

SYSTEM REFERENCE DOCUMENT

Version 1.0

This document contains the rules of *Daring & Dread: The Roleplaying Game*, released as Open Game Content so that you can publish your own material for the game. It is a rules reference only. For the complete game, including the full campaign setting, monster lore, and art, see the core books:

Daring & Dread: The Roleplaying Game Player's Guide
https://www.drivethrurpg.com/en/product/590678

Daring & Dread: The Roleplaying Game GM's Manual
https://www.drivethrurpg.com/en/product/590680

Both books are available on DriveThruRPG.

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Daring & Dread: The Roleplaying Game System Reference Document

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System Reference Document 5.2.1

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The Complete Game

Player’s Guide: https://www.drivethrurpg.com/en/product/590678
GM’s Manual: https://www.drivethrurpg.com/en/product/590680

Part 1: Player Rules

Playing the Game

Rhythm of Play

The three main pillars of play are social interaction, exploration, and combat. Whichever one you're experiencing, the game unfolds according to this basic pattern:

- 1. The Game Master Describes a Scene. The GM tells the players where their adventurers are and what's around them (how many doors lead out of a room, what's on a table, and so on).
- 2. The Players Describe What Their Characters Do. Typically, the characters stick together as they travel through a dungeon or another environment. Sometimes different adventurers do different things: one adventurer might search a treasure chest while a second examines a mysterious symbol engraved on a wall and a third keeps watch for monsters. Outside combat, the GM ensures that every character has a chance to act and decides how to resolve their activity. In combat, the characters take turns.
- 3. The GM Narrates the Results of the Adventurers' Actions. Sometimes resolving a task is easy. If an adventurer walks across a room and tries to open a door, the GM might say the door opens and describe what lies beyond. But the door might be locked, the floor might hide a trap, or some other circumstance might make it challenging for an adventurer to complete a task. In those cases, the GM might ask the player to roll a die to help determine what happens. Describing the results often leads to another decision point, which brings the game back to step 1.

This pattern holds during every game session (each time you sit down to play), whether the adventurers are talking to a noble, exploring a ruin, or fighting a dragon. In certain situations—particularly combat—the action is more structured, and everyone takes turns.

The Six Abilities

All creatures—characters and monsters—have six abilities that measure physical and mental characteristics, as shown on the Ability Descriptions table.

Ability Ability	Descriptions Score Measures …
Strength	Physical might
Dexterity	Agility, reflexes, and balance
Constitution	Health and stamina
Intelligence	Reasoning and memory
Wisdom	Perceptiveness and mental fortitude
Charisma	Confidence, poise, and charm

Ability Scores

Each ability has a score from 1 to 20, although some monsters have a score as high as 30. The score represents the magnitude of an ability. The Ability Scores table summarizes what the scores mean.

Ability Scores

Score	Meaning
1	This is the lowest a score can normally go. If an effect reduces a score to 0, that effect explains what happens.
2–9	This represents a weak capability.
10–11	This represents the human average.
12–19	This represents a strong capability.
20	This is the highest an adventurer's score can go unless a feature says otherwise.
21–29	This represents an extraordinary capability.
30	This is the highest a score can go.

Ability Modifiers

Each ability has a modifier that you apply whenever you make a D20 Test with that ability (explained in "D20 Tests"). An ability modifier is derived from its score, as shown in the Ability Modifiers table.

Exceptions Supersede General Rules

General rules govern each part of the game. For example, the combat rules tell you that melee attacks use Strength and ranged attacks use Dexterity. That's a general rule, and a general rule is in effect as long as something in the game doesn't explicitly say otherwise.

The game also includes elements—class features, feats, weapon properties, spells, magic items, monster abilities, and the like—that sometimes contradict a general rule. When an exception and a general rule disagree, the exception wins. For example, if a feature says you can make melee attacks using your Charisma, you can do so, even though that statement disagrees with the general rule.

Round Down

Whenever you divide or multiply a number in the game, round down if you end up with a fraction, even if the fraction is one-half or greater. Some rules make an exception and tell you to round up.

Ability Modifiers Score	Modifier	Score	Modifier
1	−5	16–17	+3
2–3	−4	18–19	+4
4–5	−3	20–21	+5
6–7	−2	22–23	+6
8–9	−1	24–25	+7
10–11	+0	26–27	+8
12–13	+1	28–29	+9
14–15	+2	30	+10

D20 Tests

When the outcome of an action is uncertain, the game uses a d20 roll to determine success or failure. These rolls are called D20 Tests, and they come in three kinds: ability checks, saving throws, and attack rolls. They follow these steps:

4: Roll 1d20. You always want to roll high. If the roll has Advantage or Disadvantage (described later in "Playing the Game"), you roll two d20s, but you use the number from only one of them—the higher one if you have Advantage or the lower one if you have Disadvantage.

5: Add Modifiers. Add these modifiers to the number rolled on the d20:

- The Relevant Ability Modifier. "Playing the Game" and "Rules Glossary" explain which ability modifiers to use for various D20 Tests.
- Your Proficiency Bonus If Relevant. Each creature has a Proficiency Bonus, a number added when making a D20 Test that uses something, such as a skill, in which the creature has proficiency. See "Proficiency" later in "Playing the Game."
- Circumstantial Bonuses and Penalties. A class feature, a spell, or another rule might give a bonus or penalty to the die roll.

6: Compare the Total to a Target Number. If the total of the d20 and its modifiers equals or exceeds the target number, the D20 Test succeeds. Otherwise, it fails. The Game Master determines target numbers and tells players whether their rolls are successful. The target number for an ability check or a saving throw is called a Difficulty Class (DC). The target number for an attack roll is called an Armor Class (AC), which appears on a character sheet or in a stat block (see "Rules Glossary").

Ability Checks

An ability check represents a creature using talent and training to try to overcome a challenge, such as forcing open a stuck door, picking a lock, entertaining a crowd, or deciphering a cipher. The GM and the rules often call for an ability check when a creature attempts something other than an attack that has a chance of meaningful failure. When the outcome is uncertain and narratively interesting, the dice determine the result.

Ability Modifier

An ability check is named for the ability modifier it uses: a Strength check, an Intelligence check, and so on. Different ability checks are called for in different situations, depending on which ability is most relevant. See the Ability Check Examples table for examples of each check's use.

Ability Ability	Check Examples Make a Check To…
Strength	Lift, push, pull, or break something

Ability Ability	Check Examples Make a Check To…
Dexterity	Move nimbly, quickly, or quietly
Constitution	Push your body beyond normal limits
Intelligence	Reason or remember
Wisdom	Notice things in the environment or in creatures' behavior
Charisma	Influence, entertain, or deceive

Proficiency Bonus

Add your Proficiency Bonus to an ability check when the GM determines that a skill or tool proficiency is relevant to the check and you have that proficiency. For example, if a rule refers to an Acrobatics or Athletics check, you can add your Proficiency Bonus to the check if you have proficiency in the Acrobatics or Athletics skill. See "Proficiency" later in "Playing the Game" for more information about skill and tool proficiencies.

Difficulty Class

The Difficulty Class of an ability check represents the task's difficulty. The more difficult the task, the higher its DC. The rules provide DCs for certain checks, but the GM ultimately sets them. The Typical Difficulty Classes table presents a range of possible DCs for ability checks.

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

Saving Throws

A saving throw—also called a save—represents an attempt to evade or resist a threat, such as a fiery explosion, a blast of poisonous gas, or a spell trying to invade your mind. You don't normally choose to make a save; you must make one because your character or a monster (if you're the GM) is at risk. A save's result is detailed in the effect that caused it.

If you don't want to resist the effect, you can choose to fail the save without rolling.

Ability Modifier

Saving throws are named for the ability modifiers they use: a Constitution saving throw, a Wisdom saving throw, and so on. Different saving throws are used to resist different kinds of effects, as shown on the Saving Throw Examples table.

Saving Ability	Throw Examples Make a Save To …
Strength	Physically resist direct force
Dexterity	Dodge out of harm's way
Constitution	Endure a toxic hazard
Intelligence	Recognize an illusion as fake
Wisdom	Resist a mental assault
Charisma	Assert your identity

Proficiency Bonus

You add your Proficiency Bonus to your saving throw if you have proficiency in that kind of save. See "Proficiency" later in "Playing the Game."

Difficulty Class

The Difficulty Class for a saving throw is determined by the effect that causes it or by the GM. For example, if a spell forces you to make a save, the DC is determined by the caster's spellcasting ability and Proficiency Bonus. Monster abilities that call for saves specify the DC.

Attack Rolls

An attack roll determines whether an attack hits a target. An attack roll hits if the roll equals or exceeds the target's Armor Class. Attack rolls usually occur in battle, described in "Combat" later in "Playing the Game," but the GM might also ask for an attack roll in other situations, such as an archery competition.

Ability Modifier

The Attack Roll Abilities table shows which ability modifier to use for different types of attack rolls.

Attack Ability	Roll Abilities Attack Type
Strength	Melee attack with a weapon or an Unarmed Strike (see Rules Glossary)
Dexterity	Ranged attack with a weapon
Varies	Spell attack (the ability used is determined by the spellcaster's spellcasting feature, as explained in Spells)

Some features let you use different ability modifiers from those listed. For example, the Finesse property (see "Equipment") lets you use Strength or Dexterity with a weapon that has that property.

Proficiency Bonus

You add your Proficiency Bonus to your attack roll when you attack using a weapon you have proficiency with, as well as when you attack with a spell. See "Proficiency" later in "Playing the Game" for more information about weapon proficiencies.

Armor Class

A creature's Armor Class represents how well the creature avoids being wounded in combat. The AC of a character is determined at character creation (see "Character Creation"), whereas the AC of a monster appears in its stat block.

Calculating AC. All creatures start with the same base AC calculation:

Base AC = 10 + the creature's Dexterity modifier

A creature's AC can then be modified by armor, magic items, spells, and more.

Only One Base AC. Some spells and class features give characters a different way to calculate their AC. A character with multiple features that give different ways to calculate AC must choose which one to use; only one base calculation can be in effect for a creature.

Rolling 20 or 1

If you roll a 20 on the d20 (called a "natural 20") for an attack roll, the attack hits regardless of any modifiers or the target's AC. This is called a Critical Hit (see "Combat" later in "Playing the Game").

If you roll a 1 on the d20 (a "natural 1") for an attack roll, the attack misses regardless of any modifiers or the target's AC.

Advantage/Disadvantage

Sometimes a D20 Test is modified by Advantage or Disadvantage. Advantage reflects the positive circumstances surrounding a d20 roll, while Disadvantage reflects negative circumstances.

You usually acquire Advantage or Disadvantage through the use of special abilities and actions. The GM can also decide that circumstances grant Advantage or impose Disadvantage.

Roll Two D20s

When a roll has either Advantage or Disadvantage, roll a second d20 when you make the roll. Use the higher of the two rolls if you have Advantage, and use the lower roll if you have Disadvantage. For example, if you have Disadvantage and roll an 18 and a 3, use the 3. If you instead have Advantage and roll those numbers, use the 18.

They Don't Stack

If multiple situations affect a roll and they all grant Advantage on it, you still roll only two d20s. Similarly, if multiple situations impose Disadvantage on a roll, you roll only two d20s.

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

Interactions with Rerolls

When you have Advantage or Disadvantage and something in the game lets you reroll or replace the d20, you can reroll or replace only one die, not both. You choose which one.

For example, if you have Heroic Inspiration (see the sidebar below) and roll a 3 and an 18 on an ability check that has Advantage or Disadvantage, you could expend your Heroic Inspiration to reroll one of those dice, not both of them.

Heroic Inspiration

Sometimes the GM or a rule gives you Heroic Inspiration. If you have Heroic Inspiration, you can expend it to reroll any die immediately after rolling it, and you must use the new roll.

Only One at a Time. You can never have more than one instance of Heroic Inspiration. If something gives you Heroic Inspiration and you already have it, you can give it to a player character in your group who lacks it.

Gaining Heroic Inspiration. Your GM can give you Heroic Inspiration for a variety of reasons. Typically, GMs award it when you do something particularly heroic, in character, or entertaining. It's a reward for making the game more fun for everyone playing.

Other rules might allow your character to gain Heroic Inspiration independent of the GM's decision. For example, Human characters start each day with Heroic Inspiration.

Proficiency

Characters and monsters are good at various things. Some are skilled with many weapons, while others can use only a few. Some are better at understanding people's motives, and others are better at unlocking the secrets of the multiverse. All creatures have a Proficiency Bonus, which reflects the impact that training has on the creature's capabilities. A character's Proficiency Bonus increases as the character gains levels (described in "Character Creation"). A monster's Proficiency Bonus is based on its Challenge Rating (see "Rules Glossary"). The Proficiency Bonus table shows how the bonus is determined.

This bonus is applied to a D20 Test when the creature has proficiency in a skill, in a saving throw, or with an item that the creature uses to make the D20 Test. The bonus is also used for spell attacks and for calculating the DC of saving throws for spells.

Proficiency Bonus

Level or CR	Bonus
Up to 4	+2
5–8	+3
9–12	+4
13–16	+5
17–20	+6
21–24	+7
25–28	+8
29–30	+9

The Bonus Doesn't Stack

Your Proficiency Bonus can't be added to a die roll or another number more than once. For example, if a rule allows you to make a Deception or Persuasion check, you add your Proficiency Bonus if you're proficient in either skill, but you don't add it twice if you're proficient in both skills.

Occasionally, a Proficiency Bonus might be multiplied or divided (doubled or halved, for example) before being added. For example, the Expertise feature (see "Rules Glossary") doubles the Proficiency Bonus for certain ability checks. Whenever the bonus is used, it can be multiplied only once and divided only once.

Skill Proficiencies

Most ability checks involve using a skill, which represents a category of things creatures try to do with an ability check. The descriptions of the actions you take (see "Actions" later in "Playing the Game") specify which skill applies if you make an ability check for that action, and many other rules note when a skill is relevant. The GM has the ultimate say on whether a skill is relevant in a situation.

If a creature is proficient in a skill, the creature applies its Proficiency Bonus to ability checks involving that skill. Without proficiency in a skill, a creature can still make ability checks involving that skill but doesn't add its Proficiency Bonus. For example, if a character tries to climb a cliff, the GM might ask for a Athletics check. If the character has Athletics proficiency, the character adds their Proficiency Bonus to the Strength check. If the character lacks that proficiency, they make the check without adding their Proficiency Bonus.

Skills

Skill	Ability	Example Uses
Acrobatics	Dexterity	Stay on your feet in a tricky situation, or perform an acrobatic stunt.
Animal Handling	Wisdom	Calm or train an animal, or get an animal to behave in a certain way.
Arcana	Intelligence	Recall lore about spells, magic items, and the planes of existence.
Athletics	Strength	Jump farther than normal, stay afloat in rough water, or break something.
Deception	Charisma	Tell a convincing lie, or wear a disguise convincingly.
History	Intelligence	Recall lore about historical events, people, nations, and cultures.
Insight	Wisdom	Discern a person's mood and intentions.
Intimidation	Charisma	Awe or threaten someone into doing what you want.
Investigation	Intelligence	Find obscure information in books, or deduce how something works.
Medicine	Wisdom	Diagnose an illness, or determine what killed the recently slain.
Nature	Intelligence	Recall lore about terrain, plants, animals, and weather.
Perception	Wisdom	Using a combination of senses, notice something that's easy to miss.
Performance	Charisma	Act, tell a story, perform music, or dance.
Persuasion	Charisma	Honestly and graciously convince someone of something.
Religion	Intelligence	Recall lore about gods, religious rituals, and holy symbols.
Sleight of Hand	Dexterity	Pick a pocket, conceal a handheld object, or perform legerdemain.
Stealth	Dexterity	Escape notice by moving quietly and hiding behind things.
Survival	Wisdom	Follow tracks, forage, find a trail, or avoid natural hazards.

Skill List

The skills are shown on the Skills table, which notes example uses for each skill proficiency as well as the ability check the skill most often applies to.

Determining Skills

A character's starting skill proficiencies are determined at character creation, and a monster's skill proficiencies appear in its stat block.

Saving Throw Proficiencies

Proficiency in a saving throw lets a character add their Proficiency Bonus to saves that use a particular ability. For example, proficiency in Wisdom saves lets you add your Proficiency Bonus to your Wisdom saves. Some monsters also have saving throw proficiencies, as noted in their stat blocks.Each class gives proficiency in at least two saving throws, representing that class's training in evading or resisting certain threats. Wizards, for example, are proficient in Intelligence and Wisdom saves; they train to resist mental assault.

Equipment Proficiencies

A character gains proficiency with various weapons and tools from their class and background. There are two categories of equipment proficiency:

Weapons. Anyone can wield a weapon, but proficiency makes you better at wielding it. If you have proficiency with a weapon, you add your Proficiency Bonus to attack rolls you make with it.

