torch or if it is at least 5 feet from a fire.

LAVA

Deadly Hazard

The lava is considered difficult terrain. Any creature that enters the lava takes fire damage. A creature that ends its turn in the lava takes fire damage.

LIGHTNING STORMS

Dangerous or Deadly Hazard

The DM rolls a d100 to determine if any creature is hit by a lightning.

This check can be made at the beginning of each turn during a combat or in any time while the party is not in combat.

d100 Number of Creatures

1-50	0
51-70	1d4
71-80	1d6
81-90	1d8
91-100	1d10

The creatures hit by a lightning are determined by the DM, and any creature in the area under total cover from above cannot take damage.

MAGMA ERUPTIONS

Dangerous Hazard

Magma erupts from a point on the ground, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a Dexterity saving throw, taking fire damage on a failed save, or half as much on a successful one.

POISON CLOUDS AND SPORES

Setback Hazard

When a creature enters the cloud, it must make a Constitution saving throw, taking poison damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud must make another saving throw.

RAPIDS

Setback Hazard

When a creature enters the rapids, it must succeed on a Strength saving throw or take bludgeoning damage, or half as much damage on a successful one. The creatures in the rapids are pushed 30 feet in the direction of the water flow, and any Large or smaller creature inside the rapids must succeed on a Strength saving throw or take damage.

Any creature caught by the rapids can move by swimming and it can make a Strength (Athletics) check to swim out of the rapids.

ROGUE WAVE

Dangerous Hazard

A large and unexpected wave that can be extremely dangerous. When a creature is hit by the rogue wave, it must succeed on a Strength saving throw or take bludgeoning damage, or half as much damage on a successful save. The rogue wave, along with any creatures in it, moves in a straight line at a speed of 50 feet per turn, and any Huge or smaller creature inside the wall must succeed on a Strength saving throw or take damage. The wave damage is reduced by 1d10 on each subsequent round. When the damage is reduced to 0, the wave ends.

A creature caught by the wave can move by swimming and it can make a Strength (Athletics) check to swim out of the wave.

SANDSTORMS

Dangerous Hazard

Any creature in the sandstorm must make a Constitution saving throw or be blinded until the sandstorm ends. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature cannot be blinded by the sandstorm if it's wearing goggles or something that protects its eyes.

Any check that relies on sight is made with disadvantage for the duration of the sandstorm.

UNSTEADY GROUND

Setback Hazard

The floor in the area is considered difficult terrain. Any creature on the ground that starts moving on its turn while in the area must succeed on a Dexterity (Acrobatics) check or fall prone. If a creature uses a Dash action, it must make another check.



DANGEROUS TERRAINS

In the following section you can find survival considerations and hazards for various terrains. You can combine different terrains to create a more dynamic (and probably more deadly) environment.

ARCTIC

Cold and Extreme Cold. The temperatures in this environment are lower than other places, and you need proper gear for resisting this temperatures. Whenever the temperature is at or below 0 degrees Fahrenheit, you must follow the rules of extreme cold.

EXTREME COLD (DMG, P.110)

Whenever the temperature is at or below 0 degrees Fahrenheit, a creature exposed to the cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates.

Food Scarcity. It's hard to find food like plants and creatures due the low temperatures. All the checks for foraging and hunting have a DC equal to 20.

Shelter. In general, the arctic areas are vast frozen plains with big glaciers and rocks, making it difficult to find a natural shelter.

ENVIRONMENTAL HAZARDS

Hazard	Source	Notes
Avalanches	CaW, P.45	Only near mountains
Blizzard	CaW, P.20	
Elemental Cloud	CaW, P.45	Cyan clouds only
Frigid Water	DMG, P.110	
Hailstorm	CaW, P.45	
Chasms and Ice Cracks	DMG, P.122	Use the pits trap
Slippery Ice	DMG, P.110	
Thin Ice	DMG, P.111	

CAVES

Darkness and Light. Most of the natural caves don't have light sources, so anyone who enters must bring their sources of light and fire for warmth, cooking and in some cases, defense. A caves might have some light sources, such as groups of fluorescent fungus or other dangerous light sources, like lava.

Orientation and tracking. Inside a cave it's almost impossible to determine where's North: lots of caves are just tunnels connected, making it more difficult to create an accurate map of it.

Flooding. Some parts of the caves might be close to a water source or any other liquid that can quickly fill a room.

ENVIRONMENTAL HAZARDS

Hazard	Source	Notes
Earthquakes	CaW, P.45	Might cause rockfalls
Elemental Cloud	WSG, P.20	
Lava	CaW, P.45	
Pits	DMG, P.122	
Rockfalls	CaW, P.45	
Unsteady Ground	CaW, P.42	

DESERT

Heat and Extreme Heat. The opposite of the arctic terrain, temperatures in this environment are higher than other places, and you need enough water supplies for resisting the heat. Whenever the temperature is at or above 100 degrees Fahrenheit, you must follow the rules of extreme heat.

EXTREME HEAT (DMG, P.110)

When the temperature is at or above 100 degrees Fahrenheit, a creature exposed to the heat and without access to drinkable water must succeed on a Constitution saving throw at the end of each hour or gain one level of exhaustion. The DC is 5 for the first hour and increases by 1 for each additional hour. Creatures wearing medium or heavy armor, or who are clad in heavy clothing, have disadvantage on the saving throw. Creatures with resistance or immunity to fire damage automatically succeed on the saving throw, as do creatures naturally adapted to hot climates.

Shelter. In general, the desert areas are just sand and rocks (in some areas they might be some scattered shrubs), making it difficult to find a safe campsite.

Strong Wind. A strong wind imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames, disperses fog, and makes flying by nonmagical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall.

A strong wind in a desert can create a sandstorm that imposes disadvantage on Wisdom (Perception) checks that rely on sight.

Water Scarcity. Finding water in a desert is extremely difficult, unless you're near an Oasis. All checks made for getting water have a DC equal to 20.

ENVIRONMENTAL HAZARDS

Hazard	Source	Notes
Earthquakes	CaW, P.45	
Elemental Cloud	WSG, P.20	Mostly red clouds
Lightning Storms	CaW, P.46	
Sandstorms	CaW, P.46	

FORESTS AND JUNGLES

Density. Sometimes is hard to walk through a forest due the great number of plants, trees and vegetation. In most of the cases, you can't walk in a straight line through the forest.

Orientation and tracking. Inside a forest, the trees covers the sky, making it hard to determine where's North, and depending the density of the forest it might be harder to keep a track.

Sight and hearing. It might be more difficult to see or hear your surroundings because the density of the forest, the tree shadows, obstacles (such a fallen tree) and the sound of the trees and vegetation moving with the wind.

ENVIRONMENTAL HAZARDS

Hazard	Source	Notes
Earthquakes	CaW, P.45	Might cause trees to fall
Elemental Cloud	CaW, P.45	
Insect Swarms	CaW, P.45	
Lightning Storms	CaW, P.46	Might cause a forest fire
Poison Clouds and Spores	CaW, P.46	
Razorvine	DMG, P.110	

LAKES, RIVERS AND OCEAN

Orientation and tracking. In the middle of the ocean or under a storm, it's difficult to determine the cardinal points without the proper tools.

Shipwrecks. In the ocean, lakes and even in rivers there're rocks, icebergs, and more that can damage or destroy a ship or boat.

Water streams. The river streams can change drastically depending on the terrain around the rivers, like the terrain elevation, inclination and waterfalls.

ENVIRONMENTAL HAZARDS

Hazard	Source	Notes
Elemental Cloud	CaW, P.45	
Hailstorm	CaW, P.45	Only near arctic zones
Frigid Water	DMG, P.110	Ocean only
Lightning Storms	CaW, P.46	
Rapids	CaW, P.46	Rivers only
Rogue Wave	CaW, P.46	Ocean only

MOUNTAINS

Altitude. When you're traveling at altitudes of 10,000 feet or higher above sea level, you must follow the high altitude rules.

Strong wind. A strong wind imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames, disperses fog, and makes flying by nonmagical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall.

A strong wind in a desert can create a sandstorm that imposes disadvantage on Wisdom (Perception) checks that rely on sight.

HIGH ALTITUDE (DMG, P.110)

Traveling at altitudes of 10,000 feet or higher above sea level is taxing for a creature that needs to breathe, because of the reduced amount of oxygen in the air. Each hour such a creature spends traveling at high altitude counts as 2 hours for the purpose of determining how long that creature can travel.

Breathing creatures can become acclimated to a high altitude by spending 30 days or more at this elevation. Breathing creatures can't become acclimated to elevations above 20,000 feet unless they are native to such environments.

ENVIRONMENTAL HAZARDS

Hazard	Source	Notes
Avalanches, rockfalls and mudslides	CaW, P.45	
Blizzard	CaW, P.45	
Hailstorm	CaW, P.45	
Lava	WSG, P.18	Near volcanoes
Lightning Storms	CaW, P.46	
Magma Eruptions	CaW, P.46	Near Volcanoes
Unsteady Ground	CaW, P.46	

SWAMPS

Clean water. Swamps are characterized by having slow-moving and stagnant waters, being harder to find drinkable water. Drinking stagnant water might cause diseases.

Warmth. The swamps are wet and soggy, so finding dry resources for making a fire it's almost impossible.

Low visibility. Mist, fog and lowlands are common in this terrain, and they reduces the visibility of any creature.

ENVIRONMENTAL HAZARDS

Hazard	Source	Notes
Elemental Cloud	CaW, P.45	
Insect Swarms	CaW, P.45	
Mudslides	CaW, P.45	
Poison Clouds and Spores	CaW, P.45	
Quicksand	DMG, P.110	
Razorvine	DMG, P.110	
Unsteady Ground	CaW, P.46	

SPECIAL TERRAINS

In the wilderness, there're places that have been touched by ancient magic or energies for centuries, creating a persistent effect on those lands. Here're some ideas for creating special terrains you can add to flesh a particular zone in the wild.

BLOOD ROCK

This area was part of old and forgotten ceremonial sacrifices, a massive battle between armies that fought for centuries or the place where a powerful otherwordly creature was slain. The area is covered by stones with a red tone, bones covered by dirt and mud and dry blood. Any creature standing in this area can score a critical hit on a 19 or 20.

Long-Term Effect: A creature must succeed on a DC 10 Wisdom saving throw at the end of each hour. On a failed save, the creature must use its action each round to attack the nearest creature it sees. At the end of each of its turns, the creature can make a new Wisdom saving throw. On a success, the effect ends until another hour passes.

DEATH CIRCLE RUINS

This area surrounded by dark stone pillars is infused with necrotic energy. Any healing effect, such as a *cure wounds* spell only heals half the total amount in this area.

Long-Term Effect: A living creature must succeed on a DC 10 Constitution saving throw at the end of each hour. On a failed save, its hit point maximum is reduced by 1d6. To recover the reduced hit points, the creature must spend 1 hour outside the area covered by the death circle ruins.

DEFILED GROUND

The dark energy fills this area, attracting undead creatures to this area. Any undead creature gains a +1 bonus on attack rolls while standing in the defiled ground. Additionally, when an undead is reduced to 0 hit points, roll a d20. On a 10 or higher, the undead creature rises with 1 hit point on its next turn. If an undead is reduced to 0 hit points by radiant damage, it cannot roll for rising again.

Long-Term Effect: A creature must succeed on a DC 10 Constitution saving throw at the end of each hour. On a failed save, it takes 5 necrotic damage.

GRAB GRASS

This thick, tough grass grows in areas constantly touched by Feywild magic that clings to characters and creatures that falls prone. An area covered by grab grass is considered difficult terrain, and any creature that falls prone in this area must make a Strength (Athletics) check to stand up (DC 10).

LIFE CIRCLE RUINS

This area surrounded by white stone pillars is infused with pure life energy. Every 1 minute, any living creature that begins its turn in the area regains 2 hit points.

Long-Term Effect: Any living creature that stays in this area for 1 hour can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed or poisoned.

PLANETOUCHE

Due to planar energy, a powerful artifact or some other factor, this terrain boosts certain types of energy related to one plane. Pick one damage type from the following list: Acid, Cold, Fire, Force, Lightning, Necrotic, Psychic or Radiant. Any attack that deals the chosen damage type deals an extra 1d6 damage of that type.

SACRED SHRINE

A sacred shrine is dedicated to a particular deity, infusing with divine energy the area nearby. A creature that shares the deity's alignment gains a +1 bonus on attack rolls while standing in the area covered by the shrine.

Long-Term Effect: A creature that has a different alignment to the deity's alignment must succeed on a DC 10 Wisdom saving throw at the end of each hour. On a failed save, it has disadvantage on attack rolls against creatures that shares the deity's alignment. At the end of each of its turns, the creature can make a new Wisdom saving throw. On a success, the effect ends until another hour passes.



PART 4

Complete Crafting



CHAPTER 9: CRAFTING RULES (XGTE)



URING ADVENTURES AND TRAVELS, A character can collect and harvest a series of materials and objects to craft common and special equipment. This supplement expands the following crafting rules, which can also be found in the *Xanatar's Guide to Everything*.

CRAFTING AN ITEM

A character who has the time, the money, and the needed tools can use downtime to craft armor, weapons, clothing, or other kinds of nonmagical gear.

Resources and Resolution. In addition to the appropriate tools for the item to be crafted, a character needs raw materials worth half of the item's selling cost. To determine how many workweeks it takes to create an item, divide its gold piece cost by 50. A character can complete multiple items in a workweek if the item's combined cost is 50 gp or lower. Items that cost more than 50 gp can be completed over longer periods of time, as long as the work in progress is stored in a safe location.

Multiple characters can combine their efforts. Divide the time needed to create an item by the number of characters working on it. Use your judgment when determining how many characters can collaborate on an item. A particularly tiny item, like a ring, might allow only one or two workers, whereas a large, complex item might allow four or more workers.

A character needs to be proficient with the tools needed to craft an item and have access to the appropriate equipment. Everyone who collaborates needs to have the appropriate tool proficiency. You need to make any judgment calls regarding whether a character has the correct equipment. The following table provides some examples.

Proficiency	Items
Herbalism kit	Antitoxin, <i>potion of healing</i>
Leatherworker's tools	Leather armor, boots
Smith's tools	Armor, weapons
Weaver's tools	Cloaks, robes

If all the above requirements are met, the result of the process is an item of the desired sort. A character can sell an item crafted in this way at its listed price.