Tools. If you have proficiency with a tool, you can add your Proficiency Bonus to any ability check you make that uses the tool. If you have proficiency in the skill that's also used with that check, you have Advantage on the check too. This means you can benefit from both skill proficiency and tool proficiency on the same ability check.

Actions

When you do something other than moving or communicating, you typically take an action. The Action table lists the game's main actions, which are defined in more detail in "Rules Glossary."

Actions

Attack. Attack with a weapon or an Unarmed Strike.

Dash. For the rest of the turn, give yourself extra movement equal to your Speed.

Disengage. Your movement doesn't provoke Opportunity Attacks for the rest of the turn.

Dodge. Until the start of your next turn, attack rolls against you have Disadvantage, and you make Dexterity saving throws with Advantage. You lose this benefit if you have the Incapacitated condition or if your Speed is 0.

Help. Help another creature's ability check or attack roll, or administer first aid.

Hide. Make a Stealth check.

Influence. Make a Deception, Intimidation, Performance, or Persuasion or Animal Handling check to alter a creature's attitude.

Magic. Cast a spell, use a magic item, or use a magical feature.

Ready. Prepare to take an action in response to a trigger you define.

Search. Make an Insight, Medicine, Perception, or Survival check.

Study. Make an Arcana, History, Investigation, Nature, or Religion check.

Utilize. Use a nonmagical object.

Player characters and monsters can also do things not covered by these actions. Many class features and other abilities provide additional action options, and you can improvise other actions. When you describe an action not detailed elsewhere in the rules, the Game Master tells you whether that action is possible and what kind of D20 Test you need to make, if any.

One Thing at a Time

The game uses actions to govern how much you can do at one time. You can take only one action at a time. This principle is most important in combat, as explained in "Combat" later in "Playing the Game."

Actions can come up in other situations, too: in a social interaction, you can try to Influence a creature or use the Search action to read the creature's body language, but you can't do both at the same time. And when you're exploring a dungeon, you can't simultaneously use the Search action to look for traps and use the Help action to aid another character who's trying to open a stuck door (with the Utilize action).

Bonus Actions

Various class features, spells, and other abilities let you take an additional action on your turn called a Bonus Action. The Cunning Action feature, for example, allows a Rogue to take a Bonus Action. You can take a Bonus Action only when a special ability, a spell, or another feature of the game states that you can do something as a Bonus Action. You otherwise don't have a Bonus Action to take.

You can take only one Bonus Action on your turn, so you must choose which Bonus Action to use if you have more than one available.

You choose when to take a Bonus Action during your turn unless the Bonus Action's timing is specified. Anything that deprives you of your ability to take actions also prevents you from taking a Bonus Action.

Reactions

Certain special abilities, spells, and situations allow you to take a special action called a Reaction. A Reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The Opportunity Attack, described later in "Playing the Game," is the most common type of Reaction.

When you take a Reaction, you can't take another one until the start of your next turn. If the reaction interrupts another creature's turn, that creature can continue its turn right after the Reaction.

In terms of timing, a Reaction takes place immediately after its trigger unless the Reaction's description says otherwise.

Social Interaction

During their adventures, player characters meet many different people and face some monsters that would rather talk than fight. In those situations, it's time for social interaction, which takes many forms. For example, you might try to convince a burglar to confess to wrongdoing or try to flatter a guard. The Game Master assumes the roles of any nonplayer characters who are participating.

An NPC's attitude toward your character is Friendly, Indifferent, or Hostile, as defined in "Rules Glossary." Friendly NPCs are predisposed to help, and Hostile ones are inclined to hinder.

Social interactions progress in two ways: through roleplaying and ability checks.

Roleplaying

Roleplaying is, literally, the act of playing out a role. In this case, it's you as a player determining how your character thinks, acts, and talks. Roleplaying is part of every aspect of the game, and it comes to the fore during social interactions.

As you roleplay, consider whether you prefer an active approach or a descriptive approach.

The GM uses an NPC's personality and your character's actions and attitudes to determine how an NPC reacts. A cowardly bandit might buckle under threats of imprisonment. A stubborn merchant refuses to help if the characters badger her. A vain dragon laps up flattery.

When interacting with an NPC, pay attention to the GM's portrayal of the NPC's personality. You might be able to learn an NPC's goals and then use that information to influence the NPC.

If you offer NPCs something they want or play on their sympathies, fears, or goals, you can form friendships, ward off violence, or learn a key piece of information. On the other hand, if you insult a proud warrior or speak ill of a noble's allies, your efforts to convince or deceive will likely fail.

Ability Checks

Ability checks can be key in determining the outcome of a social interaction. Your roleplaying efforts can alter an NPC's attitude, but there might still be an element of chance if the GM wants dice to play a role in determining an NPC's response to you. In such situations, the GM will typically ask you to take the Influence action.

Pay attention to your skill proficiencies when thinking of how you will interact with an NPC; use an approach that relies on your group's skill proficiencies. For example, if the group needs to trick a guard into letting them into a castle, the Rogue who is proficient in Deception should lead the discussion.

Exploration

Exploration involves delving into places that are dangerous and full of mystery. The rules in this section detail some of the ways adventurers interact with the environment in such places.

Adventuring Equipment

As adventurers explore, their equipment can help them in many ways. For example, they can reach out-of-the-way places with a Ladder, perceive things they wouldn't otherwise notice with a Torch or another light source, bypass locked doors and containers with Thieves' Tools, and create obstacles for pursuers with Caltrops.

See "Equipment" for rules on many items that are useful on adventures. The items in the "Tools" and "Adventuring Gear" sections are especially useful. The weapons in "Equipment" can also be used for more than battle; you could use a Quarterstaff, for example, to push a sinister-looking button that you're reluctant to touch.

Vision and Light

Some adventuring tasks—such as noticing danger, hitting an enemy, and targeting certain spells—are affected by sight, so effects that obscure vision can hinder you, as explained below.

Obscured Areas

An area might be Lightly or Heavily Obscured. In a Lightly Obscured area—such as an area with Dim Light, patchy fog, or moderate foliage—you have Disadvantage on Perception checks that rely on sight.

A Heavily Obscured area—such as an area with Darkness, heavy fog, or dense foliage—is opaque. You have the Blinded condition (see "Rules Glossary") when trying to see something there.

Light

The presence or absence of light determines the category of illumination in an area, as defined below.

Bright Light. Bright Light lets most creatures see normally. Even gloomy days provide Bright Light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.

Dim Light. Dim Light, also called shadows, creates a Lightly Obscured area. An area of Dim Light is usually a boundary between Bright Light and surrounding Darkness. The soft light of twilight and dawn also counts as Dim Light. A full moon might bathe the land in Dim Light.

Darkness. Darkness creates a Heavily Obscured area. Characters face Darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon, or in an area of magical Darkness.

Special Senses

Some creatures have special senses that help them perceive things in certain situations. "Rules Glossary" defines the following special senses:

- Blindsight
- Darkvision
- Tremorsense
- Truesight
- Hiding

Adventurers and monsters often hide, whether to spy on one another, sneak past a guardian, or set an ambush. The Game Master decides when circumstances are appropriate for hiding. When you try to hide, you take the Hide action.

Interacting with Objects

Interacting with objects is often simple to resolve. The player tells the GM that their character is doing something, such as moving a lever or opening a door, and the GM describes what happens. Sometimes, however, rules govern what you can do with an object, as detailed in the following sections.

What Is an Object?

For the purpose of the rules, an object is a discrete, inanimate item like a window, door, sword, book, table, chair, or stone. It isn't a building or a vehicle, which are composed of many objects.

Time-Limited Object Interactions

When time is short, such as in combat, interactions with objects are limited: one free interaction per turn. That interaction must occur during a creature's movement or action. Any additional interactions require the Utilize action, as explained in "Combat" later in "Playing the Game."

Finding Hidden Objects

When your character searches for hidden things, such as a secret door or a trap, the GM typically asks you to make a Perception check, provided you describe the character searching in the hidden object's vicinity. On a success, you find the object, other important details, or both.

If you describe your character searching nowhere near a hidden object, a Perception check won't reveal the object, no matter the check's total.

Carrying Objects

You can usually carry your gear and treasure without worrying about the weight of those objects. If you try to haul an unusually heavy object or a massive number of lighter objects, the GM might require you to abide by the rules for carrying capacity in "Rules Glossary."

Breaking Objects

As an action, you can automatically break or otherwise destroy a fragile, nonmagical object, such as a glass container or a piece of paper. If you try to damage something more resilient, the GM might use the rules on breaking objects in "Rules Glossary."

Marching Order

The adventurers should establish a marching order while they travel, whether indoors or outdoors. A marching order makes it easier to determine which characters are affected by traps, which ones can spot hidden enemies, and which ones are the closest to those enemies if a fight breaks out. You can change your marching order outside combat and record the order any way you like: write it down, for example, or arrange miniatures to show it.

Hazards

Monsters are the main perils characters face, but other dangers await. "Rules Glossary" defines the following hazards:

- Burning
- Dehydration
- Falling
- Malnutrition
- Suffocation

Travel

During an adventure, the characters might travel long distances on trips that could take hours or days. The GM can summarize this travel without calculating exact distances or travel times, or the GM might have you use the travel pace rules below.

If you need to know how fast you can move when every second matters, see the movement rules in "Combat" later in "Playing the Game."

Travel Pace

While traveling outside combat, a group can move at a Fast, Normal, or Slow pace, as shown on the Travel Pace table. The table states how far the party can move in a period of time; if riding horses or other mounts, the group can move twice that distance for 1 hour, after which the mounts need a Short or Long Rest before they can move at that increased pace again (see "Equipment" for a selection of mounts for sale). "Gameplay Toolbox" has rules that affect which pace you can choose in certain types of terrain.

Travel Pace

Pace	Distance Minute	Traveled Per … Hour Day
Fast	400 feet	4miles 30 miles
Normal	300 feet	3 miles 24 miles
Slow	200 feet	2 miles 18 miles

Each travel pace has a game effect, as defined below.

Fast. Traveling at a Fast pace imposes Disadvantage on a traveler's Perception or Survival and Stealth checks.

Normal. Traveling at a Normal pace imposes Disadvantage on Stealth checks.

Slow. Traveling at a Slow pace grants Advantage on Perception or Survival checks.

Vehicles

Travelers in wagons, carriages, or other land vehicles choose a pace as normal. Characters in a waterborne vessel are limited to the speed of the vessel, and they don't choose a travel pace. Depending on the vessel and the size of the crew, ships might be able to travel for up to 24 hours per day. "Equipment" includes vehicles for sale.

Combat

Adventurers encounter many dangerous monsters and nefarious villains. In those moments, combat often breaks out.

The Order of Combat

A typical combat encounter is a clash between two sides: a flurry of weapon swings, feints, parries, footwork, and spellcasting. The game organizes combat into a cycle of rounds and turns. A round represents about 6 seconds in the game world.

During a round, each participant in a battle takes a turn. The order of turns is determined at the beginning of combat when everyone rolls Initiative. Once everyone has taken a turn, the fight continues to the next round if neither side is defeated.

Combat Step by Step

Combat unfolds in these steps:

- 1. **Establish Positions.** The Game Master determines where all the characters and monsters are located.
- Given the adventurers' marching order or their stated positions in the room or other location, the GM figures out where the adversaries are—how far away and in what direction.
- 2. **Roll Initiative.** Everyone involved in the combat encounter rolls Initiative, determining the order of combatants' turns.
- 3. **Take Turns.** Each participant in the battle takes a turn in Initiative order. When everyone involved in the combat has had a turn, the round ends. Repeat this step until the fighting stops.

Initiative

Initiative determines the order of turns during combat. When combat starts, every participant rolls Initiative; they make a Dexterity check that determines their place in the Initiative order. The GM rolls for monsters. For a group of identical creatures, the GM makes a single roll, so each member of the group has the same Initiative.

Surprise. If a combatant is surprised by combat starting, that combatant has Disadvantage on their Initiative roll. For example, if an ambusher starts combat while hidden from a foe who is unaware that combat is starting, that foe is surprised.

Initiative Order. A combatant's check total is called their Initiative count, or Initiative for short. The GM ranks the combatants, from highest to lowest Initiative. This is the order in which they act during each round. The Initiative order remains the same from round to round.

Ties. If a tie occurs, the GM decides the order among tied monsters, and the players decide the order among tied characters. The GM decides the order if the tie is between a monster and a player character.

Your Turn

On your turn, you can move a distance up to your Speed and take one action. You decide whether to move first or take your action first.

The main actions you can take are listed in "Actions" earlier in "Playing the Game." A character's features and a monster's stat block also provide action options. "Movement and Position" later in "Playing the Game" gives the rules for movement.

Communicating. You can communicate however you are able—through brief utterances and gestures—as you take your turn. Doing so uses neither your action nor your move.

Extended communication, such as a detailed explanation of something or an attempt to persuade a foe, requires an action. The Influence action is the main way you try to influence a monster.

Interacting with Things. You can interact with one object or feature of the environment for free, during either your move or action. For example, you could open a door during your move as you stride toward a foe.

If you want to interact with a second object, you need to take the Utilize action. Some magic items and other special objects always require an action to use, as stated in their descriptions.

The GM might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the GM might require you to take the Utilize action to open a stuck door or turn a crank to lower a drawbridge.

Playing on a Grid

If you play using a square grid and miniatures or other tokens, follow these rules.

Squares. Each square represents 5 feet.

Speed. Rather than moving foot by foot, move square by square on the grid, using your Speed in 5-foot segments. You can translate your Speed into squares by dividing it by 5. For example, a Speed of 30 feet translates into 6 squares. If you use a grid often, consider writing your Speed in squares on your character sheet.

Entering a Square. To enter a square, you must have enough movement left to pay for entering. It costs 1 square of movement to enter an unoccupied square that's adjacent to your space (orthogonally or diagonally adjacent). A square of Difficult Terrain costs 2 squares to enter. Other effects might make a square cost even more.

Corners. Diagonal movement can't cross the corner of a wall, a large tree, or another terrain feature that fills its space.

Ranges. To determine the range on a grid between two things—whether creatures or objects—count squares from a square adjacent to one of them and stop counting in the space of the other one. Count by the shortest route.

Doing Nothing on Your Turn. You can forgo moving, taking an action, or doing anything at all on your turn. If you can't decide what to do, consider taking the defensive Dodge action or the Ready action to delay acting.

Ending Combat

Combat ends when one side or the other is defeated, which can mean the creatures are killed or knocked out or have surrendered or fled. Combat can also end when both sides agree to end it.

Movement and Position

On your turn, you can move a distance equal to your Speed or less. Or you can decide not to move.

Your movement can include climbing, crawling, jumping, and swimming (each explained in "Rules Glossary"). These different modes of movement can be combined with your regular movement, or they can constitute your entire move.

However you're moving with your Speed, you deduct the distance of each part of your move from it until it is used up or until you are done moving, whichever comes first.

A character's Speed is determined during character creation. A monster's Speed is noted in the monster's stat block. See "Rules Glossary" for more about Speed as well as about special speeds, such as a Climb Speed, Fly Speed, or Swim Speed.

Difficult Terrain

Combatants are often slowed down by Difficult Terrain. Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of Difficult Terrain.

Every foot of movement in Difficult Terrain costs 1 extra foot, even if multiple things in a space count as Difficult Terrain.

Breaking Up Your Move

You can break up your move, using some of its movement before and after any action, Bonus Action, or Reaction you take on the same turn. For example, if you have a Speed of 30 feet, you could go 10 feet, take an action, and then go 20 feet.

Dropping Prone

On your turn, you can give yourself the Prone condition (see "Rules Glossary") without using an action or any of your Speed, but you can't do so if your Speed is 0.

Creature Size

A creature belongs to a size category, which determines the width of the square space the creature occupies on a map, as shown on the Creature Size and Space table. That table lists the sizes from smallest (Tiny) to largest (Gargantuan). A creature's space is the area that it effectively controls in combat and the area it needs to fight effectively.

A character's size is determined by species, and a monster's size is specified in the monster's stat block.

Creature	Size and Space	
Size	Space (Feet)	Space (Squares)
Tiny	2½ X 2½ feet	4 per square
Small	5 X 5 feet	1 square
Medium	5 X 5 feet	1 square
Large	10 X 10 feet	4 squares (2 by 2)
Huge	15 X 15 feet	9 squares (3 by 3)
Gargantuan	20 X 20 feet	16 squares (4 by 4)

Moving around Other Creatures

During your move, you can pass through the space of an ally, a creature that has the Incapacitated condition (see "Rules Glossary"), a Tiny creature, or a creature that is two sizes larger or smaller than you.

Another creature's space is Difficult Terrain for you unless that creature is Tiny or your ally.