Crafting Magic Items. Creating a magic item requires more than just time, effort, and materials. It is a long-term process that involves one or more adventures to track down rare materials and the lore needed to create the item.

Potions of healing and *spell scrolls* are exceptions to the following rules. For more information, see "Brewing Potions of Healing" later in this section and the "Scribing a Spell Scroll" section, below.

To start with, a character needs a formula for a magic item in order to create it. The formula is like a recipe. It lists the materials needed and steps required to make the item.

An item invariably requires an exotic material to complete it. This material can range from the skin of a yeti to a vial of water taken from a whirlpool on the Elemental Plane of Water. Finding that material should take as part of an adventure.

The Magic Item Ingredients table suggests the challenge rating of a creature that the characters need to face to acquire the materials for an item. Note that facing a creature does not necessarily mean that the characters must collect items from its corpse. Rather, the creature might guard a location or a resource that the characters need to access to.

MAGIC ITEM INGREDIENTS

Item Rarity	CR Range
Common	1-3
Uncommon	4-8
Rare	9-12
Very Rare	13-18
Legendary	19+

If appropriate, pick a monster or a location that is a thematic fit for the item to be crafted. For example, creating a *mariner's armor* might require the essence of a water weird. Crafting a *staff of charming* might require the cooperation of a specific arcanaloth, who will help only if the characters complete a task for it. Making a *staff of power* might hinge on acquiring a piece of an ancient stone that was once touched by the god of magic—a stone now guarded by a suspicious androsphinx.

In addition to facing a specific creature, creating an item comes with a gold piece cost covering other materials, tools, and so on, based on the item's rarity. Those values, as well as the time a character needs to work in order to complete the item, are shown on the Magic Item Crafting Time and Cost table. Halve the listed price and creation time for any consumable items.

MAGIC ITEM CRAFTING TIME AND COST

Item Rarity	Workweeks*	Cost*
Common	1	50 gp
Uncommon	2	200 gp
Rare	10	2,000 gp
Very Rare	25	20,000 gp
Legendary	50	100,000 gp

*Halved for a consumable item like a potion or scroll

To complete a magic item, a character also needs whatever tool proficiency is appropriate, as for crafting a nonmagical object, or proficiency in the Arcana skill.

If all the above requirements are met, the result of the process is a magic item of the desired sort.

Complications. Most of the complications involved in creating something, especially a magic item, are linked to the difficulty in finding rare ingredients or components needed to complete the work. The complications a character might face as byproducts of the creation process are most interesting when the characters are working on a magic item: there's a 10 percent chance for every five workweeks spent on crafting an item that a complication occurs. The Crafting Complications table provides examples of what might happen.

CRAFTING COMPLICATIONS

d6 Complication

- | | |
|---|--|
| 1 | Rumors swirl that what you're working on is unstable and a threat to the community.* |
| 2 | Your tools are stolen, forcing you to buy new ones.* |
| 3 | A local wizard shows keen interest in your work and insists on observing you. |
| 4 | A powerful noble offers a hefty price for your work and is not interesting in hearing a no for an answer.* |
| 5 | A dwarf clan accuses you of stealing its secret lore to fuel your work.* |
| 6 | A competitor spreads rumors that your work is shoddy and prone to failure.* |

*Might involve a rival

Brewing Potions of Healing. Potions of healing fall into a special category for item crafting, separate from other magic items. A character who has proficiency with the herbalism kit can create these potions. The times and costs for doing so are summarized on the Potion of Healing Creation table.

POTION OF HEALING CREATION

Type	Time	Cost
Healing	1 day	25 gp
Greater healing	1 workweek	100 gp
Superior healing	3 workweeks	1,000 gp
Supreme healing	4 workweeks	10,000 gp

VARIANT RULE: FAST CRAFTING

If you want players to craft items faster, you can reduce the time and cost of crafting any item to half (rounded up). For example, crafting a rare magic item will take 5 workweeks and 1,000 gp worth in raw materials.

SCRIBING A SPELL SCROLL

With time and patience, a spellcaster can transfer a spell to a scroll, creating a *spell scroll*.

Resources. Scribing a *spell scroll* takes an amount of time and money related to the level of the spell the character wants to scribe, as shown in the Spell Scroll Costs table. In addition, the character must have proficiency in the Arcana skill and must provide any material components required for the casting of the spell. Moreover, the character must have the spell prepared, or it must be among the character's known spells, in order to scribe a scroll of that spell.

If the scribed spell is a cantrip, the version of the scroll works as if the caster were 1st level.

SPELL SCROLL COSTS

Spell level	Time	Cost
Cantrip	1 day	15 gp
1st	1 day	25 gp
2nd	3 days	250 gp
3rd	1 workweek	500 gp
4th	2 workweeks	2,500 gp
5th	4 workweeks	5,000 gp
6th	8 workweeks	15,000 gp
7th	16 workweeks	25,000 gp
8th	32 workweeks	50,000 gp
9th	48 workweeks	250,000 gp

Complications. Crafting a *spell scroll* is a solitary task, unlikely to attract much attention. The complications that arise are more likely to involve the preparation needed for the activity. Every workweek spent scribing brings a 10 percent chance of a complication, examples of which are on the Scribe a Scroll Complications table.

SCRIBE A SCROLL COMPLICATIONS

d6 Complication

- | | |
|---|--|
| 1 | You bought up the last of the rare ink used to craft scrolls, angering a wizard in town. |
| 2 | The priest of a temple of good accuses you of trafficking in dark magic.* |
| 3 | A wizard eager to collect one of your spells in a book presses you to sell the scroll. |
| 4 | Due to a strange error in creating the scroll, it is instead a random spell of the same level. |
| 5 | The rare parchment you bought for your scrolls has a barely visible map on it. |
| 6 | A thief attempts to break into your workroom.* |

*Might involve a rival



CHAPTER 10: COLLECTING MATERIALS

HEN ADVENTURING, IT'S POSSIBLE TO find common and exotic materials which are used to craft new objects and gear. In this section you will find new rules for collecting materials, which can be used for crafting new weapons, armor, clothing, and other kind of gear. This document expands the crafting rules found in the downtime revisited section of the *Xanatar's Guide to Everything* to focus on the process of collecting new materials for crafting magic items.

MATERIAL SOURCES

When the characters are camping in a forest, exploring an abandoned mine, diving in the ocean, or surviving in a dungeon, they can also search and gather raw materials for crafting.

Every day, characters can collect materials while traveling through the wild or exploring a dungeon or a cave. These materials can be found by mining a mineral vein, gathering plants and herbs for potions and other concoctions, and harvesting or collecting creature parts for later use.

CREATURES

Creature parts are mostly used as alchemical materials and for creating armor and weapons. Others take some of the creature parts as trophies and decorations for their armor and houses.

When characters hunt down or finds a dead creature they can attempt to harvest some parts for crafting and surviving. Since creatures and monsters varies in type and rarity, the characters must make a specific ability check. The Extracting Creature Parts table shows which ability check a character must make to extract some parts from a creature. The DC for harvesting a part equals to 12 plus half the creature challenge rating (creatures with a challenge rating lower than 2 don't add it to the DC).

EXTRACTING CREATURE PARTS

Creature Type	Ability Check
Aberration, construct, dragon, elemental, ooze	Arcana
Beast, giant, humanoid, monstrosity, plant	Nature
Celestial, fey, fiend, undead	Religion

The number of checks a character can make depends of the size of the creature. Every harvest check takes 1 hour to complete, even if the character fails the roll. Each successful check gives the character a number of units which can be used for crafting new pieces of equipment, objects, and other kind of gear. On the other side, a failure destroys the part.

The DM determines the number of checks the party can make for each part they want to harvest.

The DM also decides the amount of units a character get, but the number of units cannot exceed the maximum shown in the table below.

Creature Size	Maximum Checks	Maximum Units per Check
Tiny	1	1/4 unit
Small	2	1/2 unit
Medium	2	1 unit
Large	3	2 units
Huge	4	3 units
Gargantuan	5	4 units

For example, characters can make multiple checks for harvesting various units of scales from a large red dragon, but they can make only one check for harvesting the heart (which gives only 1 unit instead of two).

CREATURE ESSENCE

All creatures are divided in various types, and characters can extract a unit of that essence using an *essence extraction device*. You can read more about that magic item in the New Magic Items section.

PARTS VALUES

The value of each harvested unit goes from 1% to 50% of the experience of the creature. The harvested parts of common creatures have a value of 1% of the creature's experience, while the rarer creature's parts value is close to 50% of the creature's experience. You can determine the values of each extracted part in the following table.

UNITS VALUE

CR	Creature rarity	Unit value
3 or less	Common	1% of the creature exp.
4-8	Uncommon	5% of the creature exp.
9-12	Rare	10% of the creature exp.
13-18	Very Rare	25% of the creature exp.
19+	Legendary	50% of the creature exp.

As examples, if a character harvest one unit of feathers from a hippogriff (CR 1), the value of the feather unit will be 1% of the base experience (200 exp), which is 2 gp. A unit of pseudodragon's scales is worth 5 sp (CR 1/4), and a unit of an adult blue dragon's scales is worth 3,750 gp (CR 16).

OTHER MATERIALS

In addition to the materials a character can collect from creatures, there're plenty of other sources for gathering raw materials for crafting and other uses. These materials are divided in **minerals** (like orichalcum and obsidian), **non-minerals** (like darkwood), and **plants and herbs**.

MINERALS

Minerals are earthen materials used for making armor, weapons, and when using exotic materials, those pieces of gear gain special qualities.

To extract minerals, a character must use a miner's pick and make a Strength (athletics) check. The DC for extracting ores is always 15. On a success, the character collects a number of ore units equal to $1d4 + \text{its Constitution modifier}$ (minimum 1 unit).

If needed, the character must make an Intelligence (Nature) check first to find a vein or a place where the ores are.

FORAGING VARIANT: GETTING MEAT

While the characters can forage to survive on the wilderness, they also can hunt down and kill a creature to harvest the meat and use it as food. The meat they yield spoils after a single day if uneaten. Eating spoiled meat might require a Constitution saving throw (DC 15) to avoid throwing up the food or getting diseased.

A character can make a Wisdom (Survival) check to try to collect meat as food. The DC for the check is typically 15, but it's up to the DM to modify the DC. The amount of meat harvested is determined by the creature size, as shown in the Creature Food Yield table below.

Getting meat does not count on the maximum harvest checks you can make to harvest a creature, but doing so might destroy other parts such as the creature hide and organs.

CREATURE FOOD YIELD

Creature Size	Food Gained
Tiny	1 lb.
Small	4 lb.
Medium	16 lb.
Large	32 lb.
Huge	64 lb.
Gargantuan	128 lb.

DRINKING BLOOD

While characters can also collect blood in vials as crafting and alchemy resources, in other cases, the extreme need of water can drive someone to harvest a creature's blood and drink it to stay alive. When a character makes a Wisdom (Survival) check to collect meat as food, it can also collect a number of gallons of blood equal to half the amount of meat. A character drinking blood must make a Constitution saving throw (DC 15) to avoid vomiting.

COOKING AND PURIFYING

Even though a character can eat meat or drink blood from any creature for nourishment, some of them can be poisonous, be diseased or cause other special effects to the character if its not prepared or cooked correctly.

NON-MINERAL MATERIALS

There're also other materials which are not ores or gemstones, such as wood, stone, and coral that can be also used to craft weapons, armor, and other kind of items and gear.

For collecting those materials, a character needs to make a Strength (Athletics) or a Dexterity check, depending on the material (DC 15). On a success, the character collects a number of units equal to $2d4 + \text{its Constitution modifier}$ (minimum 1).

For example, if a character wants to collect some units of darkwood, he must make a Strength (Athletics) check to cut down the tree with an axe and get the material. On a success, the character collects a number of darkwood units equals to $1d4 + \text{its Constitution modifier}$.

The time used for extracting minerals and other materials equals to 1 day of downtime activity. This represents all the time the character uses to find and extract the materials.

PLANTS AND HERBS

Plants are mostly used for creating alchemical mixtures, cooking, and in some cases for creating dyes for painting.

To gather plants, herbs and other similar resources the character must success a DC 15 Intelligence (Nature) check. On a success, the character collects a number of units equal to $1d4 + \text{its Intelligence modifier}$ (minimum 1 unit).

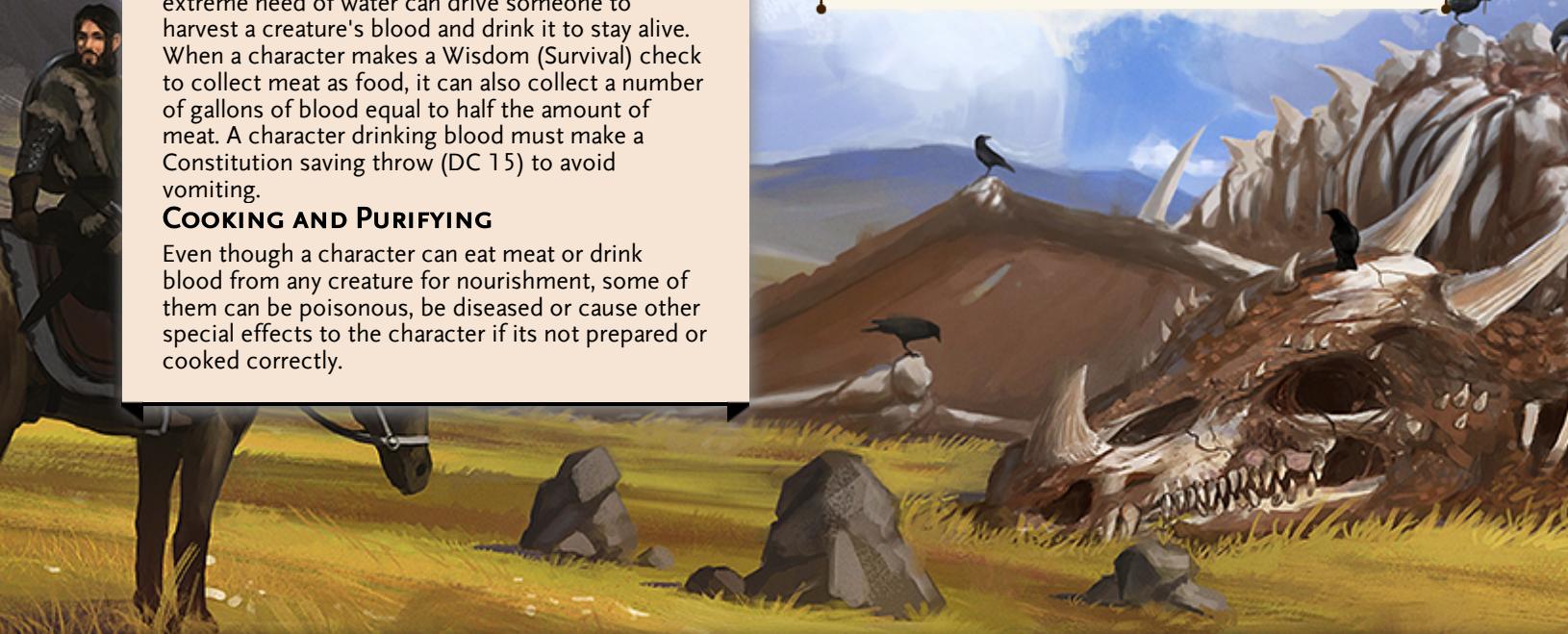
The time used for gathering equals to 1 hour for each check, and you can make a number of checks per day equal to your Intelligence modifier (minimum 1).