You can't willingly end a move in a space occupied by another creature. If you somehow end a turn in a space with another creature, you have the Prone condition (see "Rules Glossary") unless you are Tiny or are of a larger size than the other creature.

Flanking

If you are making a melee attack against a creature and you have an ally positioned directly opposite that creature which is engaged in melee combat with it, you and your ally flank that creature. You gain Advantage on the attack roll when flanking. A Rogue in this position can also Sneak Attack the creature.

The ally must be on the other side of the opponent, so that the opponent is directly between you and your ally.

Making an Attack

When you take the Attack action, you make an attack. Some other actions, Bonus Actions, and Reactions also let you make an attack. Whether you strike with a Melee weapon, fire a Ranged weapon, or make an attack roll as part of a spell, an attack has the following structure:

- 1. **Choose a Target.** Pick a target within your attack's range: a creature, an object, or a location.
- 2. **Determine Modifiers.** The GM determines whether the target has Cover (see the next section) and whether you have Advantage or Disadvantage against the target. In addition, spells, special abilities, and other effects can apply penalties or bonuses to your attack roll.
- 3. **Resolve the Attack.** Make the attack roll, as detailed earlier in "Playing the Game." On a hit, you roll damage unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

Unseen Attackers and Targets

When you make an attack roll against a target you can't see, you have Disadvantage on the roll. This is true whether you're guessing the target's location or targeting a creature you can hear but not see. If the target isn't in the location you targeted, you miss.

When a creature can't see you, you have Advantage on attack rolls against it.

If you are hidden when you make an attack roll, you give away your location when the attack hits or misses.

Cover

Walls, trees, creatures, and other obstacles can provide cover, making a target more difficult to harm. As detailed in the Cover table, there are three degrees of cover, each of which gives a different benefit to a target.

A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives Half Cover and a tree trunk that gives Three-Quarters Cover, the target has Three-Quarters Cover.

Cover

Degree	Benefit to Target	Offered By …
Half	+2 bonus to AC and Dexterity saving throws	Another creature or an object that covers at least half of the target
Three-Quarters	+5 bonus to AC and Dexterity saving throws	An object that covers at least three-quarters of the target
Total	Can't be targeted directly	An object that covers the whole target

Ranged Attacks

When you make a ranged attack, you fire a bow, hurl an axe, or otherwise send projectiles to strike a foe at a distance. Many spells also involve making a ranged attack.

Range

You can make ranged attacks only against targets within a specified range. If a ranged attack, such as one made with a spell, has a single range, you can't attack a target beyond this range.

Some ranged attacks, such as those made with a Longbow, have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has Disadvantage when your target is beyond normal range, and you can't attack a target beyond long range.

Ranged Attacks in Close Combat

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack roll with a weapon, a spell, or some other means, you have Disadvantage on the roll if you are within 5 feet of an enemy who can see you and doesn't have the Incapacitated condition (see "Rules Glossary").

Melee Attacks

A melee attack allows you to attack a target within your reach. A melee attack typically uses a handheld weapon or an Unarmed Strike. Many monsters make melee attacks with claws, teeth, or other body parts. A few spells also involve melee attacks.

Reach

A creature has a 5-foot reach and can thus attack targets within 5 feet when making a melee attack. Certain creatures have melee attacks with a reach greater than 5 feet, as noted in their descriptions.

Opportunity Attacks

Combatants watch for enemies to drop their guard. If you move heedlessly past your foes, you put yourself in danger by provoking an Opportunity Attack.

Avoiding Opportunity Attacks. You can avoid provoking an Opportunity Attack by taking the Disengage action. You also don't provoke an Opportunity Attack when you *Teleport* or when you are moved without using your movement, action, Bonus Action, or Reaction. For example, you don't provoke an Opportunity Attack if an explosion hurls you out of a foe's reach or if you fall past an enemy.

Making an Opportunity Attack. You can make an Opportunity Attack when a creature that you can see leaves your reach. To make the attack, take a Reaction to make one melee attack with a weapon or an Unarmed Strike against that creature. The attack occurs right before it leaves your reach.

Mounted Combat

A willing creature that is at least one size larger than a rider and that has an appropriate anatomy can serve as a mount, using the following rules.

Mounting and Dismounting

During your move, you can mount a creature that is within 5 feet of you or dismount. Doing so costs an amount of movement equal to half your Speed (round down). For example, if your Speed is 30 feet, you spend 15 feet of movement to mount a horse.

Controlling a Mount

You can control a mount only if it has been trained to accept a rider. Domesticated horses, mules, and similar creatures have such training.

The Initiative of a controlled mount changes to match yours when you mount it. It moves on your turn as you direct it, and it has only three action options during that turn: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it.

In contrast, an independent mount—one that lets you ride but ignores your control—retains its place in the Initiative order and moves and acts as it likes.

Falling Off

If an effect is about to move your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off, landing with the Prone condition (see "Rules Glossary") in an unoccupied space within 5 feet of the mount.

While mounted, you must make the same save if you're knocked Prone or the mount is.

Underwater Combat

A fight underwater follows these rules.

Impeded Weapons

When making a melee attack roll with a weapon underwater, a creature that lacks a Swim Speed has Disadvantage on the attack roll unless the weapon deals Piercing damage.

A ranged attack roll with a weapon underwater automatically misses a target beyond the weapon's normal range, and the attack roll has Disadvantage against a target within normal range.

Fire Resistance

Anything underwater has Resistance to Fire damage (explained in "Damage and Healing").

Damage and Healing

Injury and death are frequent threats, as detailed in the following rules.

Hit Points

Hit Points represent durability and the will to live. Creatures with more Hit Points are more difficult to kill. Your Hit Point maximum is the number of Hit Points you have when uninjured. Your current Hit Points can be any number from that maximum down to 0, which is the lowest Hit Points can go.

Whenever you take damage, subtract it from your Hit Points. Hit Point loss has no effect on your capabilities until you reach 0 Hit Points.

If you have half your Hit Points or fewer, you're Bloodied, which has no game effect on its own but which might trigger other game effects.

Resting

Adventurers can't spend every hour adventuring. They need rest. Any creature can take hour-long Short Rests in the midst of a day and an 8-hour Long Rest to end it. Regaining Hit Points is one of the main benefits of a rest. "Rules Glossary" provides the rules for Short and Long Rests.

Damage Rolls

Each weapon, spell, and damaging monster ability specifies the damage it deals. You roll the damage dice, add any modifiers, and deal the damage to your target. If there's a penalty to the damage, it's possible to deal 0 damage but not negative damage.

When attacking with a weapon, you add your ability modifier—the same modifier used for the attack roll—to the damage roll. A spell tells you which dice to roll for damage and whether to add any modifiers. Unless a rule says otherwise, you don't add your ability modifier to a fixed damage amount that doesn't use a roll, such as the damage of a Blowgun. See "Equipment" for weapons' damage dice and "Spells" for spells' damage dice.

Critical Hits

When you score a Critical Hit, you deal extra damage. Roll the attack's damage dice twice, add them together, and add any relevant modifiers as normal. For example, if you score a Critical Hit with a Dagger, roll 2d4 for the damage rather than 1d4, and add your relevant ability modifier. If the attack involves other damage dice, such as from the Rogue's Sneak Attack feature, you also roll those dice twice.

Saving Throws and Damage

Damage dealt via saving throws uses these rules.

Damage against Multiple Targets

When you create a damaging effect that forces two or more targets to make saving throws against it at the same time, roll the damage once for all the targets. For example, when a wizard casts *Fireball*, the spell's damage is rolled once for all creatures caught in the blast.

Half Damage

Many saving throw effects deal half damage (round down) to a target when the target succeeds on the saving throw. The halved damage is equal to half the damage that would be dealt on a failed save.

Damage Types

Each instance of damage has a type, like Fire or Slashing. Damage types are listed in "Rules Glossary." The Necrotic damage type has rules associated with it. Rules, such as Resistance, rely on damage types.

Necrotic Damage

Necrotic damage is applied the same as any other damage type, but it can only be healed magically. Keep track of these separately. You do not regain Hit Points lost to Necrotic damage with Long or Short Rests. You can only recover them through spells like *Cure Wounds, Prayer of Healing, Aura of Vitality, Revivify,* or class-based abilities that heal damage as a result of Divine Magic or Radiant Energy.

Resistance and Vulnerability

Some creatures and objects have Resistance or Vulnerability to certain damage types. If you have Resistance to a damage type, damage of that type is halved against you (round down). If you have Vulnerability to a damage type, damage of that type is doubled against you. For example, if you have Resistance to Cold damage, such damage is halved against you, and if you have Vulnerability to Fire damage, such damage is doubled against you.

No Stacking

Multiple instances of Resistance or Vulnerability that affect the same damage type count as only one instance. For example, if you have Resistance to Necrotic damage as well as Resistance to all damage, Necrotic damage is reduced by half against you.

Order of Application

Modifiers to damage are applied in the following order: adjustments such as bonuses, penalties, or multipliers are applied first; Resistance is applied second; and Vulnerability is applied third.

For example, a creature has Resistance to all damage and Vulnerability to Fire damage, and it's within a magical aura that reduces all damage by 5. If it takes 28 Fire damage, the damage is first reduced by 5 (to 23), then halved for the creature's Resistance (and rounded down to 11), then doubled for its Vulnerability (to 22).

Immunity

Some creatures and objects have Immunity to certain damage types and conditions. Immunity to a damage type means you don't take damage of that type, and Immunity to a condition means you aren't affected by it.

Healing

Hit Points can be restored by magic, such as the *Cure Wounds* spell or a *Potion of Healing*, or by a Short or Long Rest (see "Rules Glossary").

Knocking Out a Creature

When you would reduce a creature to 0 Hit Points with a melee attack, you can instead reduce the creature to 1 Hit Point and give it the Unconscious condition. It then starts a Short Rest, at the end of which that condition ends on it. The condition ends early if the creature regains any Hit Points or if someone takes an action to administer first aid to it, making a successful DC 10 Medicine check.

When you receive healing, add the restored Hit Points to your current Hit Points. Your Hit Points can't exceed your Hit Point maximum, so any Hit Points regained in excess of the maximum are lost. For example, if you receive 8 Hit Points of healing and have 14 Hit Points and a Hit Point maximum of 20, you regain 6 Hit Points, not 8.

Dropping to 0 Hit Points

When a creature drops to 0 Hit Points, it either dies outright or falls unconscious, as explained below.

Instant Death

Here are the main ways a creature can die instantly.

Monster Death. A monster dies the instant it drops to 0 Hit Points, although a Game Master can ignore this rule for an individual monster and treat it like a character.

Hit Point Maximum of 0. A creature dies if its Hit Point maximum reaches 0. Certain effects drain life energy, reducing a creature's Hit Point maximum.

Massive Damage. When damage reduces a character to 0 Hit Points and damage remains, the character dies if the remainder equals or exceeds their Hit Point maximum. For example, if your character has a Hit Point maximum of 12, currently has 6 Hit Points, and takes 18 damage, the character drops to 0 Hit Points, but 12 damage remains. The character then dies, since 12 equals their Hit Point maximum.

Character Demise

If your character dies, others might find a magical way to revive your character, such as with the *Raise Dead* spell. Or talk with the GM about making a new character to join the group. "Rules Glossary" has more information on being dead.

Falling Unconscious

If you reach 0 Hit Points and don't die instantly, you have the Unconscious condition (see "Rules Glossary") until you regain any Hit Points. You are now on death’s door and in danger of bleeding out (see below).

Death’s Door

When you are reduced to 0 Hit Points, you are on Death’s Door and are in very real danger of dying. The moment your Hit Points reach 0, roll 1d4. The result is the number of rounds you have before you bleed out. When you bleed out, your character dies immediately. You roll the dice, but your GM may require that you do not share this number. Alternatively, a more forgiving GM might allow you to share the result with the other players.

While you are on Death’s Door, your party members may attempt to stabilize your character, or they might offer magical healing. Once your Hit Points return to a positive number, you are no longer Unconscious. However, you gain one level of Exhaustion. The Exhaustion levels are cumulative, so you can die if you go down six times in a day if you do not first remove those levels of Exhaustion. This is true even if you receive magical healing.

Stabilizing a Character

You can attempt to stabilize a creature with 0 Hit Points by succeeding on a DC 10 Medicine check.

A Stable creature is no longer on Death’s Door even though it has 0 Hit Points, but it still has the Unconscious condition. If the creature takes damage, it stops being Stable, rolls 1d4 to determine how many rounds until they bleed out again, and return to Death’s Door. A Stable creature that isn't healed regains 1 Hit Point after 1d4 hours.

Temporary Hit Points

Some spells and other effects confer Temporary Hit Points, which are a buffer against losing actual Hit Points, as explained below.

Lose Temporary Hit Points First

If you have Temporary Hit Points and take damage, those points are lost first, and any leftover damage carries over to your Hit Points. For example, if you have 5 Temporary Hit Points and take 7 damage, you lose those points and then lose 2 Hit Points.

Duration

Temporary Hit Points last until they're depleted or you finish a Long Rest (see "Rules Glossary").

They Don't Stack

Temporary Hit Points can't be added together. If you have Temporary Hit Points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a spell grants you 12 Temporary Hit Points when you already have 10, you can have 12 or 10, not 22.

They're Not Hit Points or Healing

Temporary Hit Points can't be added to your Hit Points, healing can't restore them, and receiving Temporary Hit Points doesn't count as healing. Because Temporary Hit Points aren't Hit Points, a creature can be at full Hit Points and receive Temporary Hit Points.

If you have 0 Hit Points, receiving Temporary Hit Points doesn't restore you to consciousness. Only true healing can save you.

Character Creation

Choose a Character Sheet

You'll record the main details of your character on a character sheet. Throughout this chapter, we use the term "character sheet" to mean whatever you use to track your character's details, whether it's a printed character sheet, a digital character sheet, or plain paper. Choose whichever style of sheet works for you, and then embark on creating a character!

Create Your Character

Here are the steps to make a character; each step is explored in detail:

- 1. Determine Origin. A character's origin includes two elements: background and species. How did the character spend the years leading up to a life of adventure? Who are the character's ancestors? You can also choose your character's languages.
- 2. Choose a Class. Every adventurer is a member of a class. A class broadly describes a character's vocation, special talents, and favored tactics.
- 3. Determine Ability Scores. Much of what your character does in the game depends on the character's six abilities.
- 4. Choose an Alignment. Alignment is a shorthand for your character's moral compass.
- 5. Fill in Details. Using the choices you've made, fill in the remaining details on your character sheet.

Step 1: Character Origin

Determining your character's origin involves choosing a background, a species, and two languages.

A character's background represents the place and occupation that were most formative for the character. The combination of background, species, and languages provides fertile soil for your imagination as you ponder your character's earliest days.

Choose a Background

Choose your character's background, and write it on your character sheet. You can choose any of the backgrounds detailed in "Character Origins," and your GM might offer additional backgrounds as options.

The background you choose influences step 3, when you determine your character's ability scores. If you're having trouble choosing, the Ability Scores and Backgrounds table shows which backgrounds benefit which ability scores. Look for your class's primary ability there.

Ability Scores and Backgrounds Ability	**Background**
Strength	Soldier
Dexterity	Soldier
Constitution	Soldier
Intelligence	Acolyte
Wisdom	Acolyte
Charisma	Acolyte

Record Your Feat. A background gives you a feat, which grants your character particular capabilities. Feats are detailed in "Feats." Write the feat on your character sheet.

Note Proficiencies. Your background gives proficiency in two skills and with one tool. Record this information on your character sheet.

Your class also gives proficiencies. Check your class description in "Classes" and note the proficiencies on your character sheet.

The features table in your class description shows your Proficiency Bonus (described in "Playing the Game"), which is +2 for a level 1 character. Note this number on your character sheet. You'll fill in other numbers connected to these proficiencies in step 5.

Choose Starting Equipment

Your background and class both provide starting equipment. Any coins that you gain at this step can be immediately spent on equipment from "Equipment."

Record your chosen equipment on your character sheet. Equipment is described in "Equipment," but for now you can just write it all down and look up the specifics in "Equipment" later. Note any coins you have left after purchasing your equipment.

Choose a Species

Choose a species for your character. The following species options are detailed in "Character Origins": Dwarf, Elf, Gnome, Haboryn, Halfling, Half-Elf, Half-Orc, Human, and Minotaur. Once you've chosen a species, write it on your character sheet. Then record your species' traits.

Your character's size and Speed are determined by the character's species; record these in the appropriate places on your character sheet as well (you may write just the first letter of your size).

Imagine Your Past and Present

Let your character's background and species inspire how you imagine their past. That past fed into the character's present. With that in mind, consider answers to the following questions as your character:

- Who raised you?
- Who was your dearest childhood friend?
- Did you grow up with a pet?
- Have you fallen in love? If so, with whom?
- Did you join an organization, such as a guild or religion? If so, are you still a member of it?
- What elements of your past inspire you to go on adventures now?

Choose Languages

Your character knows at least three languages: Common plus two languages you roll or choose from the Standard Languages table. Knowledge of a language means your character can communicate in it, read it, and write it. Your class and other features might also give you languages.

The Standard Languages table lists languages that are widespread in the setting. Every player character knows Common. The other standard languages originated with the first members of the most prominent species in the setting and have since spread widely.

Standard Languages

1d12	Language
—	Common
1	Common Sign Language
2	Draconic
3–4	Dwarvish
5–6	Elvish
7	Giant
8	Gnomish
9	Goblin
10–11	Halfling
12	Orc

The Rare Languages table lists languages that are either secret or derived from other planes of existence and thus less widespread in the worlds of the Material Plane. Some features let a character learn a rare language.

Rare Languages

Language	Language
Abyssal	Primordial*
Celestial	Sylvan
Deep Speech	Thieves' Cant
Druidic	Undercommon

Infernal

*Primordial includes the Aquan, Auran, Ignan, and Terran dialects. Creatures that know one of these dialects can communicate with those that know a different one.

Step 2: Choose Class

Choose a class, and write it on your character sheet. The Class Overview table summarizes the classes. See "Classes" for the classes' details.

Class Overview

Class	Likes ...	Primary Ability	Complexity
Barbarian	Battle	Strength	Average
Bard	Performing	Charisma	High
Cleric	Gods	Wisdom	Average
Druid	Nature	Wisdom	High
Fighter	Weapons	Strength or Dexterity	Low
Monk	Unarmed combat	Dexterity and Wisdom	High
Paladin	Defense	Strength and Charisma	Average
Ranger	Survival	Dexterity and Wisdom	Average
Rogue	Stealth	Dexterity	Low
Sorcerer	Power	Charisma	High
Warlock	Occult lore	Charisma	High
Wizard	Spellbooks	Intelligence	Average

Write Your Level

Write your character's level on your character sheet. Typically, a character starts at level 1 and advances in level by adventuring and gaining Experience Points (XP).

Write Your XP. Also record your Experience Points. A level 1 character has 0 XP.

Starting at a Higher Level. Your GM might start you at a higher level. If you start at level 3 or higher, write your chosen subclass on your character sheet. See the "Starting at Higher Levels" section later in "Character Creation" for more information.

Note Armor Training

Your class might give you training with certain categories of armor. Note your armor training on your character sheet. Armor training with a kind of armor means you can wear that armor effectively, gaining defensive bonuses from it. The categories of armor are described in "Equipment."

Step 3: Ability Scores

To determine your character's ability scores, you first generate a set of six numbers using the instructions below and then assign them to your six abilities. "Playing the Game" explains what each ability means.

Generate Your Scores

Determine your ability scores by using one of the following two methods. Your GM might prefer you to use a particular one.

Standard Array. Use the following six scores for your abilities: 15, 14, 13, 12, 10, 8.

Point Cost. You have 27 points to spend on your ability scores. The cost of each score is shown on the Ability Score Point Costs table. For example, a score of 14 costs 7 of your 27 points.

Ability Score	Score Point Cost	Costs Score	Cost
8	0	12	4
9	1	13	5
10	2	14	7
11	3	15	9

Assign Ability Scores

Once you've generated six scores, assign them to Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma, keeping in mind your class's primary ability. Fill in the ability modifiers as well.

If you're using the Standard Array option, consult the Standard Array by Class table for suggestions on where to assign scores for your character's class. The table puts the highest scores in a class's main abilities. If you used a different method to generate the scores, you may still use this table to guide where you place your highest and lowest scores.

Standard Array Class	by Class Str.	Dex.	Con.	Int.	Wis.	Cha.
Barbarian	15	13	14	10	12	8
Bard	8	14	12	13	10	15
Cleric	14	8	13	10	15	12
Druid	8	12	14	13	15	10
Fighter	15	14	13	8	10	12
Monk	12	15	13	10	14	8
Paladin	15	10	13	8	12	14
Ranger	12	15	13	8	14	10
Rogue	12	15	13	14	10	8
Sorcerer	10	13	14	8	12	15
Warlock	8	14	13	12	10	15
Wizard	8	12	13	15	14	10

Adjust Ability Scores

After assigning your ability scores, adjust them according to your background. Your background lists three abilities; increase one of those scores by 2 and a different one by 1, or increase all three by 1. None of these increases can raise a score above 20.

Some players like to increase their class's primary ability, while others prefer to increase a low score.

Determine Ability Modifiers

Finally, determine your ability modifiers using the Ability Scores and Modifiers table. Write the modifier next to each of your scores.

Ability Score	Scores and Modifiers Modifier	Score	Modifier
3	−4	12–13	+1
4–5	−3	14–15	+2
6–7	−2	16–17	+3
8–9	−1	18–19	+4
10–11	+0	20	+5

Step 4: Alignment

Choose your character's alignment from the options below, and note it on your character sheet.

The game assumes that player characters aren't of an evil alignment. Check with your GM before making an evil character.

The Nine Alignments

A creature's alignment broadly describes its ethical attitudes and ideals. Alignment is a combination of two factors: one identifies morality (good, evil, or neutral), and the other describes attitudes toward order (lawful, chaotic, or neutral).

The summaries of the alignments below describe the typical behavior of a creature with that alignment; individuals can vary from that behavior.

Lawful Good (LG). Lawful Good creatures endeavor to do the right thing as expected by society. Someone who fights injustice and protects the innocent without hesitation is probably Lawful Good.

Neutral Good (NG). Neutral Good creatures do the best they can, working within rules but not feeling bound by them. A kindly person who helps others according to their needs is probably Neutral Good.

Chaotic Good (CG). Chaotic Good creatures act as their conscience directs with little regard for what others expect. A rebel who waylays a cruel baron's tax collectors and uses the stolen money to help the poor is probably Chaotic Good.

Lawful Neutral (LN). Lawful Neutral individuals act in accordance with law, tradition, or personal codes. Someone who follows a disciplined rule of life—and isn't swayed either by the demands of those in need or by the temptations of evil—is probably Lawful Neutral.

Neutral (N). Neutral is the alignment of those who prefer to avoid moral questions and don't take sides, doing what seems best at the time. Someone who's bored by moral debate is probably Neutral.

Chaotic Neutral (CN). Chaotic Neutral creatures follow their whims, valuing their personal freedom above all else. A scoundrel who wanders the land living by their wits is probably Chaotic Neutral.

Lawful Evil (LE). Lawful Evil creatures methodically take what they want within the limits of a code of tradition, loyalty, or order. An aristocrat exploiting citizens while scheming for power is probably Lawful Evil.

Neutral Evil (NE). Neutral Evil is the alignment of those who are untroubled by the harm they cause as they pursue their desires. A criminal who robs and murders as they please is probably Neutral Evil.

Chaotic Evil (CE). Chaotic Evil creatures act with arbitrary violence, spurred by their hatred or bloodlust. A villain pursuing schemes of vengeance and havoc is probably Chaotic Evil.

Unaligned Creatures

Most creatures that lack the capacity for rational thought don't have alignments; they are unaligned. Sharks are savage predators, for example, but they aren't evil; they are unaligned.

Step 5: Character Creation Details

Now fill in the rest of your character sheet.

Record Class Features

Look at your class's feature table in "Classes," and write down the level 1 features. The class features are detailed there too.

Some class features offer choices. Make sure to read all your features and make any offered choices.

Fill In Numbers

Note these numbers on your character sheet.

Saving Throws. For the saving throws you have proficiency in, add your Proficiency Bonus to the appropriate ability modifier and note the total. Some players also like to note the modifier for saving throws they're not proficient in, which is just the relevant ability modifier.

Skills. For skills you have proficiency in, add your Proficiency Bonus to the ability modifier associated with that skill, and note the total. You might also wish to note the modifier for skills you're not proficient in, which is just the relevant ability modifier.

Passive Perception. Sometimes your GM will determine whether your character notices something without asking you to make a Perception check; the GM uses your Passive Perception instead. Passive Perception is a score that reflects a general awareness of your surroundings when you're not actively looking for something. Use this formula to determine your Passive Perception score:

Passive Perception = 10 + Perception check modifier

Include all modifiers that apply to your Perception checks. For example, if your character has a Wisdom of 15 and proficiency in the Perception skill, you have a Passive Perception of 14 (10 + 2 for your Wisdom modifier + 2 for proficiency).

Hit Points. Your class and Constitution modifier determine your Hit Point maximum at level 1, as shown on the Level 1 Hit Points by Class table.

Level 1 Hit Class	Points by Class Hit Point Maximum
Barbarian	12 + Con. modifier
Fighter, Paladin, or Ranger	10 + Con. modifier
Bard, Cleric,	8 + Con. modifier
Druid, Monk, Rogue, or Warlock	
Sorcerer or	6 + Con. Modifier
Wizard	

The character sheet includes room to note your current Hit Points when you take damage, as well as any Temporary Hit Points you might gain.

Hit Point Dice. Your class's description tells you the die type of your character's Hit Point Dice (or Hit Dice for short); write this on your character sheet. At level 1, your character has 1 Hit Die. You can spend Hit Dice during a Short Rest to recover Hit Points. Your character sheet also includes space to note how many Hit Dice you've spent.

Initiative. Write your Dexterity modifier in the space for Initiative on your character sheet.

Armor Class. Without armor or a shield, your base Armor Class is 10 plus your Dexterity modifier. If your starting equipment includes armor or a Shield (or both), calculate your AC using the rules in "Equipment." A class feature might give you a different way to calculate your AC.

Attacks. In the Weapons & Damage Cantrips section of the character sheet, write your starting weapons. The attack roll bonus for a weapon with which you have proficiency is one of the following unless a weapon's property says otherwise:

Melee attack bonus = Strength modifier + Proficiency Bonus Ranged attack bonus = Dexterity modifier + Proficiency Bonus

Look up the damage and properties of your weapons in "Equipment." You add the same ability modifier you use for attacks with a weapon to your damage rolls with that weapon.

Spellcasting. Note both the saving throw DC for your spells and the attack bonus for attacks you make with them, using these formulas:

Spell save DC = 8 + spellcasting ability modifier + Proficiency Bonus

Spell attack bonus = spellcasting ability modifier + Proficiency Bonus

Your spellcasting ability modifier for a spell is determined by whatever feature gives you the ability to cast the spell.

Spell Slots, Cantrips, and Prepared Spells. If your class gives you the Spellcasting or Pact Magic feature, your class features table shows the number of spell slots you have available, how many cantrips you know, and how many spells you can prepare. Choose your cantrips and prepared spells, and note them—along with your number of spell slots—on your character sheet.

Level Advancement

While going on adventures, your character gains experience, represented by Experience Points (XP). A character who reaches a specified Experience Point total advances in capability. This advancement is called gaining a level.

The Character Advancement table lists the XP you need to advance to a level and the Proficiency Bonus for a character of that level. When your XP total equals or exceeds a number in the Experience Points column, you reach the corresponding level.

Character Advancement

Level	Experience Points Proficiency	Bonus
1	0	+2
2	300	+2
3	900	+2
4	2,700	+2
5	6,500	+3
6	14,000	+3
7	23,000	+3
8	34,000	+3
9	48,000	+4
10	64,000	+4
11	85,000	+4
12	100,000	+4
13	120,000	+5
14	140,000	+5
15	165,000	+5
16	195,000	+5
17	225,000	+6
18	265,000	+6
19	305,000	+6
20	355,000	+6

Gaining a Level

When you gain a level, follow these steps:

- 1. Choose a Class. Most characters advance in the same class. However, you might decide to gain a level in another class using the rules in the "Multiclassing" section.
- 2. Adjust Hit Points and Hit Point Dice. Each time you gain a level, you gain an additional Hit Die. Roll that die, add your Constitution modifier to the roll, and add the total (minimum of 1) to your Hit Point maximum. Instead of rolling, you can use the fixed value shown in the Fixed Hit Points by Class table.

Fixed Hit Points Class	by Class Hit Points per Level
Barbarian	7 + Con. modifier
Fighter,	6 + Con. Modifier
Paladin, or Ranger	
Bard, Cleric,	5 + Con. Modifier
Druid, Monk, Rogue, or Warlock	
Sorcerer or Wizard	4 + Con. Modifier

- 3. Record New Class Features. Look at your class features table in "Classes," and note the features you gain at your new level in that class. Make any choices offered by a new feature.
- 4. Adjust Proficiency Bonus. A character's Proficiency Bonus increases at certain levels, as shown in the Character Advancement table and your class features table in "Classes." When your Proficiency Bonus increases, increase all the numbers on your character sheet that include your Proficiency Bonus.
- 5. Adjust Ability Modifiers. If you choose a feat that increases one or more of your ability scores, your ability modifier also changes if the new score is an even number. When that happens, adjust all the numbers on your character sheet that use that ability modifier. When your Constitution modifier increases by 1, your Hit Point maximum increases by 1 for each level you have attained. For example, if a character reaches level 8 and increases their Constitution score from 17 to 18, the Constitution modifier increases to +4. The character's Hit Point maximum then increases by 8, in addition to the Hit Points gained for reaching level 8.

Tiers of Play

With each new level, characters acquire new capabilities that equip them to handle greater challenges. As characters advance in level, the tone of the game also changes, and the stakes of the campaign get higher. It's helpful to think of a character's (and a campaign's) arc in terms of four tiers of play, describing the journey from a level 1 character just beginning an adventuring career to the epic heights of level 20. These tiers don't have any rules associated with them; they point to the fact that the play experience evolves as characters gain levels.

Tier 1 (Levels 1–4): In tier 1, characters are apprentice adventurers, though they are already set apart from the broader populace by virtue of their extraordinary abilities. They learn their starting class features and choose a subclass. The threats they face usually pose a danger to local farmsteads or villages.

Tier 2 (Levels 5–10): In tier 2, characters are full-fledged adventurers. Spellcasters gain iconic spells such as *Fireball, Lightning Bolt*, and *Raise Dead*. Most weapon-focused classes gain the ability to make multiple attacks in a round. The characters now face dangers that threaten cities and kingdoms.

Tier 3 (Levels 11–16): In tier 3, characters have reached a level of power that makes them special among adventurers. At level 11, many spellcasters learn reality-altering spells. Other characters gain features that allow them to make more attacks or to do more impressive things with those attacks. These adventurers often confront threats to whole regions.

Tier 4 (Levels 17–20): At tier 4, characters achieve the pinnacle of their class features, becoming heroic archetypes. The fate of the world or even the order of the multiverse might hang in the balance during their adventures.

Starting at Higher Levels

Your GM might start your group's characters at a level higher than 1. It is particularly recommended to start at level 3 if your group is composed of seasoned 5E players.

Creating Your Character

Creating a higher-level character uses the same character-creation steps outlined in this chapter and the rules for advancing beyond level 1 provided in the "Level Advancement" section. You begin with the minimum amount of XP required to reach your starting level. For example, if the GM starts you at level 10, you have 64,000 XP.

Bonus Feats at Level 20

A GM can use feats as a form of advancement after characters reach level 20 to provide greater power to characters who have no more levels to gain. With this approach, each character gains one feat of their choice for every 30,000 XP the character

earns above 355,000 XP. Epic Boon feats are especially appropriate for these bonus feats, but a player can choose any feat for which their level 20 character qualifies.

Starting Equipment

The GM decides whether your character starts with more than the standard equipment for a level 1 character, possibly even one or more magic items. The Starting Equipment at Higher Levels table is a guide for the GM.

Also, check with your GM about what equipment is available for you to buy with your starting money. For example, the firearms described in "Equipment" are too expensive for level 1 characters, but they might be available for purchase if your GM allows them.

Starting Starting	Equipment at Higher Levels Level Equipment and Money	Magic Items
2–4	Normal starting equipment	1 Common
5–10	500 GP plus 1d10 × 25 GP plus normal starting equipment	1 Common, 1 Uncommon
11–16	5,000 gp plus 1d10 × 250 GP plus normal starting equipment	2 Common, 3 Uncommon, 1 Rare
17–20	20,000 GP plus 1d10 × 250 GP plus normal starting equipment	2 Common, 4 Uncommon, 3 Rare, 1 Very Rare

Multiclassing

Multiclassing allows you to gain levels in multiple classes. With this rule, you have the option of gaining a level in a new class whenever you advance in level instead of gaining a level in your current class. Doing so lets you mix the abilities of those classes to realize a character concept that might not be reflected in a single class.

Prerequisites

To qualify for a new class, you must have a score of at least 13 in the primary ability of the new class and your current classes. For example, a Barbarian who decides to multiclass into the Druid class must have Strength and Wisdom scores of 13 or higher, since Strength is the primary ability for Barbarians and Wisdom is the primary ability for Druids.