BUYING AND SELLING

It's up to the DM to determine if collected materials can be sold (and in some cases, bought). The value of each unit depends of the material. For more information about special materials and values, read the material description section of this supplement.

KEEPING PARTS CHILLED

If characters wants to keep some creature parts for later use, they need to maintain the parts in a chilled place to avoid decomposition. Check the *Bag of Colding* in the New Magic Items section of this supplement.



PLANTS AND HERBS BY AREAS

In the following tables you can see examples of plants for various environments. When a character succeeds a roll to gather plants and herbs, the DM can chose one of the following plants or roll a d20 to determine it randomly. You can read more information about each plant in the material description section.

ARCTIC

1d20	Name	Rarity
1-5	Blue herb	Common
6-10	Drojos ivy	Common
11-15	Ucre bramble	Common
16-18	White poppy	Uncommon
19	Kreet paste	Rare
20	Angel flower	Very Rare

CAVES

1d20	Name	Rarity
1-5	Twilight wormwood	Common
6-10	Blue herb	Common
11-15	Mandrake root	Common
16-18	Abyss flower	Uncommon
19	Kasuni juice	Rare
20	Blackleaf rose	Very Rare

DESERT

1d20	Name	Rarity
1-5	Drojos ivy	Common
6-10	Ellond scrub	Common
11-15	Ucre bramble	Common
16-18	Dried ephedra	Uncommon
19	Olinia petals	Rare
20	Ebrium fungus	Very Rare

FORESTS

1d20	Name	Rarity
1-5	Twilight wormwood	Common
6-10	Drojos ivy	Common
11-15	Ellond scrub	Common
16-18	Blood herb	Uncommon
19	Thunderleaf	Rare
20	Wisp stems	Very Rare

LAKES, RIVERS AND OCEAN

1d20	Name	Rarity
1-5	Twilight wormwood	Common
6-10	Blue herb	Common
11-15	Mandrake root	Common
16-18	Aniseed sap	Uncommon
19	Kreet paste	Rare
20	Chromatic mud	Very Rare

MOUNTAINS

1d20	Name	Rarity
1-5	Drojos ivy	Common
6-10	Ellond scrub	Common
11-15	Mandrake root	Common
16-18	Ash chives	Uncommon
19	Kasuni juice	Rare
20	Dragontongue petals	Very Rare

PLAINS

1d20	Name	Rarity
1-5	Ellond scrub	Common
6-10	Mandrake root	Common
11-15	Ucre bramble	Common
16-18	Aniseed sap	Uncommon
19	Lunar nectar	Rare
20	Dragontongue petals	Very Rare

SWAMPS

1d20	Name	Rarity
1-5	Twilight wormwood	Common
6-10	Blue herb	Common
11-15	Ucre bramble	Common
16-18	Frenn moss	Uncommon
19	Ecire laurel	Rare
20	Spineflower berries	Very Rare

CHAPTER 11: MODULAR CRAFTING



WHILE CHARACTERS CAN CRAFT A specific item (nonmagical and magical), they can also craft their own gear depending on what they want. To create an object with special materials, a character needs an amount of material units for crafting it.

As general rule, a character needs 3 units of the same material for crafting a medium-sized creature armor or clothing, and 2 units of the same material for weapons, shields, and 10 units of ammunition. For bigger creatures, the character needs twice the amount of materials used for each size increment, and for smaller creatures, the character needs only half materials per each size smaller than medium.

Since magic items are more complex and unique features, a character might require more units of the same material or some units of different materials to craft the magic item.



MATERIAL DESCRIPTION

In the following section you can find a list of materials, their unit value and properties. Some of this materials might have other special features. For example, an armor made with dragon bones could grant you resistance to the dragon's breath weapon damage type.

Unless the materials are used for crafting magic items, a piece of gear crafted with any of these materials is non-magical.

CREATURES

There are a lot of different creatures in *Dungeons and Dragons*, and because of that, this section have some general creature parts that can be used for crafting. Feel free to create your own specific creature materials (such as using one unit of aboleth tail for crafting a magical +2 whip).

For non-magical armor and weapons you make with creature parts, you gain an extra benefit depending on the creature Challenge Rating, as shown in the following table.

NON-MAGICAL ARMOR AND WEAPONS BONUS

Creature CR **Armor Class** **Weapons (attack and damage)**

6 or less	none	none
7-12	none	+1
13-18	+1	+2
19-24	+2	+3
25+	+3	+4

For example, a scale mail created with scales from an adult blue dragon (CR 16) will grant a +1 bonus to the armor class, for a total of 15 + dex modifier (max. +2), and a longsword made with bones harvested from an ice devil (CR 14) will grant a +2 bonus to attack and damage rolls made with that weapon.

BONE

A series of bones joined together, mostly used by shamans and wildlings.

Unit value: Determined by the creature's CR.

Armor: Replaces the metal. A non-magical armor made with bones grants you a +3 bonus to Charisma (Intimidation) checks you make.

Weapon: Replaces the metal and wood.

CHITIN

These flexible shells of chitinous creatures such as giant crabs or remorhaz are used to craft armors, known to be lighter than metallic armors.

Unit value: Determined by the creature's CR.

Armor: Replaces the metal. While wearing a medium armor (non hide) made with chitin, the armor's dexterity bonus increases by 1.

Heavy armors made with chitin reduce the Strength requirement by 1.

CREATURE ESSENCE

All creatures are different, but they're grouped up in types which determines their fundamental nature.

Unit value: Determined by the creature's CR.

Weapon: Can be used to craft specific slaying weapons such as an *arrow of dragon slaying*.

Other: Can be used to craft specific potions, alchemical concoctions, and magic items such as a *brazier of commanding fire elementals*.

ELLOND HIDE

This brown-orange hide is harvested from desert and dry areas creatures.

Unit value: Determined by the creature's CR.

Armor: A non-magical hide armor made with ellond hide reduces the fire damage you take by 3. It's also used to craft a *hide armor of fire resistance*.

MONSTER FEATHERS

Hippogriffs, Rocs, giant eagles and other flying creatures have beautiful feathers used to show their majesty.

Unit value: Determined by the creature's CR.

Armor: A non-magical armor made with monster feathers grants you a +3 bonus to Wisdom (Animal Handling) checks you make.

Other: Harvested monster feathers from a CR 9 or higher creature can be used to craft a *Quaal's feather token*.

MONSTER SCALES

Scales harvested from creatures, with a variety of colors, shapes and sizes.

Unit value: Determined by the creature's CR.

Armor: Replaces the metal. Used to craft a scale mail armor.

Harvested monster scales from a CR 13 or higher dragon can be used to craft a *dragon scale mail*.

SHADOWSILK

This black semi-transparent silk is carefully made by underground spiders and spider-like creatures.

Unit value: Determined by the creature's CR.

Armor: A non-magical armor made with shadowsilk grants you a +3 bonus to Dexterity (Stealth) checks to hide in lightly obscured areas (such as tree shadows). Harvested shadowsilk from a CR 13 or higher creature can be used to craft a *cloak of arachnida*.

MINERALS

ADAMANTINE

A shiny black metal, known as one of the hardest substances in existence.

Unit value: 250 gp.

Armor: Used to craft the *adamantine armor*.

Weapon: When you hit an object with an adamantine weapon or piece of ammunition, the hit is a critical hit.

ASMOROCH STEEL

A black scorched-like metal which is cold to touch.

Unit value: 500 gp

Armor: A non-magical armor made with asmoroch steel reduces the necrotic damage you take by 3. It's also used to craft an *armor of necrotic resistance* (metallic armor only)

Weapon: A non-magical weapon made with asmoroch steel deals an additional 1d4 necrotic damage. It's also used to craft necrotic damage dealing magic weapons, such as the *sword of life stealing*.

COLD IRON

This iron is worked entirely while cold, known for its effectiveness against fey and fiendish creatures.

Unit value: 100 gp

Weapons: When you hit a fey or a fiend with a cold iron weapon, you can roll the damage again and use either result.

DARKSTEEL

A darkened blue metal that only forms in areas affected by thunderstorms, known for having that energy inside of it.

Unit value: 250 gp.

Armor: A non-magical armor made with darksteel reduces the lightning damage you take by 3. It's also used to craft an *armor of lightning resistance* (metallic armor only).

Weapons: A non-magical weapon made with darksteel deals an additional 1d4 lightning damage. It's also used to craft lightning damage dealing magic weapons, such as the *javelin of lightning*.

Other: Used to craft lightning damage dealing magic items, such as the *wand of lightning bolt*.

DWARVENSTONE

This marble-like ore is used by dwarves to create their ceremonial armor for the defenders of their cities, even though is heavier and bulkier than other metallic armors.

Unit value: 500 gp

Armor: Used to craft a *dwarven plate*.

INFERNAL STEEL

A blood red metal crafted in the lower planes, known for being used by demons and devils to fight celestials.

Unit value: 750 gp

Armor: A non-magical armor made with infernal steel reduces the fire damage you take by 3. It's also used to craft an *armor of fire resistance* (metallic armor only) or a *demon armor*.

Weapon: When you hit a celestial or any good-aligned creature with an infernal steel weapon, you can roll the damage again and use either result.

MITHRAL

This white-silver metal is lighter and flexible than common steel.

Unit value: 250 gp

Armor: Used to craft the *mithral armor*.

Weapon: Two handed weapons made with mithral lose the heavy property and all the other weapons gain the light feature.

ORICHALCUM

This bronze orange metal is used to absorb the essence of magic.

Unit value: 500 gp

Armor: A non-magical armor made with orichalcum reduces the force damage you take by 3. It's also used to craft an *armor of force resistance* (metallic armor only).

Weapons: A non-magical weapon made with orichalcum deals an additional 1d4 force damage.

Other: Used to craft anti-magic items, such as the *ring of mind shielding*.

PLAGUESTEEL

This ancient mossy-like metal has small spores floating around it.

Unit value: 250 gp

Weapon: A non-magical weapon made with plaguesteel deals an additional 1d4 poison damage. It's also used to craft poison damage dealing magic weapons, such as the *dagger of venom*.

Other: Used to craft poison damage dealing magic items, such as the *staff of the adder*.

STELLAR IRON

A white bright metal, soft on touch but very resistant, known for being used by celestial beings.

Unit value: 750 gp

Armor: A non-magical armor made with stellar iron reduces the radiant damage you take by 3. It's also used to craft an *armor of radiant resistance* (metallic armor only).

Weapon: When you hit a fiend or an undead with a stellar iron weapon, you can roll the damage again and use either result. It's also used to craft radiant damage dealing weapons, such as the *sun blade*.

NON-MINERALS

AEROCRYSTAL

A light blue, glass-like crystal known for creating quick, precise weapons.

Unit value: 500 gp

Weapon: You can use your Dexterity modifier for attacks and damage made with an aerocrystal weapon.

AQUASTONE

Mostly used by sea and waterborne creatures to create their weapons and armors.

Unit value: 100 gp

Armor: Replaces the metal. While wearing a medium or heavy armor (non hide) made with aquastone, your speed while swimming increases by 10 feet.

Weapons: Any melee weapon made with aquastone doesn't have disadvantage on the attack rolls while underwater.

DARKWOOD

This piece of wood is as hard as normal wood but very light.

Unit value: 100 gp

Armor: Replaces the metal of any medium or heavy armor.

ETERNAL ICE

This cold white-blue block of ice resists high temperatures, and it cannot melt in normal conditions.

Unit value: 500 gp

Weapon: A non-magical weapon made with eternal ice deals an additional 1d4 cold damage. It's also used to craft cold damage dealing magic weapons, such as the *frost brand*.

Other: Used to craft cold damage dealing magic items, such as the *staff of frost*.

IGNUM

This black semi-translucent stone has some lava-like glowing and flowing inside of it.

Unit value: 500 gp

Weapon: A non-magical weapon made with ignum deals an additional 1d4 fire damage. It's also used to craft fire damage dealing magic weapons, such as the *flame tongue*.

Other: Used to craft fire damage dealing magic items, such as the *staff of fire*.

INFERNAL LEATHER

A reddish hard leather created in the infernal planes.

Unit value: 750 gp

Armor: A non-magical armor made with infernal leather reduces the fire damage you take by 3 and grants you a +3 bonus to Charisma (Persuasion) checks when talking with fiends. It's also used to craft an *armor of fire resistance* (leather or studded leather).

LEAFWEAVE

Alchemically processed leaves that are hard as leather, used also as camouflage.

Unit value: 100 gp

Other: Used to craft the *boots of elvenkind* and the *cloak of elvenkind*.

OBSIDIAN

This black to deep purple glass-like stone is known to be very sharp.

Unit value: 250 gp

Armor: While wearing a non-magical medium or heavy armor (non hide) made with obsidian, when an enemy grapples you, it takes 1d4 slashing damage.

Weapons: A non-magical weapon made with obsidian deals an additional 1d4 slashing damage. It's also used for crafting the *sword of sharpness*.

SHADOWFELL LINEN

A dark and purple linen found in the shadowfell.

Unit value: 750 gp

Armor: A non-magical armor made with shadowfell linen reduces the psychic damage you take by 3. It's also used to craft an *armor of psychic resistance* (leather or studded leather).