Experience Points

The Experience Point cost to gain a level is based on your total character level, not your level in a particular class, as shown in the Character Advancement table in "Character Creation." For example, if you are a level 6 Cleric / level 1 Fighter, you must gain enough XP to reach level 8 before you can take your second level as a Fighter or your seventh level as a Cleric.

Hit Points and Hit Point Dice

You gain the Hit Points from your new class as described for levels after 1. You gain the level 1 Hit Points for a class only when your total character level is 1.

Add together the Hit Dice granted by all your classes to form your pool of Hit Dice. If these dice are the same die type, you can pool them together. For example, both the Fighter and the Paladin have a d10 Hit Die, so if you are a level 5 Fighter / level 5 Paladin, you have ten d10 Hit Dice. If your classes give you Hit Dice of different types, track them separately. If you are a level 5 Cleric / level 5 Paladin, for example, you have five d8 Hit Dice and five d10 Hit Dice.

Proficiency Bonus

Your Proficiency Bonus is based on your total character level, not your level in a particular class, as shown in the Character Advancement table. For example, if you are a level 3 Fighter / level 2 Rogue, you have the Proficiency Bonus of a level 5 character, which is +3.

Proficiencies

When you gain your first level in a class other than your initial class, you gain only some of the new class's starting proficiencies, as detailed in each class's description in "Classes."

Class Features

When you gain a new level in a class, you get its features for that level. A few features have additional rules when you're multiclassing. Check the information about multiclassing included in each of your classes' descriptions.

Special rules apply to Extra Attack, Spellcasting, and features (such as Unarmored Defense) that give you alternative ways to calculate your Armor Class.

Armor Class

If you have multiple ways to calculate your Armor Class, you can benefit from only one at a time. For example, a Monk/Sorcerer with a Monk's Unarmored Defense feature and a Sorcerer's Draconic Resilience feature must choose only one of those features as a way to calculate Armor Class.

Extra Attack

If you gain the Extra Attack feature from more than one class, the features don't stack. You can't make more than two attacks with this feature unless you have a feature that says you can (such as the Fighter's Two Extra Attacks feature).

Similarly, the Warlock's Thirsting Blade invocation, which grants you the Extra Attack feature with your pact weapon, doesn't give you additional attacks if you also have Extra Attack.

Spellcasting

Your capacity for spellcasting depends partly on your combined levels in all your spellcasting classes and partly on your individual levels in those classes. Once you have the Spellcasting feature from more than one class, use the rules below. If you multiclass but have the Spellcasting feature from only one class, follow the rules for that class.

Spells Prepared. You determine what spells you can prepare for each class individually, as if you were a single-classed member of that class. If you are a level 4 Ranger / level 3 Sorcerer, for example, you can prepare five level 1 Ranger spells, and you can prepare six Sorcerer spells of level 1 or 2 (as well as four Sorcerer cantrips).

Each spell you prepare is associated with one of your classes, and you use the spellcasting ability of that class when you cast the spell.

Cantrips. If a cantrip of yours increases in power at higher levels, the increase is based on your total character level, not your level in a particular class, unless the spell says otherwise.

Spell Slots. You determine your available spell slots by adding together the following:

- All your levels in the Bard, Cleric, Druid, Sorcerer, and Wizard classes
- Half your levels (round up) in the Paladin and Ranger classes

Then look up this total level in the Level column of the Multiclass Spellcaster table. You use the slots for that level to cast spells of an appropriate level from any class whose Spellcasting feature you have.

This table might give you spell slots of a higher level than the spells you prepare. You can use those slots but only to cast your lower-level spells. If a lower-level spell that you cast, like *Burning Hands*, has an enhanced effect when cast at a higher level, you can use the enhanced effect as normal.

For example, if you are a level 4 Ranger / level 3 Sorcerer, you count as a level 5 character when determining your spell slots, counting all your levels as a Sorcerer and half your Ranger levels. As shown in the Multiclass Spellcaster table, you have four level 1 spell slots, three level 2 slots, and two level 3 slots. However, you can't prepare any level 3 spells, nor can you prepare any level 2 Ranger spells. You can use the spell slots of those levels to cast the spells you do prepare—and potentially enhance their effects.

Pact Magic. If you have the Pact Magic feature from the Warlock class and the Spellcasting feature, you can use the spell slots you gain from Pact Magic to cast spells you have prepared from classes with the Spellcasting feature, and you can use the spell slots you gain from the Spellcasting feature to cast Warlock spells you have prepared.

Multiclass Level	1	Spellcaster: 2	Spell 3	Slots 4	per 5	Spell Level 6	7	8	9
1	2	—	—	—	—	—	—	—	—
2	3	—	—	—	—	—	—	—	—
3	4	2	—	—	—	—	—	—	—
4	4	3	—	—	—	—	—	—	—
5	4	3	2	—	—	—	—	—	—
6	4	3	3	—	—	—	—	—	—
7	4	3	3	1	—	—	—	—	—
8	4	3	3	2	—	—	—	—	—
9	4	3	3	3	1	—	—	—	—
10	4	3	3	3	2	—	—	—	—
11	4	3	3	3	2	1	—	—	—
12	4	3	3	3	2	1	—	—	—
13	4	3	3	3	2	1	1	—	—

Multiclass Level	1	Spellcaster: 2	Spell 3	Slots 4	per 5	Spell Level 6	7	8	9
14	4	3	3	3	2	1	1	—	—
15	4	3	3	3	2	1	1	1	—
16	4	3	3	3	2	1	1	1	—
17	4	3	3	3	2	1	1	1	1
18	4	3	3	3	3	1	1	1	1
19	4	3	3	3	3	2	1	1	1
20	4	3	3	3	3	2	2	1	1

Trinkets

When you make your character, you can roll once on the Trinkets table to gain a Tiny trinket, a simple item lightly touched by mystery. The GM might also use this table. It can help stock a room in a dungeon or fill a creature's pockets.

Trinkets

1d100 Trinket

- 1. A mummified goblin hand
- 2. A crystal that faintly glows in moonlight
- 3. A gold coin minted in an unknown land
- 4. A diary written in a language you don't know
- 5. A brass ring that never tarnishes
- 6. An old chess piece made from glass
- 7. A pair of knucklebone dice, each with a skull symbol on the side that would normally show six pips
- 8. A small idol depicting a nightmarish creature that gives you unsettling dreams when you sleep near it
- 9. A lock of someone's hair
- 10. The deed for a parcel of land in a realm unknown to you
- 11. A 1-ounce block made from an unknown material
- 12. A small cloth doll skewered with needles
- 13. A tooth from an unknown beast
- 14. An enormous scale, perhaps from a dragon
- 15. A bright-green feather
- 16. An old divination card bearing your likeness
- 17. A glass orb filled with moving smoke
- 18. A 1-pound egg with a bright-red shell
- 19. A pipe that blows bubbles
- 20. A glass jar containing a bit of flesh floating in pickling fluid
- 21. A gnome-crafted music box that plays a song you dimly remember from your childhood
- 22. A wooden statuette of a smug halfling
- 23. A brass orb etched with strange runes
- 24. A multicolored stone disk
- 25. A silver icon of a raven
- 26. A bag containing forty-seven teeth, one of which is rotten
- 27. A shard of obsidian that always feels warm to the touch
- 28. A dragon's talon strung on a leather necklace
- 29. A pair of old socks
- 30. A blank book whose pages refuse to hold ink, chalk, graphite, or any other marking
- 31. A silver badge that is a five-pointed star
- 32. A knife that belonged to a relative
- 33. A glass vial filled with nail clippings
- 34. A rectangular metal device with two tiny metal cups on one end that throws sparks when wet
- 35. A white, sequined glove sized for a human
- 36. A vest with one hundred tiny pockets

- 37. A weightless stone
- 38. A sketch of a goblin
- 39. An empty glass vial that smells of perfume
- 40. A gemstone that looks like a lump of coal when examined by anyone but you
- 41. A scrap of cloth from an old banner
- 42. A rank insignia from a lost legionnaire
- 43. A silver bell without a clapper
- 44. A mechanical canary inside a lamp
- 45. A miniature chest carved to look like it has numerous feet on the bottom
- 46. A dead sprite inside a clear glass bottle
- 47. A metal can that has no opening but sounds as if it is filled with liquid, sand, spiders, or broken glass (your choice)
- 48. A glass orb filled with water, in which swims a clockwork goldfish
- 49. A silver spoon with an M engraved on the handle
- 50. A whistle made from gold-colored wood
- 51. A dead scarab beetle the size of your hand
- 52. Two toy soldiers, one missing a head
- 53. A small box filled with different-sized buttons
- 54. A candle that can't be lit
- 55. A miniature cage with no door
- 56. An old key
- 57. An indecipherable treasure map
- 58. A hilt from a broken sword
- 59. A rabbit's foot
- 60. A glass eye
- 61. A cameo of a hideous person
- 62. A silver skull the size of a coin
- 63. An alabaster mask
- 64. A cone of sticky black incense that stinks
- 65. A nightcap that gives you pleasant dreams when you wear it
- 66. A single caltrop made from bone
- 67. A gold monocle frame without the lens
- 68. A 1-inch cube, each side a different color
- 69. A crystal doorknob
- 70. A packet filled with pink dust
- 71. A fragment of a beautiful song, written as musical notes on two pieces of parchment
- 72. A silver teardrop earring containing a real teardrop
- 73. An eggshell painted with scenes of misery in disturbing detail
- 74. A fan that, when unfolded, shows a sleepy cat
- 75. A set of bone pipes
- 76. A four-leaf clover pressed inside a book discussing manners and etiquette
- 77. A sheet of parchment upon which is drawn a mechanical contraption
- 78. An ornate scabbard that fits no blade you have found
- 79. An invitation to a party where a murder happened
- 80. A bronze pentacle with an etching of a rat's head in its center
- 81. A purple handkerchief embroidered with the name of an archmage
- 82. Half a floor plan for a temple, a castle, or another structure
- 83. A bit of folded cloth that, when unfolded, turns into a stylish cap
- 84. A receipt of deposit at a bank in a far-off city
- 85. A diary with seven missing pages
- 86. An empty silver snuffbox bearing the inscription "dreams" on its lid

- 87. An iron holy symbol devoted to an unknown god
- 88. A book about a legendary hero's rise and fall, with the last chapter missing
- 89. A vial of dragon blood
- 90. An ancient arrow of elven design
- 91. A needle that never bends
- 92. An ornate brooch of dwarven design
- 93. An empty wine bottle bearing a pretty label that says, "The Wizard of Wines Winery, Red Dragon Crush, 331422-W"
- 94. A mosaic tile with a multicolored, glazed surface
- 95. A petrified mouse
- 96. A black pirate flag adorned with a dragon's skull and crossbones
- 97. A tiny mechanical crab or spider that moves about when it's not being observed
- 98. A glass jar containing lard with a label that reads, "Griffon Grease"
- 99. A wooden box with a ceramic bottom that holds a living worm with a head on each end of its body
- 100. A metal urn containing the ashes of a hero

Character Origins

Character Backgrounds

Your character's background is a collection of characteristics that represent the place and occupation that were most formative before your character embarked on a life of adventure.

Parts of a Background

A background includes the following parts.

Ability Scores

A background lists three of your character's ability scores. Increase one by 2 and another one by 1, or increase all three by 1. None of these increases can raise a score above 20.

Feat

A background gives your character a specified Origin feat (described in "Feats").

Skill Proficiencies

A background gives your character proficiency in two specified skills.

Tool Proficiency

Each background gives a character proficiency with one tool—either a specific tool or one chosen from the Artisan's Tools category. Tools are detailed in "Equipment."

Equipment

Each background offers a choice between a package of equipment and 50 GP.

Background Descriptions

Acolyte

Ability Scores: Intelligence, Wisdom,
Charisma Feat: Magic Initiate (Cleric) (see "Feats")

Skill Proficiencies: Insight and Religion

Tool Proficiency: Calligrapher's Supplies

Equipment: Choose A or B: (A) Calligrapher's Supplies, Book (prayers), Holy Symbol, Parchment (10 sheets), Robe, 8 GP; or (B) 50 GP

Courtier

Ability Scores: Dexterity, Intelligence, Charisma

Feat: [Social/Influence feat]

Skill Proficiencies: History and Persuasion

Tool Proficiency: Calligrapher's Supplies

Equipment: Choose A or B: (A) Calligrapher's Supplies, Fine Clothes, Signet Ring, Parchment (10 sheets), Ink, Ink Pen, 15 GP; or (B) 50 GP

Character Species

When you choose your character's species, you determine whether your character is a human or a member of a fantastical species, such as haboryn or gnome.

The peoples of the multiverse hail from different worlds and include many kinds of sapient life forms. A player character's species is the set of game traits that an adventurer gains from being one of those life forms.

Some species can trace their origin to a single world, plane of existence, or god, while other species first appeared in multiple realms at once. Whatever a species' genesis, its members have spread across the multiverse and contribute to many different cultures.

Members of most species live for about 80 years, with exceptions noted in the text about the species in "Character Origins." Regardless of life span, members of all species reach physical maturity at about the same age. Your character can be any age that isn't beyond their species' normal life span.

Parts of a Species

A species includes the following parts.

Creature Type: A character's species determines the character's creature type, which is described in "Rules Glossary." Every species in "Character Origins" is Humanoid; playable non-Humanoid species appear in other books.

Size: Your character's species determines the character's size. Individuals within a species cover a wide range of heights, and some species include such diversity of size that you can choose whether your character is Small or Medium.

Speed: Your character's species determines the character's Speed.

Special Traits: Each species gives a character special traits—unique characteristics based on the species' physiology or magical nature. When you choose a species, your character gets all the special traits listed for it. Some traits involve making a choice from a handful of options.

Dwarf

Creature Type: Humanoid

Size: Medium (about 4–5 feet tall)

Speed: 30 feet

Darkvision. You have Darkvision with a range of 120 feet.

Dwarven Resilience. You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.

Dwarven Toughness. Your Hit Point maximum increases by 1, and it increases by 1 again whenever you gain a level.

Stonecunning. As a Bonus Action, you gain Tremorsense with a range of 60 feet for 10 minutes. You must be on a stone surface or touching a stone surface to use this Tremorsense. The stone can be natural or worked.

You can use this Bonus Action a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Elf

Creature Type: Humanoid

Size: Medium (about 5–6 feet tall)

Speed: 30 feet

Darkvision. You have Darkvision with a range of 60 feet.

Elven Lineage. You are part of a lineage that grants you supernatural abilities. Choose a lineage from the Elven Lineages table. You gain the level 1 benefit of that lineage.

When you reach character levels 3 and 5, you learn a higher-level spell, as shown on the table. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the lineage).

Fey Ancestry. You have Advantage on saving throws you make to avoid or end the Charmed condition.

Keen Senses. You have proficiency in the Insight, Perception, or Survival skill.

Trance. You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

Drow: The range of your Darkvision increases to 120 feet. You also know the *Dancing Lights* cantrip. *Faerie Fire, Darkness*

High Elf: You know the *Prestidigitation* cantrip. Whenever you finish a Long Rest, you can replace that cantrip with a different cantrip from the Wizard spell list*: Detect Magic, Misty Step.*

Wood Elf: Your Speed increases to 35 feet. You also know the Druidcraft cantrips: *Longstrider, Pass without Trace*

Gnome

Creature Type: Humanoid

Size: Small (about 3–4 feet tall)

Speed: 30 feet.

Darkvision. You have Darkvision with a range of 60 feet.

Gnomish Cunning. You have Advantage on Intelligence, Wisdom, and Charisma saving throws.

Gnomish Lineage. You are part of a lineage that grants you supernatural abilities. Choose one of the following options; whichever one you choose, Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the lineage):

Forest Gnome. You know the *Minor Illusion* cantrip. You also always have the *Speak with Animals* spell prepared. You can cast it without a spell slot a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest. You can also use any spell slots you have to cast the spell.

Rock Gnome. You know the *Mending* and *Prestidigitation* cantrips. In addition, you can spend 10 minutes casting *Prestidigitation* to create a Tiny clockwork device (AC 5, 1 HP), such as a toy, fire starter, or music box. When you create the device, you determine its function by choosing one effect from Prestidigitation; the device produces that effect whenever you or another creature takes a Bonus Action to activate it with a touch. If the chosen effect has options within it, you choose one of those options for the device when you create it. For example, if you choose the spell's ignite-extinguish effect, you determine whether the device ignites or extinguishes fire; the device doesn't do both. You can have three such devices in existence at a time, and each falls apart 8 hours after its creation or when you dismantle it with a touch as a Utilize action.

Haboryn

Creature Type: Humanoid

Size: Medium (about 4–7 feet tall) or Small (about 3–4 feet tall), chosen when you select this species

Speed: 30 feet

Darkvision. You have Darkvision with a range of 60 feet.

Fiendish Legacy. You are the recipient of a legacy that grants you supernatural abilities. Choose a legacy from the Fiendish Legacies table. You gain the level 1 benefit of the chosen legacy.

When you reach character levels 3 and 5, you learn a higher-level spell, as shown on the table. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the legacy).

Otherworldly Presence. You know the Thaumaturgy cantrip. When you cast it with this trait, the spell uses the same spellcasting ability you use for your Fiendish Legacy trait

Fiendish Legacies

Legacy	Level 1	Level 3	Level 5
Abyssal	You have Resistance to Poison damage. You also know the *Poison Spray* cantrip.	*Ray of Sickness*	*Hold Person*
Chthonic	You have Resistance to Necrotic damage. You also know the *Chill Touch* cantrip.	*False Life*	*Ray of Enfeeblement*
Infernal	You have Resistance to Fire damage. You also know the Fire Bolt cantrip.	Hellish Rebuke	*Darkness*

Halfling

Creature Type: Humanoid

Size: Small (about 2–3 feet tall)

Speed: 30 feet

Brave. You have Advantage on saving throws you make to avoid or end the Frightened condition.

Halfling Nimbleness. You can move through the space of any creature that is a size larger than you, but you can't stop in the same space.

Luck. When you roll a 1 on the d20 of a D20 Test, you can reroll the die, and you must use the new roll.

Naturally Stealthy. You can take the Hide action even when you are obscured only by a creature that is at least one size larger than you.

Half-Elf

Creature Type: Humanoid.

Size: Medium.

Speed: 30 feet.

Darkvision: Thanks to your Elf blood, you have superior vision in dark and dim conditions. You can see in Dim Light within 60 feet of you as if it were Bright Light, and in Darkness as if it were Dim Light. You can't discern color in darkness, only shades of gray.

Fey Ancestry: You have Advantage on Saving Throws against being Charmed, and magic can't put you to sleep.

Skill Versatility: You gain proficiency in two skills of your choice.

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

Cultural Chameleon: You have Advantage on Deception and Persuasion checks made to pass as either Human or Elf in social situations, infiltrations, or diplomatic contexts. Creatures of either ancestry tend to assume you're *one of them* unless given a reason to think otherwise.

Half-Orc

Creature Type: Humanoid.

Size: Medium.

Speed: 30 feet.

Darkvision: Thanks to your Orcish blood, you can see in Dim Light within 60 feet of you as if it were Bright Light and in Darkness as if it were Dim Light. You can't discern color in darkness, only shades of gray.

Relentless Endurance: 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.

Savage Attacks: When you score a Critical Hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the Critical Hit. You may do this one time after a Short Rest.

Languages: You can speak, read, and write Common and Orc.

Tenacious Spirit: Once per long rest, when you fail a Saving Throw, you can reroll the Saving Throw and must use the new roll.

Human

Creature Type: Humanoid

Size: Medium (about 4–7 feet tall) or Small (about 2–4 feet tall), chosen when you select this species

Speed: 30 feet

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Skillful. You gain proficiency in one skill of your choice.

Versatile. You gain an Origin feat of your choice (see "Feats"). Skilled is recommended.

Minotaur

Creature Type: Humanoid

Size: Medium

Speed: 30 feet

Goring Rush: When you take the Dash action, you can make one melee attack with your horns as a Bonus Action.

Hammering Horns: Immediately after you hit a creature with a melee attack as part of the Attack action, you can use a Bonus Action to attempt to shove the target with your horns. *Strength saving throw:* DC 8 + your proficiency bonus + your Strength modifier. *Failure:* The target is pushed 10 feet away from you in the direction you choose.

Labyrinthine Recall: You can perfectly recall any path you have traveled.

Crushing Grip: Once per Short Rest, when you grapple a creature, you can deal bludgeoning damage equal to your Strength modifier at the start of your turn while maintaining the grapple.

Languages: You can speak, read, and write Common and Minotaur.

Classes

Barbarian

Core Barbarian Traits

Primary Ability	Strength
Hit Point Die	D12 per Barbarian level
Saving Throw Proficiencies	Strength and Constitution
Skill Proficiencies	Choose 2: Animal Handling, Athletics, Intimidation, Nature, Perception, or Survival
Weapon Proficiencies	Simple and Martial weapons
Armor Training	Light and Medium armor and Shields
Starting Equipment	Choose A or B: (A) Greataxe, 4 Handaxes, Explorer's Pack, and 15 GP; or (B) 75 GP

Becoming a Barbarian

As a Level 1 Character

- Gain all the traits in the Core Barbarian Traits table.
- Gain the Barbarian's level 1 features, which are listed in the Barbarian Features table.

As a Multiclass Character

- Gain the following traits from the Core Barbarian Traits table: Hit Point Die, proficiency with Martial weapons, and training with Shields.
- Gain the Barbarian's level 1 features, which are listed in the Barbarian Features table.

Barbarian Class Features

As a Barbarian, you gain the following class features when you reach the specified Barbarian levels. These features are listed in the Barbarian Features table.

Barbarian Level	Features Proficiency Bonus	Class Features	Rages	Rage Damage
1	+2	Rage, Unarmored Defense, Weapon Mastery	2	+2
2	+2	Danger Sense, Reckless Attack	2	+2
3	+2	Barbarian Subclass, Primal Knowledge	3	+2
4	+2	Ability Score Improvement	3	+2
5	+3	Extra Attack, Fast Movement	3	+2
6	+3	Subclass feature	4	+2
7	+3	Feral Instinct, Instinctive Pounce	4	+2
8	+3	Ability Score Improvement	4	+2
9	+4	Brutal Strike	4	+3
10	+4	Subclass feature	4	+3
11	+4	Relentless Rage	4	+3
12	+4	Ability Score Improvement	5	+3
13	+5	Improved Brutal Strike	5	+3
14	+5	Subclass feature	5	+3
15	+5	Persistent Rage	5	+3
16	+5	Ability Score Improvement	5	+4
17	+6	Improved Brutal Strike	6	+4
18	+6	Indomitable Might	6	+4
19	+6	Epic Boon	6	+4
20	+6	Primal Champion	6	+4

Level 1: Rage

You can imbue yourself with a primal power called Rage, a force that grants you extraordinary might and resilience. You can enter it as a Bonus Action if you aren't wearing Heavy armor.

You can enter your Rage the number of times shown for your Barbarian level in the Rages column of the Barbarian Features table. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

While active, your Rage follows the rules below.

Damage Resistance. As a Reaction, you have Resistance to one attack that deals Bludgeoning, Piercing, or Slashing damage.

Rage Damage. When you make an attack using Strength—with either a weapon or an Unarmed Strike—and deal damage to the target, you gain a bonus to the damage that increases as you gain levels as a Barbarian, as shown in the Rage Damage column of the Barbarian Features table.

Strength Advantage. You have Advantage on Strength checks and Strength saving throws.

No Concentration or Spells. You can't maintain Concentration, and you can't cast spells.

Duration. The Rage lasts until the end of your next turn, and it ends early if you don Heavy armor or have the Incapacitated condition. If your Rage is still active on your next turn, you can extend the Rage for another round by doing one of the following:

- Make an attack roll against an enemy.
- Force an enemy to make a saving throw.
- Take a Bonus Action to extend your Rage.

Each time the Rage is extended, it lasts until the end of your next turn. You can maintain a Rage for up to 10 minutes.

Level 1: Unarmored Defense

While you aren't wearing any armor, your base Armor Class equals 10 plus your Dexterity and Constitution modifiers. You can use a Shield and still gain this benefit.

Level 2: Danger Sense

You gain an uncanny sense of when things aren't as they should be, giving you an edge when you dodge perils. You have Advantage on Dexterity saving throws unless you have the Incapacitated condition.

Level 2: Reckless Attack

You can throw aside all concern for defense to attack with increased ferocity. When you make your first attack roll on your turn, you can decide to attack recklessly. Doing so gives you Advantage on attack rolls using Strength until the start of your next turn, but attack rolls against you have Advantage during that time.

Level 3: Barbarian Subclass

You gain a Barbarian subclass of your choice. The Path of the Berserker subclass is detailed after this class's description. A subclass is a specialization that grants you features at certain Barbarian levels. For the rest of your career, you gain each of your subclass's features that are of your Barbarian level or lower.

Level 3: Primal Knowledge

You gain proficiency in another skill of your choice from the skill list available to Barbarians at level 1.

In addition, while your Rage is active, you can channel primal power when you attempt certain tasks; whenever you make an ability check using one of the following skills, you can make it as a Strength check even if it normally uses a different ability: Acrobatics, Intimidation, Perception, Stealth, or Survival. When you use this ability, your Strength represents primal power coursing through you, honing your agility, bearing, and senses.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see "Feats") or another feat of your choice for which you qualify. You gain this feature again at Barbarian levels 8, 12, and 16.

Level 5: Extra Attack

You can attack twice instead of once whenever you take the Attack action on your turn.

Level 5: Fast Movement

Your speed increases by 10 feet while you aren't wearing Heavy armor.

Level 7: Feral Instinct

Your instincts are so honed that you have Advantage on Initiative rolls.

Level 7: Instinctive Pounce

As part of the Bonus Action you take to enter your Rage, you can move up to half your Speed.

Level 9: Brutal Strike

If you use Reckless Attack, you can forgo any Advantage on one Strength-based attack roll of your choice on your turn. The chosen attack roll mustn't have Disadvantage. If the chosen attack roll hits, the target takes an extra 1d10 damage of the same type dealt by the weapon or Unarmed Strike, and you can cause one Brutal Strike effect of your choice. You have the following effect options.

Forceful Blow. The target is pushed 15 feet straight away from you. You can then move up to half your Speed straight toward the target without provoking Opportunity Attacks.

Hamstring Blow. The target's Speed is reduced by 15 feet until the start of your next turn. A target can be affected by only one Hamstring Blow at a time—the most recent one.

Level 11: Relentless Rage

Your Rage can keep you fighting despite grievous wounds. If you drop to 0 Hit Points while your Rage is active and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, your Hit Points instead change to a number equal to twice your Barbarian level.

Each time you use this feature after the first, the DC increases by 5. When you finish a Short or Long Rest, the DC resets to 10.

Level 13: Improved Brutal Strike

You have honed new ways to attack furiously. The following effects are now among your Brutal Strike options.

Staggering Blow. The target has Disadvantage on the next saving throw it makes, and it can't make Opportunity Attacks until the start of your next turn.

Sundering Blow. Before the start of your next turn, the next attack roll made by another creature against the target gains a +5 bonus to the roll. An attack roll can gain only one Sundering Blow bonus.

Level 15: Persistent Rage

When you roll Initiative, you can regain all expended uses of Rage. After you regain uses of Rage in this way, you can't do so again until you finish a Long Rest.

In addition, your Rage is so fierce that it now lasts for 10 minutes without you needing to do anything to extend it from round to round. Your Rage ends early if you have the Unconscious condition (not just the Incapacitated condition) or don Heavy armor.

Level 17: Improved Brutal Strike

The extra damage of your Brutal Strike increases to 2d10. In addition, you can use two different Brutal Strike effects whenever you use your Brutal Strike feature.

Level 18: Indomitable Might

If your total for a Strength check or Strength saving throw is less than your Strength score, you can use that score in place of the total.

Level 19: Epic Boon

You gain an Epic Boon feat (see "Feats") or another feat of your choice for which you qualify. Boon of Irresistible Offense is recommended.

Level 20: Primal Champion

You embody primal power. Your Strength and Constitution scores increase by 4, to a maximum of 25.

Barbarian Subclass: Path of the Freebooter

Level 3: Uncaged

Your instinct for battlefield movement makes you nearly impossible to pin down. You gain the following benefits while Raging:

Scrum-master. You cannot be Flanked. Enemies on opposing sides of you do not gain Advantage on Attack Rolls against you from flanking regardless of their positioning.

Enemy Territory. You can move through the space of any hostile creature during your movement, treating its space as Difficult Terrain. You can't end your movement in a hostile creature's space. Moving through a hostile creature's space doesn't provoke Opportunity Attacks from that creature.

Slippery. When two or more hostile creatures are adjacent to you at the start of your turn, you can move up to 10 feet without provoking Opportunity Attacks before taking an action or Bonus Action.

Level 6: Threat Assessment

Threat Assessment. Once per turn when a creature misses you with a Melee Attack, you can use your Reaction to move up to 5 feet without provoking Opportunity Attacks.

Level 10: Slip the Net

You have developed a complete mastery of disengagement from melee combat that makes surrounding you a futile endeavor. While Raging you gain the following benefits:

When three or more hostile creatures are within 5 feet of you, you gain a +2 bonus to AC, reflecting your instinctive use of enemies as cover against each other.

Once per turn, when a creature succeeds on a contested Strength or Athletics check to grapple you, you can use your Reaction to make a Dexterity check contested by their original Strength or Athletics check. On a success you slip free before the Grapple is established.

Level 14: Ghost of the Battlefield

At the pinnacle of the Freebooter's path, you move through combat like a force of nature that cannot be contained, controlled, or cornered. You gain the following permanent benefits:

You can move away from any creature without provoking Opportunity Attacks while Raging.

Your movement through Hostile creatures' spaces is completely unimpeded while Raging. You can pass through any number of enemies in a single turn without restriction and they count as Normal Terrain.

Once per Short or Long Rest while Raging, when three or more hostile creatures are within 5 feet of you, you can use your Bonus Action to make one Melee Weapon Attack against each hostile creature within 5 feet of you. You make a separate attack roll for each target.

Bard

Core Bard Traits

Primary Ability	Charisma
Hit Point Die	D8 per Bard level
Saving Throw Proficiencies	Dexterity and Charisma
Skill Proficiencies	Choose any 3 skills (see Playing the Game)
Weapon Proficiencies	Simple weapons
Tool Proficiencies	Choose 3 Musical Instruments (see Equipment)
Armor Training	Light armor
Starting Equipment	Choose A or B: (A) Leather Armor, 2 Daggers, Musical Instrument of your choice, Entertainer's Pack, and 19 GP; or (B) 90 GP

Becoming a Bard

As a Level 1 Character

- Gain all the traits in the Core Bard Traits table.
- Gain the Bard's level 1 features, which are listed in the Bard Features table.

As a Multiclass Character

- Gain the following traits from the Core Bard Traits table: Hit Point Die, proficiency in one skill of your choice, proficiency with one Musical Instrument of your choice, and training with Light armor. • Gain the Bard's level 1 features, which are listed in the Bard Features table. See the multiclassing rules in "Character Creation" to determine your available spell slots.

Bard Class Features

As a Bard, you gain the following class features when you reach the specified Bard levels. These features are listed in the Bard Features table.

Bard Features

Level	Proficiency Bonus	Class Features	Bardic Die
1	+2	Bardic Inspiration, Spellcasting	D6
2	+2	Expertise, Jack of All Trades	D6
3	+2	Bard Subclass	D6
4	+2	Ability Score Improvement	D6
5	+3	Font of Inspiration	D8
6	+3	Subclass feature	D8
7	+3	Countercharm	D8
8	+3	Ability Score Improvement	D8
9	+4	Expertise	D8
10	+4	Magical Secrets	D10
11	+4	—	D10
12	+4	Ability Score Improvement	D10
13	+5	—	D10
14	+5	Subclass feature	D10
15	+5	—	D12
16	+5	Ability Score Improvement	D12
17	+6	—	D12
18	+6	Superior Inspiration	D12
19	+6	Epic Boon	D12
20	+6	Words of Creation	D12

Level	Prepared Cantrips	Spells	——Spell Slots per Spell Level——							
			1	2	3	4	5	6	7	8	9
1	2	4	2	—	—	—	—	—	—	—	—
2	2	5	3	—	—	—	—	—	—	—	—
3	2	6	4	2	—	—	—	—	—	—	—
4	3	7	4	3	—	—	—	—	—	—	—
5	3	9	4	3	2	—	—	—	—	—	—
6	3	10	4	3	3	—	—	—	—	—	—
7	3	11	4	3	3	1	—	—	—	—	—
8	3	12	4	3	3	2	—	—	—	—	—
9	3	14	4	3	3	3	1	—	—	—	—
10	4	15	4	3	3	3	2	—	—	—	—
11	4	16	4	3	3	3	2	1	—	—	—
12	4	16	4	3	3	3	2	1	—	—	—
13	4	17	4	3	3	3	2	1	1	—	—
14	4	17	4	3	3	3	2	1	1	—	—
15	4	18	4	3	3	3	2	1	1	1	—
16	4	18	4	3	3	3	2	1	1	1	—
17	4	19	4	3	3	3	2	1	1	1	1
18	4	20	4	3	3	3	3	1	1	1	1
19	4	21	4	3	3	3	3	2	1	1	1
20	4	22	4	3	3	3	3	2	2	1	1

Level 1: Bardic Inspiration

You can supernaturally inspire others through words, music, or dance. This inspiration is represented by your Bardic Inspiration die, which is a d6.