SPIRITUAL WOOD

This cyan-like wood has a natural connection with the magic.

Unit value: 250 gp

Armor: Replaces the metal of any medium or heavy armor. While wearing a spiritual wood armor, you gain a +3 bonus to concentration checks to maintain a spell.

PLANTS AND HERBS

ABYSS FLOWER

A dark pink flower with a thorny stem used to create poisons.

Unit value: 10 gp

Alchemy: Used to craft the poison called *malice*.

ANGEL FLOWER

This tiny white yellow flower is found in mountains near rocks and stones.

Unit value: 40 gp

Alchemy: Used to craft *potions of flying*.

ANISEED SAP

This amber like fluid is known for its resistance against cold.

Unit value: 10 gp

Alchemy: Used to craft *potions of cold resistance*.

ASH CHIVES

This plant grow in clumps from underground bulbs and produce round, hollow gray leaves.

Unit value: 10 gp

Alchemy: Used to craft the poison called *burnt othur fumes*.

BLACKLEAF ROSE

This blood red rose have a black stem with small reddish thorns.

Unit value: 40 gp

Alchemy: Used to craft the poison called *midnight tears*.

BLOOD HERB

A dark red herb found in forests, with a similar shape to the blue herb.

Unit value: 5 gp

Alchemy: Used to craft *potions of poison*.

BLUE HERB

A medicinal dark blue herb that grows in almost every terrain near water sources like rivers and lakes.

Unit value: 5 gp

Alchemy: Used to craft *potions of healing*.

CHROMATIC MUD

This rare mud can be found near oceans, and it reflects the light from any light source, glowing faintly.

Unit value: 40 gp

Alchemy: Used to craft *oils of sharpness*.

DRAGONTONGUE PETALS

These golden petals are spicy when eaten, giving a similar effect as drinking firewater.

Unit value: 10 gp

Alchemy: Used to craft *potions of fire breath*.

DRIED EPHEDRA

A brown shrub found in warm arid regions which has tiny scale-like leaves.

Unit value: 10 gp

Alchemy: Used to craft *potions of fire resistance*.

DROJOS IVY

A purple climbing or ground-creeping woody plant used by animals and humanoids as natural ropes in jungles and forests.

Unit value: 5 gp

Alchemy: Used to craft *potions of climbing*.

EBRUIUM FUNGUS

This brown fungus is known by its strong odor and potent poison when dried and grinded.

Unit value: 40 gp

Alchemy: Used to craft the poison called *torpor*.

ECIRE LAUREL

An aromatic evergreen shrub with green, glabrous leaves that grows in swamps.

Unit value: 20 gp

Alchemy: Used to craft *potions of poison resistance*.

ELLOND SHRUB

A dried looking woody plant which is smaller than a tree and has several main stems arising at or near the ground.

Unit value: 5 gp

Alchemy: Used to craft alchemist's fire

FRENN MOSS

A blue gray moss that grows in swamps and marshes.

Unit value: 10 gp

Alchemy: Used to craft the poison called *essence of ether*.

KASUNI JUICE

A white dense liquid extracted from the spherical flower of a Kasuni plant.

Unit value: 20 gp

Alchemy: Used to craft *oils of slipperiness*.

KREET PASTE

A thick viscous fluid extracted from a Kreet mushroom, found in humid cold places.

Unit value: 20 gp

Alchemy: Used to craft *potions of greater healing*.

LUNAR FLOWER

The nectar from this white tiny flower can only be harvested under moonlight.

Unit value: 20 gp

Alchemy: Used to craft *potions of force resistance*.

MANDRAKE ROOT

This root have small air bags inside of it, and when the root is squished the air sounds like screams for a few seconds.

Unit value: 5 gp

Alchemy: Used to craft *potions of thunder resistance*.

OLINA PETALS

These pink petals have small bright red dots, known for its venomous properties.

Unit value: 20 gp

Alchemy: Used to craft the poison called *pale tincture*.

SPINEFLOWER BERRIES

Small purple brown berries that grows in the center of the spineflower, a rare plant with sharp petals and a stem filled with spines.

Unit value: 40 gp

Alchemy: Used to craft *potions of superior healing*.

THUNDERLEAF

These yellow leaves are soft to touch and known for never fell from a thundertree because of wind.

Unit value: 20 gp

Alchemy: Used to craft *potions of flying*.

TWILIGHT WORMWOOD

A purple gray fibrous plant with straight stems, growing up to 3 feet tall. The leaves are spirally arranged, and they're known for their poisonous properties.

Unit value: 5 gp

Alchemy: Used to craft basic poison vials.

UCRE BRAMBLE

A white rough tangled prickly shrub with thorny stems that grows in almost every terrain.

Unit value: 5 gp

Alchemy: Used to craft *potions of radiant resistance*.

WISP STEMS

This tiny flower looks like a bright blue dandelion seed head. Even though it looks pretty, the stem is the only usable part for alchemical concoctions.

Unit value: 40 gp

Alchemy: Used to craft *potions of vitality*.

WHITE POPPY

A beautiful white flower that grows up to 4 feet tall and it have 5 petals, giving it a small star shape.

Unit value: 10 gp

Alchemy: Used to craft *potions of growth*.

OPTIONAL RULES: MATERIAL RESISTANCE

Every non-magical armor or weapon made with special materials have a number of **resistance points**. If the points are reduced to 0, the piece of equipment is broken and you need to repair it to use it again.

The points are reduced in the following events:

- When you make an attack with a weapon made with a special material and you roll a 1, the resistance points of the weapon are reduced by 1 point.
- When you take a critical hit from an opponent, it reduces your armor resistance points by 1.

Each reduced point also reduces the attack bonus and damage dealt for weapons, and the AC for armors. In the following table you can see how many resistance points have a special material depending on the material value. A material that replaces any of the materials mentioned in the table uses the resistance of the replaced material (for example, a coral armor uses the metal resistance points)

RESISTANCE POINTS BY VALUE

Material Value Clothing, non-metallic Wood Metal

100 or less	2	3	4
101 - 500	3	4	5
501 - 1.000	4	5	6
1.001 or more	5	6	7

REPAIRING EQUIPMENT

If you want to repair a piece of equipment made with a special material, you need to make a tools check using the required artisan tools. **The DC equals to 8 + total amount of reduced points**.

Depending on what you're trying to repair, you need to use a number of units of the same material, as shown in the following table.

Equipment type Number of Material Units

Armor	2 units
Weapon	1 unit

If you pass the check, the equipment is repaired completely. If you fail the check, you can make another check when you finish a long rest.

COMMON ITEMS RESISTANCE

You can also apply this rules to common materials like iron and wood. Determine the resistance points using the market value of the items, and for repairing them you will need units of iron, wood, or any other common material.



CHAPTER 12: MODULAR MAGIC ITEMS



EVERY MAGICAL ITEM HAVE SPECIAL properties which can go from dealing additional damage, giving resistance to a particular damage type, allowing a character to cast spells, increase their attributes and more. This section gives both players and DMs some guidelines to create custom magic items, which can also be crafted using the previous rules.

The character level determines the recommended levels a character should have to gain access to a specific tier. For example, a 3rd level character should have a tier 1 item, while a 9th level character can have a tier 3 item or lower.

Character Level	Item Tier	Properties' Rarity
1st-4th	Tier 1	Minor
5th-8th	Tier 2	Uncommon
9th-12th	Tier 3	Rare
13th-16th	Tier 4	Very Rare
17th-20th	Tier 5	Legendary

ITEM TIERS

Any magic item created using this rules have an item tier, which determines the number and rarity of properties for that item. For more information about uncommon and rarer properties, see the "Item Properties" section, below. A tier 1 item only have a minor property, and tier 2 and higher items can also have one minor property that gives a simple feature or effect to it for free. You can choose this property from the What Minor Property Does It Have? table found in the page 143 of the *Dungeon's Master Guide*.

The following table shows the properties rarity for magic items for every tier.

PROPERTIES RARITY PER TIER

Tier	Property 1	Property 2	Property 3
Tier 1	Minor	-	-
Tier 2	Uncommon	Uncommon	-
Tier 3	Rare	Rare	-
Tier 4	Very Rare	Rare	Uncommon
Tier 5	Legendary	Very Rare	Rare

ITEM PROPERTIES

In the following tables you can find various magical properties divided by type. It's up to the DM to determine if an item can have the same property multiple times and if its possible to add a property to a particular item. For example, a character can't add the Armor I property twice to a tier 3 magic armor, and that character cannot add the Weapon II or Vampiric II properties since an armor isn't made for dealing damage.

SPILLS AND CHARGES

If an item has the charges or spell properties, the creator must decide which spell wants to add when creating the item. The character must have proficiency in the Arcana skill and must provide any material components required for the casting of the spell. Moreover, the character must have the spell prepared, or it must be among the character's known spells, in order to add that spell to the item.

For items with the Spell property, a character can choose only one spell to add. The spell level is determined by the property rarity. For example, an item that have the Spell III property with the *lightning bolt* spell, that spell will be casted as a 7th-level spell every time a character uses it.

For items with charges, a character can choose to add various spells. The number of spells and the spell level is determined by the rarity of the property, as shown in the following table.

Property	Number of Spells	Maximum Spell Level
Charges I	1	1st
Charges II	2	3rd
Charges III	3	5th
Charges IV	4	6th

Each charge equals to 1 spell slot level. For example, expending 1 charge allows the character to cast a 1st-level spell the item have, and expending 5 charges allows the character to cast a 5th-level spell the item have.

UNCOMMON PROPERTIES

Property	Description
Ability Increase I	Increase an Ability Score to 16
Charges I	The item has 3 charges (DC 11). It regains 1d3 expended charges daily at dawn
Damage I	The item deals an extra 1d4 damage
Light I	The item shed bright light in a 20-foot radius and dim light for an additional 40 feet
Movement I	The item grants a climbing or swimming speed equal to the walking speed
Permaspell I	You can cast one cantrip at will (DC 11)
Skill I	The item grants a +5 bonus to one skill
Slayer I	The item deals an extra 2d6 damage against a specific creature type
Spell I	You can cast a spell at 3rd level once per long rest (DC 11)
Vampiric I	On a critical hit, you regain 1 hitpoint
Weapon I	You gain a +1 bonus on attacks and damage rolls

RARE PROPERTIES

Property	Description
Ability Increase II	Increase an Ability Score to 18
Armor I	The item grants you +1 AC
Charges II	The item has 5 charges (DC 13). It regains 1d4 expended charges daily at dawn
Damage II	The item deals an extra 1d6 damage
Defense I	Damage that you take from one damage type is reduced by 3 (minimum 1)
Light II	The item shed bright light in a 40-foot radius and dim light for an additional 40 feet
Permaspell II	You can cast one 1st-level spell at will (DC 13)
Returning	The item has the thrown property (20/60) and it flies to your hand after attacking
Sentinel II	The item glows faintly when a creature of a specific type is near (240 feet or less)
Skill II	The item grants advantage to one skill check
Slayer II	The item deals an extra 3d6 damage against a specific creature type
Spell II	You can cast a spell at 6th level once per long rest (DC 13)
Vampiric II	On a critical hit, you regain hitpoints equal to half the damage dealt (minimum 1)
Weapon II	You gain a +2 bonus on attacks and damage rolls

VERY RARE PROPERTIES

Property	Description
Ability Increase III	Increase an Ability Score to 20
Armor II	The item grants you +2 AC
Charges III	The item has 7 charges (DC 15). It regains 1d6 expended charges daily at dawn
Damage III	The item deals an extra 1d8 damage
Defense II	You gain resistance against one damage type
Light III	The item shed bright light in a 80-foot radius and dim light for an additional 80 feet
Permaspell II	You can cast one 2nd-level spell at will (DC 15)
Spell III	You can cast a spell at 7th level once per long rest (DC 15)
Vampiric III	On a hit, you regain hitpoints equal to half the damage dealt (minimum 1)
Weapon III	You gain a +3 bonus on attacks and damage rolls

LEGENDARY PROPERTIES

Property	Description
Ability Increase IV	Increase an Ability Score to 22
Armor III	The item grants you +3 AC
Charges IV	The item has 9 charges (DC 17). It regains 1d6+2 expended charges daily at dawn
Damage IV	The item deals an extra 1d10 damage
Defense III	You gain immunity against one damage type
Permaspell III	You can cast one 3rd-level spell at will (DC 17)
Spell IV	You can cast a spell at 8th level once per long rest (DC 17)

CRAFTING MODULAR MAGIC ITEMS

If the DM allows it, a character can craft these items. To do so, determine the item rarity first, then, follow the downtime rules found in the *Xanathar's Guide to Everything* to set the CR range, workweeks and gold cost for each item.

EVOLVING ITEMS

You can use the modular magic item rules for creating an item that will evolve with a specific character. First, make sure to give something to the item so it makes the character the only one to use it, such as adding a class prerequisite for attuning to the item. You can also link it with the character's story and important events, like being the weapon his father used when he was an adventurer.

EVOLVING REQUIREMENTS

To evolve an item to a tier, the character must be at least at the minimum level required for each tier to evolve the item. For example, a 7th level character cannot evolve his or her magic item to tier 3 until reaching 9th level.

Additionally, even if a character has level to evolve the item to the next tier, it's up to the DM to determine an additional task or a triggering event to allow the item to evolve. This requirement gives a bit of background to the item, and also allows the DM to create some special quests to discover the item hidden features. Here're some sample requirements you can use:

- The character must slay a number of creatures with the weapon.
- The item must be placed on the altar found in the top of an abandoned wizard tower.
- The character must gain a deity's favor.
- The character must defeat an old enemy of the weapon maker.
- The item evolves after saving a group of innocents from a dark ritual.
- The character must execute a light (or dark) ritual.
- The item evolves when the character makes a big sacrifice for a personal cause.

ITEM TIERS AND EVOLVING ITEMS

Whenever an item evolves into a new tier, you can upgrade the properties to a rarer level following the same table from the Item Tiers section.

Tier 2 When it evolves to this tier, you can add two uncommon special properties to the item.

Tier 3 When it evolves to this tier, you can upgrade the uncommon special properties to rare special properties.

Tier 4 When it evolves to this tier, the item gains an extra uncommon special property and you can upgrade one rare special property to a very rare special property.

Tier 5 When it evolves to this tier, you can upgrade one uncommon special property to a rare special property, one rare special property to a very rare special property, and one very rare special property to a Legendary property.