Using Bardic Inspiration. As a Bonus Action, you can inspire another creature within 60 feet of yourself who can see or hear you. That creature gains one of your Bardic Inspiration dice. A creature can have only one Bardic Inspiration die at a time.

Once within the next hour when the creature fails a D20 Test, the creature can roll the Bardic Inspiration die and add the number rolled to the d20, potentially turning the failure into a success. A Bardic Inspiration die is expended when it's rolled.

Number of Uses. You can confer a Bardic Inspiration die a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

At Higher Levels. Your Bardic Inspiration die changes when you reach certain Bard levels, as shown in the Bardic Die column of the Bard Features table. The die becomes a d8 at level 5, a d10 at level 10, and a d12 at level 15.

Level 1: Spellcasting

You have learned to cast spells through your bardic arts. See "Spells" for the rules on spellcasting. The information below details how you use those rules with Bard spells, which appear in the Bard spell list later in the class's description.

Cantrips. You know two cantrips of your choice from the Bard spell list. Dancing Lights and Vicious Mockery are recommended.

Whenever you gain a Bard level, you can replace one of your cantrips with another cantrip of your choice from the Bard spell list.

When you reach Bard levels 4 and 10, you learn another cantrip of your choice from the Bard spell list, as shown in the Cantrips column of the Bard Features table.

Spell Slots. The Bard Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose four level 1 spells from the Bard spell list. *Charm Person, Color Spray, Dissonant Whispers,* and *Healing Word* are recommended.

The number of spells on your list increases as you gain Bard levels, as shown in the Prepared Spells column of the Bard Features table. Whenever that number increases, choose additional spells from the Bard spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 3 Bard, your list of prepared spells can include six spells of levels 1 and 2 in any combination.

If another Bard feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Bard spells for you.

Changing Your Prepared Spells. Whenever you gain a Bard level, you can replace one spell on your list with another Bard spell for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability for your Bard spells.

Spellcasting Focus. You can use a Musical Instrument as a Spellcasting Focus for your Bard spells.

Level 2: Expertise

You gain Expertise (see "Rules Glossary") in two of your skill proficiencies of your choice. Performance and Persuasion are recommended if you have proficiency in them.

At Bard level 9, you gain Expertise in two more of your skill proficiencies of your choice.

Level 2: Jack of All Trades

You can add half your Proficiency Bonus (round down) to ability check you make that uses a skill proficiency you lack and that doesn't otherwise use your Proficiency Bonus. The number of skills this applies to is equal to your Proficiency Bonus and is chosen at the start of a Long Rest.

For example, if you make a Athletics check and lack Athletics proficiency, you can add half your Proficiency Bonus to the check.

Level 3: Bard Subclass

You gain a Bard subclass of your choice. The College of Lore subclass is detailed after this class's description. A subclass is a specialization that grants you features at certain Bard levels. For the rest of your career, you gain each of your subclass's features that are of your Bard level or lower.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see "Feats") or another feat of your choice for which you qualify. You gain this feature again at Bard levels 8, 12, and 16.

Level 5: Font of Inspiration

You can expend a spell slot (no action required) to regain one expended use of Bardic Inspiration.

Level 7: Countercharm

You can use musical notes or words of power to disrupt mind-influencing effects. If you or a creature within 30 feet of you fails a saving throw against an effect that applies the Charmed or Frightened condition, you can take a Reaction to cause the save to be rerolled, and the new roll has Advantage.

Level 10: Magical Secrets

You've learned secrets from various magical traditions. Whenever you reach a Bard level (including this level) and the Prepared Spells number in the Bard Features table increases, you can choose any of your new prepared spells from the Bard spell list or from the Cleric, Druid, and Wizard spell lists. However, any spell you choose from the Cleric, Druid, or Wizard spell lists must be at least two spell levels lower than the highest-level Bard spell you can prepare, and it replaces Bard spells of that level. The chosen spells count as Bard spells for you (see a class's section for its spell list). In addition, whenever you replace a spell prepared for this class, you can replace it with a spell from those lists, subject to the same restriction.

Level 18: Superior Inspiration

When you roll Initiative, you regain expended uses of Bardic Inspiration until you have two if you have fewer than that.

Level 19: Epic Boon

You gain an Epic Boon feat (see "Feats") or another feat of your choice for which you qualify. Boon of Spell Recall is recommended.

Level 20: Words of Creation

You have mastered two of the Words of Creation: the words of life and death. You therefore always have the *Power Word Heal* and *Power Word Kill* spells prepared. When you cast either spell, you can target a second creature with it if that creature is within 10 feet of the first target.

Bard Spell List

This section presents the Bard spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, C means the spell requires Concentration, R means it's a Ritual, and M means it requires a specific Material component.

Cantrips (Level 0 Bard Spells) Spell School Special		
Dancing Lights	Illusion	C
Light	Evocation	—
Mage Hand	Conjuration	—
Mending	Transmutation	—
Message	Transmutation	—
Minor Illusion	Illusion	—
*Prestidigitation*Transmutation		—
Starry Wisp	Evocation	—
True Strike	Divination	—
Vicious Mockery	Enchantment	—
Level 1 Bard	**Spells**	
Spell School Special		
Animal Friendship	Enchantment	—
Bane	Enchantment	C

Charm Person	Enchantment	—
Color Spray	Illusion	—
Command	Enchantment	—
Comprehend		
Languages	Divination	R
Cure Wounds	Abjuration	—
Detect Magic	Divination	C, R
Disguise Self	Illusion	—
Dissonant Whispers	Enchantment	—
Faerie Fire	Evocation	C
Feather Fall	Transmutation	—
Healing Word	Abjuration	—
Heroism	Enchantment	C
Hideous Laughter	Enchantment	C
Identify	Divination	R, M
Illusory Script	Illusion	R, M
Longstrider	Transmutation	—
Silent Image	Illusion	C
Sleep	Enchantment	C
Speak with Animals	Divination	R
Thunderwave	Evocation	—
Unseen Servant	Conjuration	R
Level 2 Bard	**Spells**	
Spell School Special		
Aid	Abjuration	—
Animal Messenger	Enchantment	R
Blindness/Deafness	Transmutation	—
Calm Emotions	Enchantment	C
Detect Thoughts	Divination	C
Enhance Ability	Transmutation	C
Enlarge/Reduce	Transmutation	C
Enthrall	Enchantment	C
Heat Metal	Transmutation	C
Hold Person	Enchantment	C
Invisibility	Illusion	C
Knock	Transmutation	—
Lesser Restoration	Abjuration	—
Locate Animals		
or Plants	Divination	R
Locate Object	Divination	C
Magic Mouth	Illusion	R, M
Mirror Image	Illusion	—
See Invisibility	Divination	—
Shatter	Evocation	—
Silence	Illusion	C, R
Suggestion	Enchantment	C
Zone of Truth	Enchantment	—
Level 3 Bard	**Spells**	
Spell School Special		
Bestow Curse	Necromancy	C

Clairvoyance	Divination	C, M
Dispel Magic	Abjuration	—
Fear	Illusion	C
Glyph of Warding	Abjuration	M
Hypnotic Pattern	Illusion	C
Major Image	Illusion	C
Mass		
Healing Word	Abjuration	—
Nondetection	Abjuration	M
Plant Growth	Transmutation	—
Sending	Divination	—
Slow	Transmutation	C
Speak with Dead	Necromancy	—
Speak with Plants	Transmutation	—
Stinking Cloud	Conjuration	C
Tiny Hut	Evocation	R
Tongues	Divination	—
Level 4 Bard	**Spells**	
Spell School Special		
Charm Monster	Enchantment	—
Compulsion	Enchantment	C
Confusion	Enchantment	C
Dimension Door	Conjuration	—
Freedom of		
Movement	Abjuration	—
Greater Invisibility	Illusion	C
Hallucinatory Terrain	Illusion	—
Locate Creature	Divination	C
Phantasmal Killer	Illusion	C
Polymorph	Transmutation	C
Level 5 Bard	**Spells**	
Spell School Special		
Animate Objects	Transmutation	C
Awaken	Transmutation	M
Dominate Person	Enchantment	C
Dream	Illusion	—
Geas	Enchantment	—
Greater Restoration	Abjuration	M
Hold Monster	Enchantment	C
Legend Lore	Divination	M
Mass Cure Wounds	Abjuration	—
Mislead	Illusion	C
Modify Memory	Enchantment	C
Planar Binding	Abjuration	M
Raise Dead	Necromancy	M
Scrying	Divination	C, M
Seeming	Illusion	—
Telepathic Bond	Divination	R
Teleportation Circle	Conjuration	M
Level 6 Bard	**Spells**	

Spell School Special		
Eyebite	Necromancy	C
Find the Path	Divination	C, M
Guards and Wards	Abjuration	M
Heroes' Feast	Conjuration	M
Irresistible Dance	Enchantment	C
Mass Suggestion	Enchantment	—
Programmed Illusion	Illusion	M
True Seeing	Divination	M
Level 7 Bard	**Spells**	
Spell School Special		
Arcane Sword	Evocation	C, M
Etherealness	Conjuration	—
Forcecage	Evocation	C, M
Magnificent Mansion	Conjuration	M
Mirage Arcane	Illusion	—
Prismatic Spray	Evocation	—
Project Image	Illusion	C, M
Regenerate	Transmutation	—
Resurrection	Necromancy	M
Symbol	Abjuration	M
Teleport	Conjuration	—
Level 8 Bard	**Spells**	
Spell School Special		
Antipathy/Sympathy	Enchantment	—
Befuddlement	Enchantment	—
Dominate Monster	Enchantment	C
Glibness	Enchantment	—
Mind Blank	Abjuration	—
Power Word Stun	Enchantment	—
Level 9 Bard	**Spells**	
Spell School Special		
Foresight	Divination	—
Power Word Heal	Enchantment	—
Power Word Kill	Enchantment	—
Prismatic Wall	Abjuration	—
True Polymorph	Transmutation	C

Bard Subclass: College of Cacophony

Level 3: Discordant Strike

You have learned to weaponize sound at close range, delivering a burst of concentrated sonic force alongside your physical attacks. When you hit a creature with a weapon attack, you can expend one use of Bardic Inspiration as part of that attack to deal extra Thunder damage equal to one roll of your Bardic Inspiration die. The target must also succeed on a Constitution saving throw against your Spell Save DC or have Disadvantage on its next saving throw before the start of your next turn.

Level 3: Shattering Performance

You can use your Action to unleash a burst of discordant sound in a 15-foot cone originating from you. Every creature in the area must make a Constitution Saving Throw against your Spell Save DC. On a failed save, a creature takes Thunder damage equal to two rolls of your Bardic Inspiration die and loses Concentration on any spell it is maintaining. On a successful save, the creature takes half damage and does not lose Concentration.

You can use this feature a number of times equal to your Proficiency Bonus, regaining all uses on a Long Rest.

Level 6: Wall of Sound

You can create a persistent barrier of overwhelming noise as an Action. Choose a point you can see within 60 feet of yourself. A Wall of Sound fills a 20-foot-long, 5-foot-wide line centered on that point. The wall is invisible but audible. Creatures outside it can hear a roar of white noise, while creatures inside it can hear nothing beyond the wall at all.

The Wall of Sound lasts for 1 minute or until you dismiss it as a Bonus Action. It has the following properties:

A creature that enters the wall's area for the first time on a turn or starts its turn there must make a Constitution saving throw against your Spell Save DC. On a failed save, the creature takes Thunder damage equal to two rolls of your Bardic Inspiration die.

Creatures inside the wall have Disadvantage on Constitution saving throws made to maintain Concentration.

Verbal communication into, out of, or within the wall is impossible. A creature inside the wall can't cast a spell with a Verbal component. A creature outside the wall that attempts to cast a spell with a Verbal component through the wall must succeed on a Constitution saving throw against your Spell Save DC or the spell fails.

You can use this feature three times, and you regain all expended uses when you finish a Long Rest.

Level 14: Resonance

Your mastery of sound allows you to identify and exploit the specific frequency at which any creature or object will begin to come apart. Whenever you deal Thunder damage to a creature, you can attune to that creature's resonant frequency. For the next minute, Thunder damage you deal to that creature ignores Resistance. If the creature is Immune to Thunder damage, it instead has Resistance to Thunder damage against your Thunder effects.

Additionally, once per Long Rest as an Action, you can unleash a Resonant Collapse targeting one creature you can see within 60 feet. The target must make a Constitution saving throw against your Spell Save DC. On a failed save, the creature takes 8d8 Thunder damage and has the Stunned condition for 1d4 rounds. On a successful save, the creature takes half as much damage and doesn't have the Stunned condition.

Cleric

Core Cleric Traits

Primary Ability	Wisdom
Hit Point Die	D8 per Cleric level
Saving Throw Proficiencies	Wisdom and Charisma
Skill Proficiencies	Choose 2: History, Insight, Medicine, Persuasion, or Religion
Weapon Proficiencies	Simple weapons
Armor Training	Light and Medium armor and Shields
Starting Equipment	Choose A or B: (A) Chain Shirt, Shield, Mace, Holy Symbol, Priest's Pack, and 7 GP; or (B) 110 GP

Becoming a Cleric

As a Level 1 Character

- Gain all the traits in the Core Cleric Traits table.
- Gain the Cleric's level 1 features, which are listed in the Cleric Features table.

As a Multiclass Character

- Gain the following traits from the Core Cleric Traits table: Hit Point Die and training with Light and Medium armor and Shields.
- Gain the Cleric's level 1 features, which are listed in the Cleric Features table. See the multiclassing rules in "Character Creation" to determine your available spell slots.

Cleric Class Features

As a Cleric, you gain the following class features when you reach the specified Cleric levels. These features are listed in the Cleric Features table.

Cleric Level	Features Proficiency	Bonus	Class Features	Channel Divinity
1	+2	Spellcasting, Divine Order	—	
2	+2	Channel Divinity	2	3

Cleric Level	Features Proficiency	Bonus	Class Features	Channel Divinity
3	+2	Cleric Subclass	2	3
4	+2	Ability Score Improvement	2	4
5	+3	Sear Undead	2	4
6	+3	Subclass feature	3	4
7	+3	Blessed Strikes	3	4
8	+3	Ability Score Improvement	3	4
9	+4	—	3	4
10	+4	Divine Intervention	3	5
11	+4	—	3	5
12	+4	Ability Score Improvement	3	5
13	+5	—	3	5
14	+5	Improved Blessed Strikes	3	5
15	+5	—	3	5
16	+5	Ability Score Improvement	3	5
17	+6	Subclass feature	3	5
18	+6	—	4	5
19	+6	Epic Boon	4	5
20	+6	Greater Divine Intervention	4	5

Spellcasting

Prepared Level	Spells Cantrips	1	2	——Spell 3	Slots 4	per 5	Spell 6	Level—— 7	8	9
13	4	2	—	—	—	—	—	—	—	—
2	5	3	—	—	—	—	—	—	—	—
3	6	4	2	—	—	—	—	—	—	—
4	7	4	3	—	—	—	—	—	—	—
5	9	4	3	2	—	—	—	—	—	—
6	10	4	3	3	—	—	—	—	—	—
7	11	4	3	3	1	—	—	—	—	—
8	12	4	3	3	2	—	—	—	—	—
9	14	4	3	3	3	1	—	—	—	—
10	15	4	3	3	3	2	—	—	—	—
11	16	4	3	3	3	2	1	—	—	—
12	16	4	3	3	3	2	1	—	—	—
13	17	4	3	3	3	2	1	1	—	—
14	17	4	3	3	3	2	1	1	—	—
15	18	4	3	3	3	2	1	1	1	—
16	18	4	3	3	3	2	1	1	1	—
17	19	4	3	3	3	2	1	1	1	1
18	20	4	3	3	3	3	1	1	1	1
19	21	4	3	3	3	3	2	1	1	1
20	22	4	3	3	3	3	2	2	1	1

Level 1: Spellcasting

You have learned to cast spells through prayer and meditation. See "Spells" for the rules on spellcasting. The information below details how you use those rules with Cleric spells, which appear on the Cleric spell list later in the class's description.

Cantrips. You know three cantrips of your choice from the Cleric spell list. Guidance, Sacred Flame, and Thaumaturgy are recommended.

Whenever you gain a Cleric level, you can replace one of your cantrips with another cantrip of your choice from the Cleric spell list.

When you reach Cleric levels 4 and 10, you learn another cantrip of your choice from the Cleric spell list, as shown in the Cantrips column of the Cleric Features table.