TAKING AND REPLACING PROPERTIES

Since these rules are based on evolving the weapon properties instead of changing them to other, I don't recommend replacing one property with another at higher tiers, but it's up to you if you want to do so. For example, replacing the *Damage II* property with the *Vampiric III* property when evolving to tier 4.

A reason for replacing properties could be related with the item background story or a very particular event, such as discovering that the item contains the soul of an evil creature, replacing the "good-aligned" properties when the soul is awakened, like replacing the Light I property to a Damage I property (necrotic) for a weapon.

Alternatively, you can avoid taking one property at the beginning rarity, and then take a rarer property at higher tiers. For example, when creating an armor, you only choose the Ability Increase I property and left the second property empty at tier 2. Then, when the armor evolves to tier 3, you upgrade the Ability Increase to II and you also pick the Armor I for the second property.

TRIGGERING EVENT EXAMPLE

A 3rd level character is rewarded with Igny, a longsword used by his family for generations to defend the city against evil.

- Since he is a 3rd level character, the weapon is at tier 1, so it's just a basic longsword with a nice name, a background history, and the Guardian minor property (for now).

The character continues its adventures using the longsword, and after some adventures he reaches level 5. In this moment, his father tells him that the longsword has special abilities, and the character needs to prove himself worthy to unleash those abilities. For this, he must destroy an old fire elemental that attacked the city years ago.

- In this case, the character have the first requirement completed (reach level 5 to evolve the weapon to tier 2), but the weapon will not evolve until the character kills the fire elemental mentioned by his father.

After reaching 6th level, the character decides to enter the elemental lair and fight with the creature, and at the moment he destroys the elemental, the essence of the creature is drained by the longsword, and with that the weapon evolves to tier 2, giving the weapon a +1 to attack and damage and an extra +1d4 fire damage on a hit.

EVOLVING WEAPON EXAMPLE

IGNY (TIER 1)

Weapon (longsword), common (requires attunement)

Same stats as the longsword found in the *Player's Handbook*, plus the guardian minor property (+2 on initiative rolls if the bearer isn't incapacitated).

IGNY (TIER 2)

Weapon (longsword), uncommon (requires attunement)

When a character evolves Igny to this tier, apply the following changes to the item's traits:

- You gain a +1 on attack and damage rolls made with this weapon. Additionally, when you hit with an attack using this weapon, the target takes an additional 1d4 fire damage.

IGNY (TIER 3)

Weapon (longsword), rare (requires attunement)

When a character evolves Igny to this tier, apply the following changes to the item's traits:

- Increase the bonus to attack and damage rolls to a +2
- The fire damage dealt by attacks with this weapon increases to 1d6.

IGNY (TIER 4)

Weapon (longsword), very rare (requires attunement)

When a character evolves Igny to this tier, apply the following changes to the item's traits:

- The fire damage dealt by attacks with this weapon increases to 1d8.
- As an action, you can cast the *fireball* spell at 3rd level (DC 11). After using this ability, you need to finish a long rest.

IGNY, SOUL OF THE FIRE (TIER 5)

Weapon (longsword), legendary (requires attunement)

When a character evolves Igny to this tier, apply the following changes to the item's traits:

- Increase the bonus to attack and damage rolls to a +3
- The fire damage dealt by attacks with this weapon increases to 1d10.
- As an action, you can now cast the *fireball* spell at 6th level (DC 13). After using this ability, you need to finish a long rest.

CHAPTER 13: PARTS BY CREATURE

In the following section you will find some example materials a character can get from creatures. This list doesn't include weapons, armor, or any kind of gear the creature have. Instead, the list can help players and DMs to determine what they can harvest from each creature. Remember that every creature have 1 unit of the creature type essence that can be extracted using a *essence extraction device*.

The list also includes the total amount of each part a character can harvest. This list doesn't consider bones, meat, blood, or common organs. Some creatures have particular organs listed because they grant benefits or features to the creature, such as the essential organ that gives a dragon its breath weapon. Read the Collecting Materials section to see how many harvest checks the characters can make per creature.

AARAKOCKRA

- 1 unit of aarakockra feathers

ABOLETH

- 1 unit of aboleth brain
- 4 units of aboleth hide
- 1 unit of aboleth mucous
- 1 unit of aboleth tail
- 1d4 units of aboleth teeth
- 3 units of aboleth tentacles

ANGELS

DEVA

- 1 unit of deva feathers

PLANETAR

- 4 units of planetar feathers

SOLAR

- 4 units of solar feathers

ANKHEG

- 1 unit of ankheg acid
- 4 units of ankheg carapace
- 2 units of ankheg claws
- 1 unit of ankheg mandibles

AZER

- 1 unit of azer heart

BANSHEE

- 1 unit of banshee ectoplasm
- 1 unit of banshee dust

BASILISK

- 2 units of basilisk eyes
- 2 units of basilisk hide
- 1d4 units of basilisk teeth

BEHIR

- 4d4 units of behir claws
- 1 unit of behir essential organ
- 9 units of behir hide

BEHOLDERS

BEHOLDER

- 1 unit of central beholder eye
- 2 units of small beholder eyes

DEATH TYRANT

- 3 units of death tyrant ectoplasm

SPECTATOR

- 1 unit of central spectator eye
- 1 unit of small spectator eyes

BLIGHTS

NEEDLE BLIGHT

- 1 unit of needle blight roots

TWIG BLIGHT

- 1 unit of twig blight roots

VINE BLIGHT

- 1 unit of vine blight roots

BULETTE

- 2 units of bulette claws
- 2 units of bulette scales

CAMBION

- 1 unit of cambion wings
- 1 unit of fiend heart

CARRION CRAWLER

- 2 units of carrion crawler tentacles
- 1 unit of carrion crawler mucus

CHIMERA

- 2 units of chimera claws
- 1 unit of young red dragon essential organ
- 1 unit of young red dragon scales
- 4 units of young red dragon wings

CHUUL

- 2 units of chuul carapace
- 1 unit of chuul tentacles
- 2 units of chuul pincers

CLOAKER

- 1 unit of cloaker eyes
- 2 units of cloaker hide
-

COCKATRICE

- 1 unit of cockatrice hide

COUATL

- 1 unit of couatl feathers
- 1 unit of couatl hide
- 1 unit of couatl venom sac

CYCLOPS

- 1 unit of cyclops eye
- 2d4 units of cyclops toes

DARKMANTLE

- 1 unit of darkmantle hide
- 1 unit of darkmantle tentacles

DEATH KNIGHT

- 1 unit of death knight heart

DEMILICH

- 1/4 units of demilich ectoplasm

DEMONS

BARLGURA

- 2 units of barlgura hide

CHASME

- 2 units of chasme carapace
- 2 units of chasme wings

DRETCH

- 1 unit of dretch fetid cloud sac

GLABREZU

- 2 units of glabrezu carapace
- 2 units of glabrezu claws

GORISTRO

- 6 units of goristro hide
- 2 units of goristro horns

HEZRou

- 2 units of hezrou claws
- 1 unit of hezrou essential organ (stench)

MARILITH

- 2 units of marilith snake tail

NALFESHNEE

- 2 units of nalfeshnee tusks
- 2 units of nalfeshnee wings

SHADOW DEMON

- 1 unit of shadow demon dust

VROCK

- 4 units of vrock hide
- 1 unit of vrock spores
- 2 units of vrock wings

YOCHLOL

- 1 unit of yochlol eye
- 1 unit of yochlol slime

DEVILS

BARBED DEVIL

- 1 unit of barbed devil hide

BEARDED DEVIL

- 1 unit of bearded devil beard

BONE DEVIL

- 1 unit of bone devil poison

ERINYES

- 2 units of erinyes feathers

HORNED DEVIL

- 2 units of horned devil horns
- 2 units of horned devil wings

ICE DEVIL

- 4 units of ice devil carapace
- 1 unit of ice devil mandibles

IMP

- 1/4 units of imp wings

PIT FIEND

- 4 units of pit fiend hide
- 2 units of pit fiend horns
- 2 units of pit fiend wings

SPINED DEVIL

- 1 unit of spined devil hide
- 2 units of spined devil wings

DINOSAURS

ALLOSAURUS

- 2 units of allosaurus claws
- 4 units of allosaurus hide

ANKYLOSAURUS

- 6 units of ankylosaurus hide

PLESIOSAURUS

- 4 units of plesiosaurus hide

TRICERATOPS

- 6 units of triceratops hide
- 3 units of triceratops horns

PTERANODON

- 2 units of pteranodon wings

TYRANNOSAURUS REX

- 6 units of tyrannosaurus rex hide
- 4d4 units of tyrannosaurus rex teeth

DISPLACER BEAST

- 4 unit of displacer beast hide
- 2 units of displacer beast tentacles

DOPPELGANGER

- 1 unit of doppelganger brain
- 2 units of doppelganger flesh

DRACOLICH

DRACOLICH, ADULT

An adult dracolich has the same materials as the base dragon with the following parts and modifications

- It only have 1d6 units of adult dragon scales

DRACOLICH, ANCIENT

An ancient dracolich has the same materials as the base dragon with the following parts and modifications

- It only have 1d8 units of ancient dragon scales

DRAGON, SHADOW

A shadow dragon has the same materials as the base dragon, plus the following parts and modifications

- 1 unit of shadow dragon dust
- The dragon essential organ is replaced by a shadow dragon essential organ
- The dragon scales are renamed as shadow dragon scales (do the same for claws, horns, teeth, wings, and so on)

DRAGONS

All dragons share the same base parts a character can harvest, and the only way to differentiate them is by the dragon kin (black, blue, brass, bronze, copper, gold, green, red, silver, and white). Feel free to add special or unique parts to each dragon type.

ANCIENT DRAGON

- 4d4 units of ancient dragon claws
- 1 unit of ancient dragon essential organ
- 2 units of ancient dragon horns
- 8 units of ancient dragon scales
- 4d4 units of ancient dragon teeth
- 8 units of ancient dragon wings

ADULT DRAGON

- 4d4 units of adult dragon claws
- 1 unit of adult dragon essential organ
- 2 units of adult dragon horns
- 6 units of adult dragon scales
- 4d4 units of adult dragon teeth
- 6 units of adult dragon wings

YOUNG DRAGON

- 1d4 units of young dragon claws
- 1 unit of young dragon essential organ
- 2 units of young dragon horns
- 4 units of young dragon scales
- 2d4 units of young dragon teeth
- 4 units of young dragon wings

DRAGON WYRMLING

- 2 units of dragon wyrmling claws
- 1 unit of dragon wyrmling essential organ
- 2 units of dragon wyrmling horns
- 2 units of dragon wyrmling scales
- 1d4 units of dragon wyrmling teeth
- 2 units of dragon wyrmling wings

DRAGON TURTLE

- 6d6 units of dragon turtle claws
- 12 units of dragon turtle hide
- 12 units of dragon turtle shell fragments

DRIDER

- 1d8 drider legs
- 1 unit of drider web sac

DRYAD

- 1 unit of dryad heart

ELEMENTALS

AIR ELEMENTAL

- 1 unit of elemental dust

EARTH ELEMENTAL

- 1 unit of elemental rock shards

FIRE ELEMENTAL

- 1 unit of elemental molten core

WATER ELEMENTAL

- 1 unit of elemental water

EMPYREAN

- 1 unit of empyrean heart

ETTERCAP

- 1 unit of ettercap claws
- 1 unit of ettercap poison
- 1 unit of ettercap silk gland

ETTIN

- 2 units of ettin tusk
- 2d4 units of ettin toes

FAERIE DRAGON

All faerie dragons share the same parts a character can harvest, and the only way to differentiate them is by the faerie dragon's scales color, which are divided in two groups: the younger ones (red, orange, and yellow), and the old ones (green, blue, indigo, and violet). Feel free to add special or unique parts to each faerie dragon type.

- 1/4 units of faerie dragon essential organ
- 1/4 unit of faerie dragon scales

FLUMPH

- 1 unit of flumph foul-smelling liquid
- 1 unit of flumph tendrils

FOMORIAN

- 1 unit of fomorian evil eye
- 2d4 units of fomorian fingers

FUNGI

GAS SPORE

- 2 units of gass spore poisonous gas

VIOLET FUNGUS

- 1 unit of violet fungus stalks

GALEB DUHR

- 1 unit of galeb duhr rocky skin

GARGOYLE

- 1 unit of gargoyle rocky skin

HOST

- 1 unit of ghost ectoplasm

GHOULS

GHAST

- 1 unit of ghast claws
- 1 unit of ghast stench

GOUL

- 1 unit of ghoul claws

GIANTS

All giants share the same base parts a character can harvest, and the only way to differentiate them is by the giant race (cloud, fire, frost, hill, stone, and storm). Feel free to add special or unique parts to each giant race.

GIANT

- 1 unit of giant heart
- 2d4 units of giant toes

GIBBERING MOUTHER

- 1 unit of gibbering mouther eyes
- 1 unit of gibbering mouther spittle gland

GORGON

- 2 units of gorgon hide
- 2 units of gorgon horns
- 1 unit of gorgon petrifying gas sac

GRELL

- 1 unit of grell beak
- 1d4 units of grell tentacles

GRICKS

GRICK

- 1 unit of grick beak
- 1 unit of grick hide
- 1d4 units of grick tentacles

GRICK ALPHA

- 1 unit of grick alpha beak
- 2 units of grick alpha hide
- 1d4 units of grick alpha tentacles

GRIFFON

- 2 units of griffon claws
- 2 units of griffon feathers

HAGS

All hags share the same base parts a character can harvest, and the only way to differentiate them is by the hag type (green, night, and sea). Feel free to add special or unique parts to each hag type.

- 1 unit of hag claws
- 1 unit of hag heart

HARPY

- 1 unit of harpy feathers

HELL HOUND

- 1 unit of hell hound essential organ
- 1 unit of hell hound hide
- 1 unit of hell hound teeth

HIPPOGRIFF

- 2 units of hippogriff claws
- 2 units of hippogriff feathers

HOOK HORROR

- 2 units of hook horror carapace
- 2 units of hook horror hooks

HYDRA

- 9 units of hydra scales
- 4d4 units of hydra teeth

INTELLECT DEVOURER

- 1 unit of intellect devourer brain matter
- 1 unit of intellect devourer claws

KENKU

- 1 unit of kenku feathers

KRAKEN

- 15 units of kraken hide
- 4 units of kraken ink sac
- 15 units of kraken scales
- 6d4 units of kraken teeth
- 2d4 units of kraken tentacles

LAMIA

- 2 units of lamia claws
- 1 unit of lamia heart

LICH

- 1 unit of lich ectoplasm

MAGMIN

- 1 unit of magmin molten skin

MANTICORE

- 1 unit of manticore tail spike
- 2 units of manticore teeth
- 2 units of manticore wings

MEDUSA

- 1 unit of medusa head

MEPHITS

All mephits share the same base parts a character can harvest, and the only way to differentiate them is by their type (dust, ice, magma, mud, smoke, and steam). Feel free to add special or unique parts to each mephit.

MEPHIT

- 1 unit of mephit core

MERFOLK

- 1 unit of merfolk hide

MERROW

- 2 units of merrow hide

MIND FLAYER

- 1 unit of mind flayer brain
- 1 unit of mind flayer tentacles

MINOTAUR

- 2 units of minotaur horns

MUMMIES

MUMMY

- 1 unit of mummy heart
- 2 units of mummy wrappings

MUMMY LORD

- 2 units of mummy lord dust
 - 2 units of mummy lord wrappings
-

MYCONIDS

MYCONID SPROUT

- 1 unit of myconid sprout spores

MYCONID ADULT

- 1 unit of myconid adult spores

MYCONID SOVEREIGN

- 2 units of myconid sovereign spores
-

NAGAS

BONE NAGA

- 2d4 units of bone naga fangs

GUARDIAN NAGA

- 2d4 units of guardian naga fangs
- 2 units of guardian naga scales
- 1 unit of guardian naga poison gland

SPRIT NAGA

- 2d4 units of spirit naga fangs
 - 2 units of spirit naga scales
-

NIGHTMARE

- 1 unit of nightmare hooves

NOTHIC

- 1 unit of nothic claws
- 1 unit of nothic eye

OGRES

OGRE

- 2d4 units of ogre toes

HALF-OGRE

- 1d4 units of half ogre toes

ONI

- 1 unit of oni claws
 - 1 unit of oni ivory horns
 - 2d4 units of oni toes
-

OOZES

BLACK PUDDING

- 2 units of black pudding goo

GELATINOUS CUBE

- 2 units of gelatinous cube gel

GRAY OOZE

- 1 unit of gray ooze slime

OCHE JELLY

- 2 units of ochre jelly slime
-

OTYUGH

- 2 units of otyugh teeth
- 2 units of otyugh tentacles

OWLBEAR

- 1 unit of owlbear claws
- 2 units of owlbear feathers
- 1 unit of owlbear hide

PEGASUS

- 2 units of pegasus feathers
- 1 unit of pegasus hooves

PERYTON

- 1 unit of peryton antlers
- 1 unit of peryton feathers
- 1 unit of peryton talons

PIERCER

- 1 unit of piercer hide

PIXIE

- 1/4 units of pixie dust

PSEUDODRAGON

- 1/4 units of pseudodragon scales
- 1/4 units of pseudodragon venom

PURPLE WORM

- 8 units of purple worm hide
- 4d4 units of purple worm teeth
- 2d4 units of purple worm venom

QUAGGOOTH

- 1 unit of quaggoth claws
- 1 unit of quaggoth hide

REMORHAZES

YOUNG REMORHAZ

- 2 units of young remorhaz carapace
- 1 unit of young remorhaz heat organ
- 2d4 units of young remorhaz legs

REMORHAZ

- 4 units of remorhaz carapace
 - 1 unit of remorhaz heat organ
 - 3d4 units of remorhaz legs
-

ROC

- 8 units of roc feathers
- 2d4 units of roc talons

ROPER

- 2 units of roper hide
- 1d6 units of roper tendrils
- 1d4 units of roper teeth

RUST MONSTER

- 1 unit of rust monster antennae
- 1 unit of rust monster carapace

SALAMANDERS

FIRE SNAKE

- 1 unit of fire snake scales

SALAMANDER

- 2 units of salamander scales

SHADOW

- 1 unit of shadow ectoplasm
- 1 unit of shadow dust

SHAMBLING MOUND

- 1 unit of shambling mound root-stem
- 2 units of shambling mound vines

SLAADI

Note: A slaad only have a control gem if it was born from the Spawning Stone in Limbo.

RED SLAAD

- 1 unit of red slaad claws
- 1 unit of red slaad control gem
- 1d4 units of slaad eggs
- 1 unit of red slaad hide

BLUE SLAAD

- 1 unit of blue slaad claws
- 1 unit of blue slaad control gem
- 2 units of blue slaad hide

GREEN SLAAD

- 1 unit of green slaad claws
- 1 unit of green slaad control gem
- 2 units of green slaad hide

GRAY SLAAD

- 1 unit of gray slaad claws
- 1 unit of gray slaad control gem
- 1 unit of gray slaad hide

DEATH SLAAD

- 1 unit of death slaad claws
- 1 unit of death slaad control gem
- 1 unit of death slaad hide

SPECTER

- 1 unit of specter ectoplasm
- 1 unit of specter dust

SPHINXES

ANDROSOPHINX

- 2 units of androsphinx feathers
- 2 units of androsphinx hide

GYNOSOPHINX

- 2 units of gynosphinx feathers
- 2 units of gynosphinx hide

sprite

- 1/4 units of sprite dust

SUCCUBUS/INCUBUS

- 1 unit of succubus/incubus claws
- 1 unit of succubus/incubus wings

TARRASQUE

- 15 units of tarrasque carapace
- 15 units of tarrasque hide
- 6d4 units of tarrasque teeth
- 6d4 units of tarrasque horns

THRI-KREEN

- 1 unit of thri-kreen carapace
- 1 unit of thri-kreen venom

TREANT

- 6 units of treant bark
- 4d4 units of treant branches
- 4d4 units of treant roots

UMBER HULK

- 3 units of umber hulk carapace
- 2 units of umber hulk mandibles

UNICORN

- 1 unit of unicorn hooves
- 1 unit of unicorn horn

VAMPIRES

VAMPIRE

- 1 unit of vampire dust
- 1 unit of vampire fangs
- 1 unit of vampire heart

VAMPIRE SPAWN

- 1 unit of vampire spawn dust
- 1 unit of vampire spawn fangs
- 1 unit of vampire spawn heart

WILL-O'-WHISP

- 1/4 unit of will-o'-whisp dust
- 1/4 unit of will-o'-whisp ectoplasm

WRAITH

- 1 unit of wraith dust
- 1 unit of wraith ectoplasm

WYVERN

- 2 units of wyvern scales
- 1 unit of wyvern stinger
- 1 unit of wyvern teeth
- 2 units of wyvern venom
- 2 units of wyvern wings

XORN

- 1 unit of xorn rocky hide
- 1d4 units of xorn teeth

YETI

YETI

- 2 units of yeti hide
- 2 units of yeti horns
- 2 units of yeti eyes

ABOMINABLE YETI

- 3 units of yeti hide
- 2 units of yeti horns
- 2 units of yeti eyes

YUAN-TI

YUAN-TI ABOMINATION

- 2 units of yuan-ti abomination scales
- 1 unit of yuan-ti abomination fangs
- 1 unit of yuan-ti abomination venom

YUAN-TI MALISON

- 1 unit of yuan-ti malison scales
- 1 unit of yuan-ti malison venom

MISCELLANEOUS CREATURES

APE

- 1 unit of ape hide

AWAKENED SHRUB

- 1/2 unit of awakened shrub twigs

AWAKENED TREE

- 3 units of wood

AXE BEAK

- 2 units of axe beak feathers

BABOON

- 1/2 unit of baboon hide

BADGER

- 1/4 units of badger pelt

BAT

- 1/4 units of bat wings

BLACK BEAR

- 1 unit of black bear hide

BLINK DOG

- 1 unit of blink dog hide

BLOOD HAWK

- 1/2 units of blood hawk feathers

BOAR

- 1 unit of boar hide
- 1 unit of boar tusks

BROWN BEAR

- 2 units of brown bear hide

CAMEL

- 2 units of camel hide

CAT

- 1/4 unit of cat pelt

CONSTRICTOR SNAKE

- 2 units of constrictor snake skin

CRAB

- 1/4 unit of crab carapace

CROCODILE

- 2 units of crocodile hide
- 2 units of crocodile teeth

DEATH DOG

- 1 unit of death dog pelt

DEER

- 1 unit of deer hide

DIRE WOLF

- 2 units of dire wolf pelt

DRAFT HORSE

- 1 unit of draft horse hooves

EAGLE

- 1/2 units of eagle feathers

ELEPHANT

- 6 units of elephant hide
- 2 units of elephant tusks

ELK

- 1 unit of elk antlers
- 2 units of elk hide

FLYING SNAKE

- 1/4 units of flying snake feathers
- 1/4 units of flying snake hide

GIANT APE

- 3 units of giant ape hide

GIANT BADGER

- 1 unit of giant badger hide

GIANT BAT

- 2 units of giant bat hide
- 2 units of giant bat wings

GIANT BOAR

- 2 units of giant boar hide
- 2 units of giant boar tusks

GIANT CENTIPEDE

- 1/2 units of giant centipede poison

GIANT CONSTRICTOR SNAKE

- 4 units of giant constrictor snake skin

GIANT CRAB

- 1 unit of giant crab carapace

GIANT CROCODILE

- 4 units of giant crocodile hide
- 3 units of giant crocodile teeth

GIANT EAGLE

- 2 units of giant eagle feathers

GIANT ELK

- 1 unit of giant elk antlers
- 4 units of giant elk hide

GIANT FIRE BEETLE

- 1 unit of giant fire beetle carapace
- 1 unit of giant fire beetle glowing glands

GIANT FROG

- 1 unit of giant frog skin
- 1 unit of giant frog tongue

GIANT GOAT

- 2 units of giant goat pelt
- 1 unit of giant goat horns

GIANT HYENA

- 2 units of giant hyena pelt

GIANT LIZARD

- 2 units of giant lizard scales

GIANT OCTOPUS

- 3 units of giant octopus tentacles
- 1 unit of giant octopus ink sac

GIANT OWL

- 2 units of giant owl feathers

GIANT POISONOUS SNAKE

- 1 unit of giant poisonous snake skin
- 1 unit of giant poisonous snake poison

GIANT RAT

- 1/2 units of giant rat hide

GIANT SCORPION

- 2 units of giant scorpion carapace
- 2 units of giant scorpion claws
- 1 unit of giant scorpion sting
- 1 unit of giant scorpion venom sac

GIANT SEA HORSE

- 2 units of giant sea horse hide

GIANT SHARK

- 4 units of giant shark skin

GIANT SPIDER

- 1 unit of giant spider venom
- 1 unit of giant spider web sac

GIANT TOAD

- 1 unit of giant toad tongue
- 2 units of giant toad skin

GIANT VULTURE

- 2 units of giant vulture feathers

GIANT WASP

- 1 unit of giant wasp stinger

GIANT WEASEL

- 1 unit of giant weasel hide

GIANT WOLF SPIDER

- 1 unit of giant wolf spider venom
- 1 unit of giant wolf spider web sac

GOAT

- 1 unit of goat pelt

HAWK

- 1/4 units of hawk feathers

HUNTER SHARK

- 2 units of hunter shark skin

HYENA

- 1 unit of hyena pelt

JACKAL

- 1 unit of jackal pelt

KILLER WHALE

- 4 units of killer whale skin

LION

- 2 units of lion hide

LIZARD

- 1/4 units of lizard scales

MAMMOTH

- 4 units of mammoth hide
- 2 units of mammoth tusks

MASTIFF

- 1 unit of mastiff hide

MULE

- 1 unit of mule hide

OCTOPUS

- 1 unit of octopus tentacles
- 1/2 unit of octopus ink sac

OWL

- 1/4 units of owl feathers

PANTHER

- 1 unit of panther hide

PHASE SPIDER

- 1 unit of phase spider venom
- 1 unit of phase spider web sac

POISONOUS SNAKE

- 1/4 units of poisonous snake skin
- 1/4 unit of poisonous snake poison

POLAR BEAR

- 2 units of polar bear hide

PONY

- 1 unit of pony hooves

RAT

- 1/4 units of rat pelt

RAVEN

- 1/4 units of raven feathers

REEF SHARK

- 1 unit of reef shark skin

RHINOCEROS

- 2 units of rhinoceros hide
- 2 units of rhinoceros horns

RIDING HORSE

- 1 unit of riding horse hooves

SABER-TOOTHED TIGER

- 2 units of saber-toothed tiger hide
- 1 unit of saber-toothed tiger fangs

SCORPION

- 1/4 units of scorpion venom

SPIDER

- 1/4 units of spider venom

TIGER

- 2 units of tiger hide

VULTURE

- 1 unit of vulture feathers

WARHORSE

- 1 unit of warhorse hooves

WEASEL

- 1/4 units of weasel pelt

WINTER WOLF

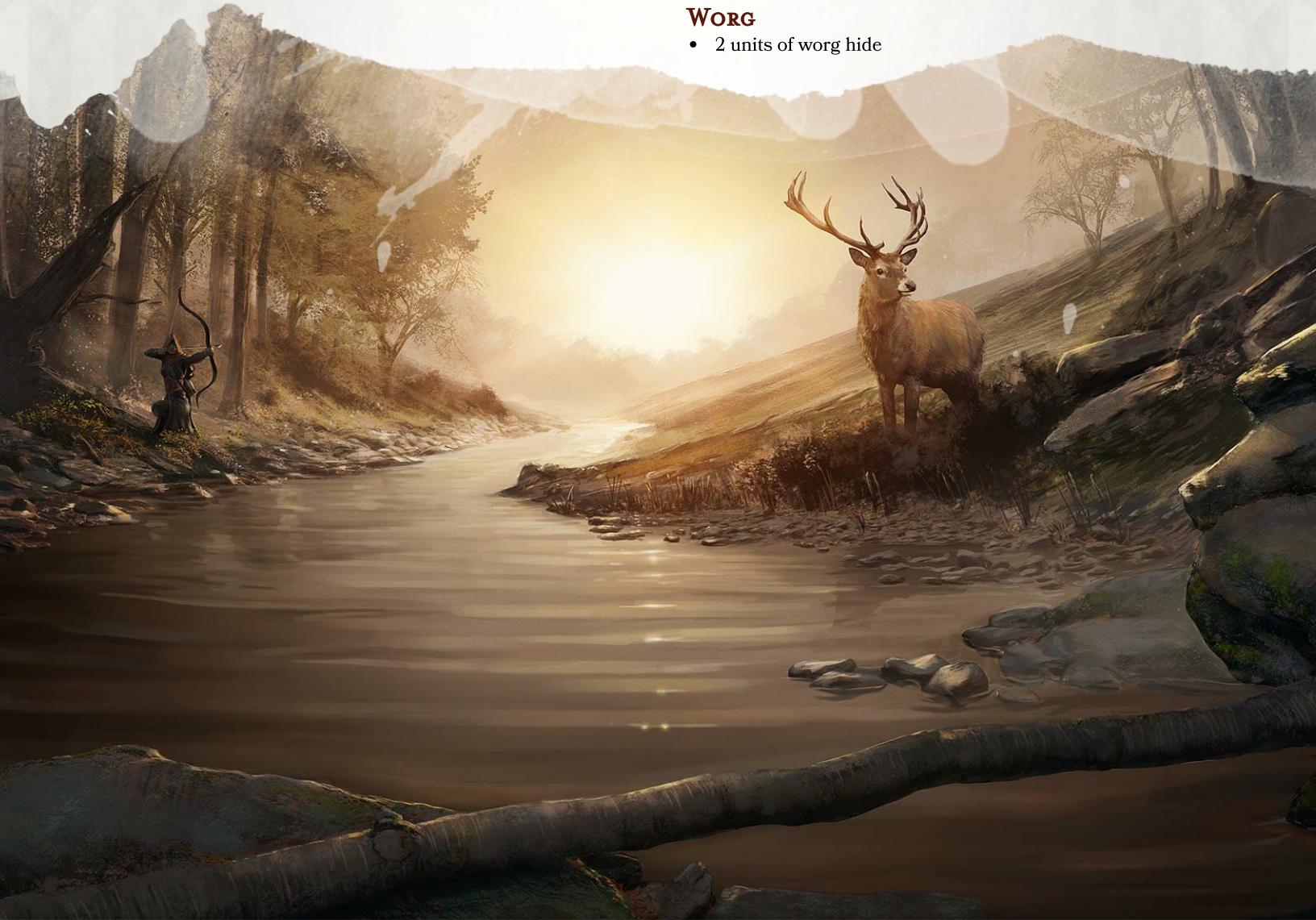
- 2 units of winter wolf hide

WOLF

- 1 unit of wolf hide

WORG

- 2 units of worg hide



PART 5

Monsters and NPCs



CHAPTER 14: NEW CREATURES

DUERGAR SLAVER

Medium humanoid (dwarf), lawful evil

Armor Class 15 (studded leather)

Hit Points 45 (6d8 + 18)

Speed 25 ft.

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

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 10

Languages Dwarvish, Undercommon

Challenge 3 (700 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

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

1st level (4 slots): *bane, command, inflict wounds*

2nd level (3 slots): *hold person, zone of truth*

3rd level (2 slots): *bestow curse, meld into stone*

Actions

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Whip. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 5 (1d4 + 3) slashing damage, or 7 (2d4 + 3) slashing damage while enlarged.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, cast a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

DUERGAR CHAMPION

Medium humanoid (dwarf), lawful evil

Armor Class 18 (+2 breastplate)

Hit Points 102 (12d8 + 48)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	11 (+0)	12 (+1)	12 (+1)

Saving Throws Str +8, Con +7

Skills Athletics +8, Intimidation +5

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 14

Languages Dwarvish, Undercommon

Challenge 8 (3,900 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Multiattack. The duergar makes three melee attacks.

Darksteel Warhammer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage, or 9 (1d10 + 4) bludgeoning damage if used with two hands, plus 2 (1d4) lightning damage; if enlarged, 13 (2d8 + 4) bludgeoning damage, or 15 (2d10 + 4) bludgeoning damage if used with two hands, plus 2 (1d4) lightning damage.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, cast a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.



DUERGAR CLERIC OF LADUGUER

Medium humanoid (dwarf), lawful evil

Armor Class 17 (scale mail, shield)

Hit Points 75 (10d8 + 30)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	11 (+0)	18 (+4)	12 (+1)

Saving Throws Wis +7, Cha +4

Skills Insight +7, Religion +3

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 14

Languages Dwarvish, Undercommon

Challenge 6 (2,300 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spellcasting. The duergar is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The duergar has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bane, command, inflict wounds, protection from evil and good*

2nd level (3 slots): *continual flame, enhance ability, spiritual weapon*

3rd level (3 slots): *bestow curse, spirit guardians*

4th level (3 slots): *banishment, stone shape*

5th level (2 slots): *flame strike*

Actions

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Multiattack. The duergar makes two attacks with its darksteel warhammer.

Darksteel Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands, plus 2 (1d4) lightning damage; if enlarged, 12 (2d8 + 3) bludgeoning damage, or 14 (2d10 + 3) bludgeoning damage if used with two hands, plus 2 (1d4) lightning damage.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, cast a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

DUERGAR KING

Medium humanoid (dwarf), lawful evil

Armor Class 20 (+2 adamantine plate)

Hit Points 190 (20d8 + 48)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	15 (+2)	14 (+2)	18 (+4)

Saving Throws Str +10, Dex +7, Con +10, Wis +7

Skills Athletics +10, Insight +7, Intimidation +9, Persuasion +9

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 17

Languages Dwarvish, Undercommon

Challenge 18 (20,000 XP)

Adamantine Armor. While the duergar is wearing its adamantine plate, any critical hits against it becomes a normal hit.

Magic Weapons. The duergar's weapon attacks are magical.

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Multiattack The duergar makes three melee attacks.

Darksteel Warhammer. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) bludgeoning damage, or 10 (1d10 + 5) bludgeoning damage if used with two hands, plus 2 (1d4) lightning damage; if enlarged, 14 (2d8 + 5) bludgeoning damage, or 16 (2d10 + 5) bludgeoning damage if used with two hands, plus 2 (1d4) lightning damage.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, cast a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Legendary Actions

The duergar can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The duergar regains spent legendary actions at the start of its turn.

Darksteel Warhammer. The duergar makes a darksteel warhammer attack.



DROW ARCHMAGE

Medium humanoid (elf), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	12 (+1)

Saving Throws Int +9, Wis +6

Skills Arcana +10, Deception +6, Perception +7, Stealth +7

Senses darkvision 120 ft., passive Perception 17

Languages Elvish, Undercommon

Challenge 10 (5,900 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

Spellcasting. The drow is a 15th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The drow has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *poison spray*, *ray of frost*, *shocking grasp*

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

2nd level (3 slots): *alter self*, *misty step*, *web*

3rd level (3 slots): *fly*, *lightning bolt*, *major image*

4th level (3 slots): *Evard's black tentacles*, *greater invisibility*, *hallucinatory terrain*

5th level (2 slots): *cloudkill*, *mislead*, *wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *demiplane*

Sunlight Sensivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Staff. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands, plus 3 (1d6) poison damage.

Summon Demon (1/Day). The drow attempts to magically summon a yochlol with a 30 percent chance of success. If the attempt fails, the drow takes 5 (1d10) psychic damage. Otherwise, the summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

DROW ASSASSIN

Medium humanoid (elf), neutral evil

Armor Class 17 (studded leather)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	15 (+2)	13 (+1)	10 (+0)	12 (+1)

Saving Throws Dex +9, Int +5

Skills Acrobatics +9, Deception +4, Perception +4, Stealth +13

Senses darkvision 120 ft., passive Perception 14

Languages Elvish, Undercommon

Challenge 9 (5,000 XP)

Assassinate. During its first turn, the drow has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the drow scores against a surprised creature is a critical hit.

Evasion. If the drow is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the drow instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness, faerie fire*

Sneak Attack (1/turn). The drow deals an extra 21 (6d6) 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 drow that isn't incapacitated and the drow doesn't have disadvantage on the attack roll.

Sunlight Sensivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The drow makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, plus 14 (4d6) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Wrist Crossbow. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, plus 14 (4d6) poison damage.

DROW RAIDER

Medium humanoid (elf), neutral evil

Armor Class 15 (studded leather)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Saving Throws Dex +6, Con +4

Skills Perception +3, Stealth +9

Senses darkvision 120 ft., passive Perception 14

Languages Elvish, Undercommon

Challenge 1 (200 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness, faerie fire*

Sunlight Sensivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The drow makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, plus 3 (1d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.



DROW Matriarch

Medium humanoid (elf), neutral evil

Armor Class 14 (17 with mage armor)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	16 (+3)	16 (+3)	20 (+5)

Saving Throws Dex +9, Cha +10, Int +8, Wis +8

Skills Arcana +8, Deception +10, Intimidation +10, Perception +8, Persuasion +10, Stealth +9

Senses darkvision 120 ft., passive Perception 17

Languages Elvish, Undercommon

Challenge 13 (10,000 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

Magic Weapons. The drow's weapon attacks are magical.

Spellcasting. The drow is a 18th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The drow has the following spells prepared:

Cantrips (at will): *guidance*, *poison spray*, *resistance*, *spare the dying*, *thaumaturgy*

1st level (4 slots): *animal friendship*, *cure wounds*, *detect poison and disease*, *ray of sickness*

2nd level (3 slots): *lesser restoration*, *protection from poison*, *web*

3rd level (3 slots): *conjure animals* (2 giant spiders), *dispel magic*

4th level (3 slots): *divination*, *freedom of movement*

5th level (3 slots): *insect plague*, *mass cure wounds*

6th level (1 slot): *harm*

7th level (1 slot): *plane shift*

8th level (1 slot): *antimagic field*

9th level (1 slot): *gate*

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The drow makes two attacks with its shortsword.

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, plus 10 (3d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Legendary Actions

The drow can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The duergar regains spent legendary actions at the start of its turn.

Move. The drow moves up to its speed without provoking opportunity attacks.

Shortsword. The drow makes a shortsword attack.

Blessing of Lolth (Costs 2 Actions). The drow casts one 5th level or lower spell if it has available slots.

ALCHEMICAL GOLEM

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages understands the languages of its creator but can't speak

Challenge 9 (5,000 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 18 (3d8 + 5) bludgeoning damage.

Alchemical Bomb (Recharge 5-6). The golem throws an alchemical bomb to one creature it can see within 60 feet of it. The target must make a DC 16 Dexterity saving throw, taking 36 (8d8) damage on a failed save, or half as much damage on a successful one. The damage type is determined by rolling a d4 (1: acid; 2: cold; 3: fire; 4: poison).

Dexterity saving throw, taking 36 (8d8) damage on a failed save, or half as much damage on a successful one. The damage type is determined by rolling a d4 (1: acid; 2: cold; 3: fire; 4: poison).



WOOD GOLEM

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Damage Vulnerabilities fire

Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages understands the languages of its creator but can't speak

Challenge 6 (2,300 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 18 (3d8 + 5) bludgeoning damage.

Rock. Ranged Weapon Attack: +8 to hit, range 60/180 ft., one target. **Hit:** 27 (4d10 + 5) bludgeoning damage.

Thorned Body (Recharge 5-6). The golem body is covered with sturdy thorns, making it more resilient and damaging anyone nearby. Until the beginning of the next golem turn, its AC increases by 2, and whenever a creature that touches the golem or hits it with a melee attack while within 5 feet of it takes 10 (2d10) piercing damage. The golem can then make one attack as a bonus action.



Orc Shaman

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	12 (+1)	18 (+4)	12 (+1)

Saving Throws Wis +7

Skills Intimidation +4, Religion +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Orc

Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Spellcasting. The orc is a 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The orc has the following druid spells prepared:

Cantrips (at will): *gust, shillelagh, thunderclap*

1st level (4 slots): *cure wounds, healing word, thunderwave*

2nd level (3 slots): *beast sense, gust of wind, warding wind*

3rd level (3 slots): *call lightning, wind wall*

4th level (2 slots): *giant insect*

Actions

Quarterstaff. *Melee Weapon Attack:* +6 to hit (+7 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with *shillelagh*.

Orc Warlord

Large humanoid (orc), chaotic evil

Armor Class 16 (half plate)

Hit Points 116 (12d10 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	11 (+0)	12 (+1)	17 (+3)

Saving Throws Str +9, Con +9, Wis +5

Skills Athletics +9, Intimidation +7

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 7 (2,900 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Gruumsh's Fury. The orc deals an extra 5 (1d10) damage when it hits with a weapon attack (included in the attacks)

Actions

Multiattack The orc makes three attacks with its heavy mace.

Heavy Mace. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (1d8 + 5) bludgeoning damage, plus 5 (1d10) bludgeoning damage.

Battle Cry (Recharge 6). Each creature of the warlord's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the warlord's next turn. The warlord can then make one attack as a bonus action.

Legendary Actions

The Orc Warlord can take 2 legendary actions, choosing from the options below. It can take only one legendary action at a time and only at the end of another creature's turn. The orc warlord regains spent legendary actions at the start of its turn.

Move. The orc warlord moves up to its speed without provoking opportunity attacks.

Inneval's Command (Costs 2 Actions). Up to three allied orcs within 120 feet of this orc that can hear it can use their reactions to each make one weapon attack.

Rock trolls have an affinity for earth, and they possess natural camouflage in areas of stone. Rock trolls sometimes are found on the Elemental Plane of Earth.

ROCK TROLL

Large giant, chaotic evil

Armor Class 17 (natural armor)

Hit Points 115 (10d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	23 (+6)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2, Stealth +4

Damage Resistances piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 7 (2,900 XP)

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Rocky Body. The troll has advantage on Dexterity (Stealth) checks made to hide while in rocky terrain.

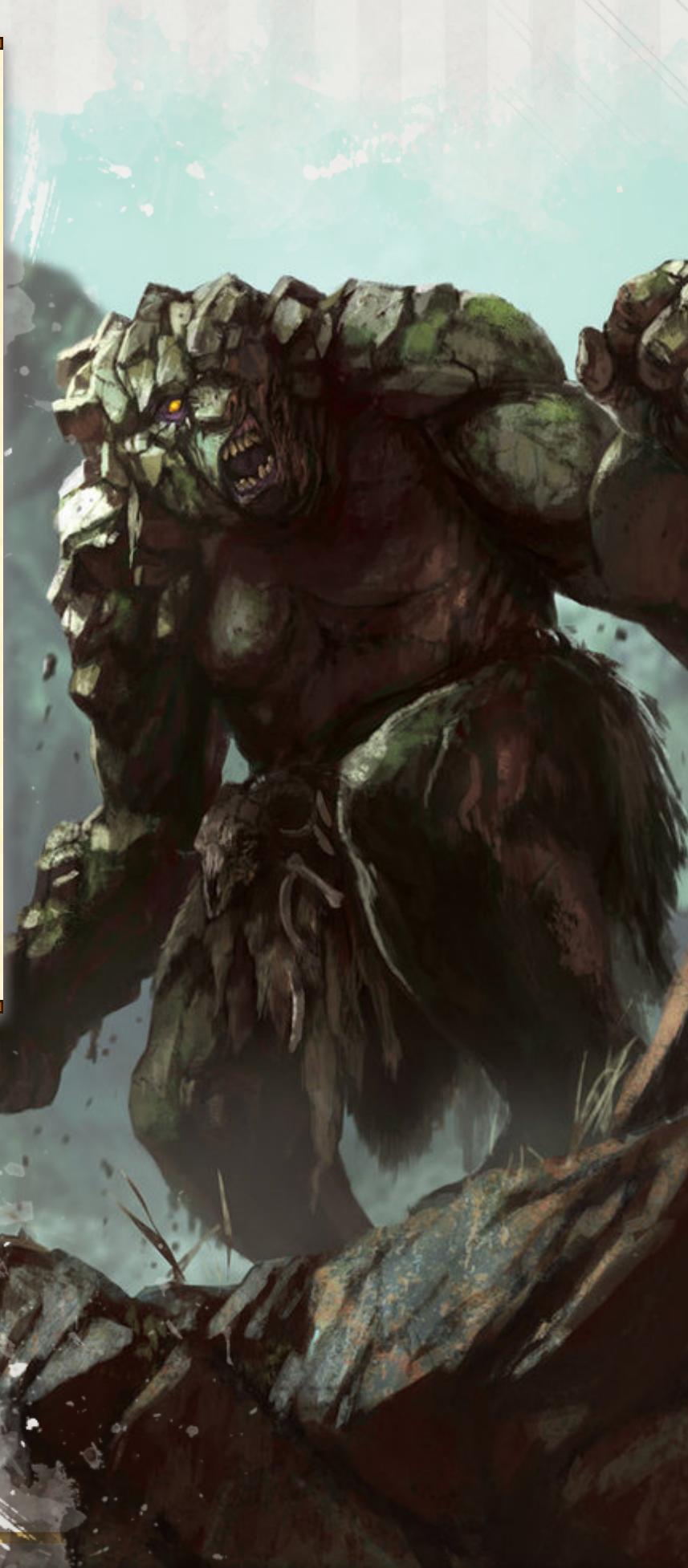
Actions

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Rock Ranged Weapon Attack: +4 to hit, range 60/180 ft., one target. *Hit:* 11 (2d10 + 1) bludgeoning damage.



Unlike other vampires, who are human-like in appearance, **Feral Vampires** look more like wild animals. They are covered in fur and they have great jaws and sharp claws, and they drink any kind of blood to survive rather than only humanoid.



FERAL VAMPIRE

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	17 (+3)	12 (+1)	13 (+1)	10 (+0)

Saving Throws Dex +6, Wis +4

Skills Athletics +6, Perception +4, Stealth +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities frightened

Senses darkvision 120 ft., passive Perception 14

Languages the languages it knew in life

Challenge 7 (2,900 XP)

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

Leap Attack. If the vampire 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 vampire can make one bite attack against it as a bonus action.

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 Weakness. 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

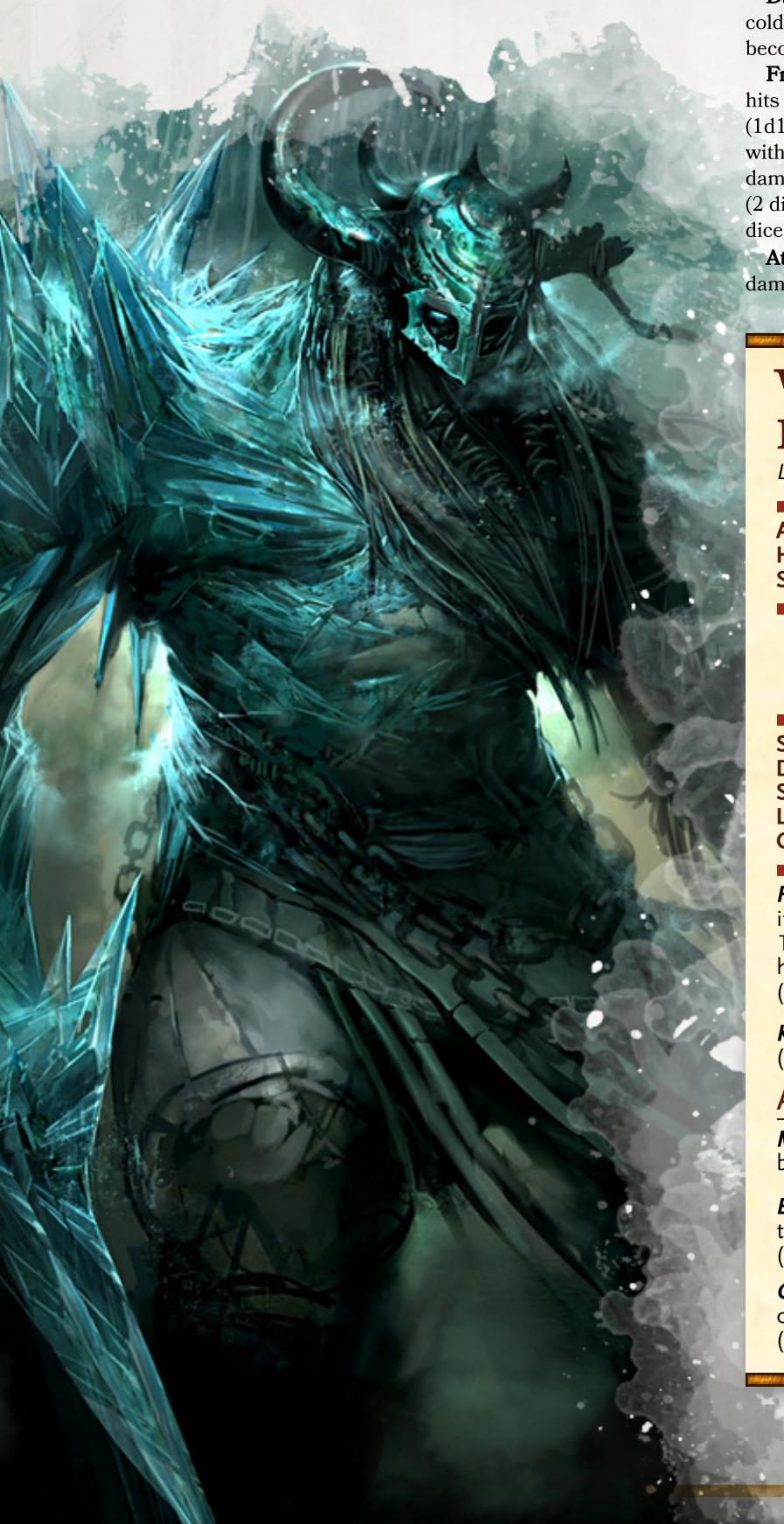
Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. **Hit:** 13 (3d6 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. **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.

WINTERBROOD

The winterbrood are creatures that were corrupted by magical ice and cold. A winterbrood skin is covered with a layer of snow and ice, its fangs, horns, and claws become transparent like ice shards, its blood turns blue and its body is cold to touch.



WINTERBROOD TEMPLATE

An aberration, beast, dragon, fey, fiend, giant, humanoid, or monstrosity can become a winterbrood.

When a creature becomes a winterbrood, it retains its statistics except as described below. The creature might retain or lose any or all of its lair actions or inherit new ones, as the DM sees fit.

Alignment. The winterbrood is Chaotic Evil

Damage Immunities. The winterbrood has immunity to cold damage. It also retains any immunities it had prior to becoming a winterbrood.

Frozen Body. A creature that touches the winterbrood or hits it with a melee attack while within 5 feet of it takes 5 (1d10) cold damage. Additionally, when a winterbrood hits with its natural weapons, it deals an extra 3 (1d6) cold damage. Both damage dice increases with the creature size (2 dice for Large creatures, 3 dice for Huge creatures, and 4 dice for Gargantuan creatures).

Attacks. If a winterbrood deals acid, fire, or lightning damage, change that damage type to cold.

WINTERBROOD POLAR BEAR

Large beast, chaotic evil

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Damage Immunities cold

Senses passive Perception 13

Languages —

Challenge 3 (700 XP)

Frozen Body. A creature that touches the bear or hits it with a melee attack while within 5 feet of it takes 10 (2d10) cold damage. Additionally, when the bear hits with its natural weapons, it deals an extra 6 (2d6) cold damage (included in the attack).

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

Actions

Multiaction. 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, plus 6 (2d6) cold damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, plus 6 (2d6) cold damage.

WINTERBROOD ANCIENT GREEN DRAGON

Gargantuan dragon, chaotic evil

Armor Class 21 (natural armor)

Hit Points 385 (22d20 + 154)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+6)	20 (+5)	17 (+3)	19 (+4)

Saving Throws Dex +8, Con +14, Wis +10, Cha +11

Skills Deception +11, Insight +10, Perception +17,

Persuasion +11, Stealth +8

Damage Immunities cold, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive

Perception 27

Languages Common, Draconic

Challenge 23 (32,500 XP)

Amphibious. The dragon can breathe air and water.

Frozen Body. A creature that touches the bear or hits it with a melee attack while within 5 feet of it takes 20 (4d10) cold damage. Additionally, when the dragon hits with its natural weapons, it deals an extra 12 (4d6) cold damage (included in the attack).

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiaction The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

A WINTERBROOD GREEN DRAGON'S LAIR

A winterbrood green dragon makes its home in a frozen forest. A white-green mist hangs in the air that is the result of the perpetual transformation by the corrupted ice magic.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The ground is covered with frozen roots and vines in a 20-foot radius centered on a point on the ground that the dragon can see within 120 feet of it. That area becomes difficult terrain, and each creature must succeed on a DC 15 Strength saving throw or be restrained by the frozen roots and vines. A creature can be freed if it or another creature takes an action to make a DC 15 Strength check and succeeds. The frozen roots and vines wilt away when the dragon uses this lair action again or when the dragon dies.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 10 (3d6) poison damage and 12 (4d6) cold damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage plus 12 (4d6) cold damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage plus 12 (4d6) cold damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 77 (22d6) poison damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The 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 regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

- A series of ice shards with frozen thorns appears from the ground, striking up to three creatures that the dragon can see within 120 feet of it. The dragon makes one ranged attack roll (+7 to hit) against each target. On a hit, the target takes 10 (3d6) piercing damage.
- Magical fog billows around one creature the dragon can see within 120 feet of it. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by the dragon until initiative count 20 on the next round.

REGIONAL EFFECTS

The region containing a legendary winterbrood green dragon's lair is warped by the dragon's corrupted magic, creating one or more of the following effects.

- A white-green mist obscures the land within 6 miles of the dragon's lair.
- A perpetual hailstorm galls within 6 miles of the lair.

If the dragon dies, these effects fade over the course of 1d10 days.

CHAPTER 15: NONPLAYER CHARACTERS



ALCHEMIST

Medium humanoid (any race), any alignment

Armor Class 12 (leather)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	16 (+3)	14 (+2)	11 (+0)

Skills Arcana +5, Nature +5

Senses passive Perception 12

Languages Any one language (usually Common)

Challenge 2 (450 XP)

Potion of Resistance (1/Day). As a bonus action, the alchemist can drink a potion to gain resistance against one damage type from the following list for 1 minute: bludgeoning, piercing, slashing, cold, fire, or lightning.

Actions

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

Alchemical Bomb. The alchemist throws an alchemical bomb to one creature it can see within 30 feet of it. The target must make a DC 13 Dexterity saving throw, taking 6 (2d6) damage on a failed save, or half as much damage on a successful one. The damage type is determined by rolling a d4 (1: acid, 2: cold, 3: fire, 4: poison).



GUNSLINGER

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	12 (+1)	11 (+0)

Skills Perception +5

Senses passive Perception 15

Languages Any one language (usually Common)

Challenge 3 (700 XP)

Close Combat Gunner. Being within 5 feet of a hostile creature doesn't impose disadvantage on the gunslinger ranged attack rolls.

Actions

Multiaction. The gunslinger makes two pepperbox attacks. If it has a rapier drawn, it can also make a rapier attack.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Pepperbox. *Ranged Weapon Attack:* +8 to hit, range 40/150 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

THE TOWN WATCH

Guards are members of an organized force who are charged with the protection of a subject, be it an item, an individual, a building, an organization, or a city.

CROSSBOWMAN

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Any one language (usually Common)

Challenge 1/4 (50 XP)

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Crossbowmen are guards armed with crossbows, defending the cities, towns and merchants from a distance.

Crossbowmen who are members of the city watch are commonly found in watch towers, city walls and even rooftops.

GUARD VARIANT: GUNPOWDER GUARDS

Since not every setting allows the use of firearms, here's a variant rule for adding gunpowder guards.

To create a **rifle guard**, replace the light crossbow with a musket, and to create a **rifle guard sergeant**, give a pepperbox to the sergeant.

Musket. Range 70/200 ft., deals 1d12 piercing damage on a hit.

Pepperbox. Range 40/150 ft., deals 1d10 piercing damage on a hit.

You can find the full weapon stats in the chapter 3 of this supplement.



SERGEANT

Medium humanoid (any race), any alignment

Armor Class 16 (breastplate)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+3)	14 (+2)	11 (+0)	12 (+1)	13 (+1)

Skills Perception +3, Persuasion +3

Senses passive Perception 13

Languages Any one language (usually Common)

Challenge 1/2 (100 XP)

Actions

Multiattack The guard sergeant makes two attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Rally (Recharge 6). The guard sergeant shouts to his troops, giving all friendly units within 30 feet that can hear it advantage on their next attack roll. The guard sergeant can then make one attack as a bonus action.

Sergeants are veteran members of the city watch who lead the patrols in towns and cities.