Spell Slots. The Cleric Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose four level 1 spells from the Cleric spell list. *Bless*, *Cure Wounds*, *Guiding Bolt*, and *Shield of Faith* are recommended.

The number of spells on your list increases as you gain Cleric levels, as shown in the Prepared Spells column of the Cleric Features table. Whenever that number increases, choose additional spells from the Cleric spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 3 Cleric, your list of prepared spells can include six spells of levels 1 and 2 in any combination.

If another Cleric feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Cleric spells for you.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells there with other Cleric spells for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your Cleric spells.

Spellcasting Focus. You can use a Holy Symbol as a Spellcasting Focus for your Cleric spells.

Level 1: Divine Order

You have dedicated yourself to one of the following sacred roles of your choice.

Protector. Trained for battle, you gain proficiency with Martial weapons and training with Heavy armor.

Thaumaturge. You know one extra cantrip from the Cleric spell list. In addition, your mystical connection to the divine gives you a bonus to your Arcana or Religion checks. The bonus equals your Wisdom modifier (minimum of +1).

Level 2: Channel Divinity

You can channel divine energy directly from the Outer Planes to fuel magical effects. You start with two such effects: Divine Spark and Turn Undead, each of which is described below. Each time you use this class's Channel Divinity, choose which Channel Divinity effect from this class to create. You gain additional effect options at higher Cleric levels.

You can use this class's Channel Divinity twice. You regain one of its expended uses when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest. You gain additional uses when you reach certain Cleric levels, as shown in the Channel Divinity column of the Cleric Features table.

If a Channel Divinity effect requires a saving throw, the DC equals the spell save DC from this class's Spellcasting feature.

Divine Spark. As a Magic action, you point your Holy Symbol at another creature you can see within 30 feet of yourself and focus divine energy at it. Roll 1d8 and add your Wisdom modifier. You either restore Hit Points to the creature equal to that total or force the creature to make a Constitution saving throw. On a failed save, the creature takes Necrotic or Radiant damage (your choice) equal to that total. On a successful save, the creature takes half as much damage (round down).

You roll an additional d8 when you reach Cleric levels 7 (2d8), 13 (3d8), and 18 (4d8).

Turn Undead. As a Magic action, you present your Holy Symbol and censure Undead creatures. Each Undead of your choice within 30 feet of you must make a Wisdom saving throw. If the creature fails its save, it has the Frightened and Incapacitated conditions for 1 minute. For that duration, it tries to move as far from you as it can on its turns. This effect ends early on the creature if it takes any damage, if you have the Incapacitated condition, or if you die.

Level 3: Cleric Subclass

You gain a Cleric subclass of your choice. The Life Domain subclass is detailed after this class's description. A subclass is a specialization that grants you features at certain Cleric levels. For the rest of your career, you gain each of your subclass's features that are of your Cleric level or lower.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see "Feats") or another feat of your choice for which you qualify. You gain this feature again at Cleric levels 8, 12, and 16.

Level 5: Sear Undead

Whenever you use Turn Undead, you can roll a number of d8s equal to your Wisdom modifier (minimum of 1d8) and add the rolls together. Each Undead that fails its saving throw against that use of Turn Undead takes Radiant damage equal to the roll's total. This damage doesn't end the turn effect.

Level 7: Blessed Strikes

Divine power infuses you in battle. You gain one of the following options of your choice (if you get either option from a Cleric subclass in an older book, use only the option you choose for this feature).

Divine Strike. Once on each of your turns when you hit a creature with an attack roll using a weapon, you can cause the target to take an extra 1d8 Necrotic or Radiant damage (your choice).

Potent Spellcasting. Add your Wisdom modifier to the damage you deal with any Cleric cantrip.

Level 10: Divine Intervention

Your faith allows you to call upon your deity for direct intervention. As a Magic action, choose one of the following divine miracles. The chosen effect occurs immediately without expending a spell slot or requiring Material components.

Divine Healing. Choose up to six creatures you can see within 60 feet. Each regains hit points equal to 6d8 + your Wisdom modifier and can immediately end one disease, poison, paralyzed, or frightened effect affecting it.

Divine Wrath. Choose a point you can see within 120 feet. Brilliant divine power erupts in a 20-foot-radius sphere centered on that point. Hostile creatures in the area must make a Dexterity saving throw against your spell save DC, taking 8d8 radiant or necrotic damage (your choice) on a failed save, or half as much on a successful one.

Divine Protection. Choose up to six creatures you can see within 60 feet. For 1 minute, each gains resistance to bludgeoning, piercing, and slashing damage, and advantage on saving throws against spells and magical effects.

Divine Judgment. Choose one creature you can see within 60 feet. Until the end of your next turn, attacks against that creature have advantage, and it has disadvantage on saving throws against your Cleric spells and Divine Intervention effects.

Once you use this feature, you can't use it again until you finish a Long Rest.

Level 14: Improved Blessed Strikes

The option you chose for Blessed Strikes grows more powerful.

Divine Strike. The extra damage of your Divine Strike increases to 2d8.

Potent Spellcasting. When you cast a Cleric cantrip and deal damage to a creature with it, you can give vitality to yourself or another creature within 60 feet of yourself, granting a number of Temporary Hit Points equal to twice your Wisdom modifier.

Level 19: Epic Boon

You gain an Epic Boon feat (see "Feats") or another feat of your choice for which you qualify. Boon of Fate is recommended.

Level 20: Greater Divine Intervention

Your deity answers your prayers with overwhelming power.

When you use Divine Intervention, choose one of the following enhancements.

Empowered Miracle. If the effect restores hit points or deals damage, maximize all dice rolled.

Twin Miracle. Choose two different Divine Intervention effects instead of one.

Enduring Miracle. If the chosen effect has a duration, double that duration.

Widespread Miracle. Double the range and area of the chosen effect.

Once you use Greater Divine Intervention, you can't use Divine Intervention again until you finish 2d4 Long Rests.

Cleric Spell List

This section presents the Cleric spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, C means the spell requires Concentration, R means it's a Ritual, and M means it requires a specific Material component.

Cantrips (Level 0 Cleric Spells)	**Spell School**	**Special**
Guidance	Divination	C
Light	Evocation	—
Mending	Transmutation	—

Resistance	Abjuration	C
Sacred Flame	Evocation	—
Spare the Dying	Necromancy	—
Thaumaturgy	Transmutation	—
Level 1 Cleric	**Spells**	
Spell School Special		
Bane	Enchantment	C
Bless	Enchantment	C, M
Command	Enchantment	—
Create or		
Destroy Water	Transmutation	—
Cure Wounds	Abjuration	—
Detect Evil		
and Good	Divination	C
Detect Magic	Divination	C, R
Detect Poison		
and Disease	Divination	C, R
Guiding Bolt	Evocation	—
Healing Word	Abjuration	—
Inflict Wounds	Necromancy	—
Protection from		
Evil and Good	Abjuration	C, M
Purify Food		
and Drink	Transmutation	R
Sanctuary	Abjuration	—
Shield of Faith	Abjuration	C
Level 2 Cleric	**Spells**	
Spell School Special		
Aid	Abjuration	—
Augury	Divination	R, M
Blindness/Deafness	Transmutation	—
Calm Emotions	Enchantment	C
Continual Flame	Evocation	M
Enhance Ability	Transmutation	C
Find Traps	Divination	—
Gentle Repose	Necromancy	R, M
Hold Person	Enchantment	C
Lesser Restoration	Abjuration	—
Locate Object	Divination	C
Prayer of Healing	Abjuration	—
Protection from		
Poison	Abjuration	—
Silence	Illusion	C, R
Spiritual Weapon	Evocation	C
Warding Bond	Abjuration	M
Zone of Truth	Enchantment	—
Level 3 Cleric	**Spells**	
Spell School Special		
Animate Dead	Necromancy	—
Beacon of Hope	Abjuration	C

Bestow Curse	Necromancy	C
Clairvoyance	Divination	C, M
Create Food		
and Water	Conjuration	—
Daylight	Evocation	—
Dispel Magic	Abjuration	—
Glyph of Warding	Abjuration	M
Magic Circle	Abjuration	M
Mass Healing Word	Abjuration	—
Meld into Stone	Transmutation	R
Protection from		
Energy	Abjuration	C
Remove Curse	Abjuration	—
x Necromancy	M	
Sending	Divination	—
Speak with Dead	Necromancy	—
Spirit Guardians	Conjuration	C
Tongues	Divination	—
Water Walk	Transmutation	R
Level 4 Cleric	**Spells**	
Spell School Special		
Aura of Life	Abjuration	C
Banishment	Abjuration	C
Control Water	Transmutation	C
Death Ward	Abjuration	—
Divination	Divination	R, M
Freedom of		
Movement	Abjuration	—
Guardian of Faith	Conjuration	—
Locate Creature	Divination	C
Stone Shape	Transmutation	—
Level 5 Cleric	**Spells**	
Spell School Special		
Commune	Divination	R
Contagion	Necromancy	—
Dispel Evil and Good	Abjuration	C
Flame Strike	Evocation	—
Geas	Enchantment	—
Greater Restoration	Abjuration	M
Hallow	Abjuration	M
Insect Plague	Conjuration	C
Legend Lore	Divination	M
Mass Cure Wounds	Abjuration	—
Planar Binding	Abjuration	M
Raise Dead	Necromancy	M
Scrying	Divination	C, M
Level 6 Cleric	**Spells**	
Spell School Special		
Blade Barrier	Evocation	C
Create Undead	Necromancy	M

Find the Path	Divination	C, M
Forbiddance	Abjuration	R, M
Harm	Necromancy	—
Heal	Abjuration	—
Heroes' Feast	Conjuration	M
Planar Ally	Conjuration	—
Sunbeam	Evocation	C
True Seeing	Divination	M
Word of Recall	Conjuration	—
Level 7 Cleric	**Spells**	
Spell School Special		
Conjure Celestial	Conjuration	C
Divine Word	Evocation	—
Etherealness	Conjuration	—
Fire Storm	Evocation	—
Plane Shift	Conjuration	M
Regenerate	Transmutation	—
Resurrection	Necromancy	M
Symbol	Abjuration	M
Level 8 Cleric	**Spells**	
Spell School Special		
Antimagic Field	Abjuration	C
Control Weather	Transmutation	C
Earthquake	Transmutation	C
Holy Aura	Abjuration	C, M
Sunburst	Evocation	—
Level 9 Cleric	**Spells**	
Spell School Special		
Astral Projection	Necromancy	M
Gate	Conjuration	C, M
Mass Heal	Abjuration	—
Power Word Heal	Enchantment	—
True Resurrection	Necromancy	M

Cleric Subclass: Protection Domain

Level 3: Protection Domain Spells

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Protection Domain Spells table, you thereafter always have the listed spells prepared.

Cleric Level	Prepared Spells
3	*Fog Cloud, Sanctuary*
5	*Calm Emotions, Warding Bond*
7	*Stoneskin, Tiny Hut*
9	*Antimagic Field, Wall of Force*

Level 3: Bonus Proficiencies

Your training in the arts of divine protection has prepared you to stand at the front of any conflict. You gain proficiency with Martial Weapons.

Level 3: Bulwark

As a Magic action, you present your Holy Symbol and expend a use of your Channel Divinity to extend a divine Bulwark around yourself and up to two creatures you can see within 30 feet of you. Each protected creature gains Temporary Hit

Points equal to your Cleric level plus your Wisdom modifier. These Temporary Hit Points last for 1 minute or until expended. A creature can only benefit from one Bulwark at a time, and a new application replaces the previous one.

Level 6: Deflecting Ward

When a creature you can see within 30 feet of you is targeted by an attack roll, you can use your Reaction to impose a penalty on that attack roll equal to your Wisdom modifier, with a minimum penalty of 1. This penalty is applied before the DM reveals whether the attack hits or misses, and it stacks with any other penalties the attacker might suffer. You can use this feature a number of times equal to your Proficiency Bonus, regaining all uses on a Long Rest.

Level 17: Unbreakable Aegis

Your protective power has become an expression of divine will so powerful that harm itself seems to recoil from those you shelter. When you use Bulwark, the Temporary Hit Points granted increase to twice your Cleric level plus your Wisdom modifier, and you can now extend the protection to up to four creatures rather than two.

Additionally, while a creature has Temporary Hit Points from your Bulwark, it has Resistance to one type of damage of your choice.

Once per Long Rest, when a creature's Bulwark Temporary Hit Points are depleted, you can use your Reaction to restore Temporary Hit Points to that creature equal to your Wisdom modifier.

Druid

Core Druid Traits

Primary Ability	Wisdom
Hit Point Die	D8 per Druid level
Saving Throw Proficiencies	Intelligence and Wisdom
Skill Proficiencies	Choose 2: Animal Handling, Arcana, Insight, Medicine, Nature, Perception, Religion, or Survival
Weapon Proficiencies	Simple weapons
Tool Proficiencies	Herbalism Kit
Armor Training	Light armor and Shields
Starting Equipment	Choose A or B: (A) Leather Armor, Shield, Sickle, Druidic Focus (Quarterstaff), Explorer's Pack, Herbalism Kit, and 9 GP; or (B) 50 GP

Becoming a Druid

As a Level 1 Character

- Gain all the traits in the Core Druid Traits table.
- Gain the Druid's level 1 features, which are listed in the Druid Features table.

As a Multiclass Character

- Gain the following traits from the Core Druid Traits table: Hit Point Die and training with Light armor and Shields.
- Gain the Druid's level 1 features, which are listed in the Druid Features table. See the multiclassing rules in "Character Creation" to determine your available spell slots.

Druid Class Features

As a Druid, you gain the following class features when you reach the specified Druid levels. These features are listed in the Druid Features table.

Druid Features

Level	Proficiency Bonus	Class Features	Wild Shape
1	+2	Spellcasting, Druidic, Primal Order	—
2	+2	Wild Shape, Wild Companion	2
3	+2	Druid Subclass	2
4	+2	Ability Score Improvement	2
5	+3	Wild Resurgence	2
6	+3	Subclass feature	3
7	+3	Elemental Fury	3

Level Proficiency	Bonus	Class Features	Wild Shape
8	+3	Ability Score Improvement	3
9	+4	—	3
10	+4	Subclass feature	3
11	+4	—	3
12	+4	Ability Score Improvement	3
13	+5	—	3
14	+5	Subclass feature	3
15	+5	Improved Elemental Fury	3
16	+5	Ability Score Improvement	3
17	+6	—	4
18	+6	Beast Spells	4
19	+6	Epic Boon	4
20	+6	Archdruid	4

Spellcasting

Level	Prepared Spells	Spell Slots	Cantrips	per Spell Level	1	2	3	4	5	6	7	8	9
1	2	4	2	—	—	—	—	—	—	—	—	—	—
2	2	5	3	—	—	—	—	—	—	—	—	—	—
3	2	6	4	2	—	—	—	—	—	—	—	—	—
4	3	7	4	3	—	—	—	—	—	—	—	—	—
5	3	9	4	3	2	—	—	—	—	—	—	—	—
6	3	10	4	3	3	—	—	—	—	—	—	—	—
7	3	11	4	3	3	1	—	—	—	—	—	—	—
8	3	12	4	3	3	2	—	—	—	—	—	—	—
9	3	14	4	3	3	3	1	—	—	—	—	—	—
10	4	15	4	3	3	3	2	—	—	—	—	—	—
11	4	16	4	3	3	3	2	1	—	—	—	—	—
12	4	16	4	3	3	3	2	1	—	—	—	—	—
13	4	17	4	3	3	3	2	1	1	—	—	—	—
14	4	17	4	3	3	3	2	1	1	—	—	—	—
15	4	18	4	3	3	3	2	1	1	1	—	—	—
16	4	18	4	3	3	3	2	1	1	1	—	—	—
17	4	19	4	3	3	3	2	1	1	1	1	—	—
18	4	20	4	3	3	3	3	1	1	1	1	—	—
19	4	21	4	3	3	3	3	2	1	1	1	—	—
20	4	22	4	3	3	3	3	2	2	1	1	—	—

Level 1: Spellcasting

You have learned to cast spells through studying the mystical forces of nature. See "Spells" for the rules on spellcasting. The information below details how you use those rules with Druid spells, which appear on the Druid spell list later in the class's description.

Cantrips. You know two cantrips of your choice from the Druid spell list. Druidcraft and Produce Flame are recommended.

Whenever you gain a Druid level, you can replace one of your cantrips with another cantrip of your choice from the Druid spell list.

When you reach Druid levels 4 and 10, you learn another cantrip of your choice from the Druid spell list, as shown in the Cantrips column of the Druid Features table.

Spell Slots. The Druid Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose four level 1 spells from the Druid spell list. *Animal Friendship, Cure Wounds, Faerie Fire,* and *Thunderwave* are recommended.

The number of spells on your list increases as you gain Druid levels, as shown in the Prepared Spells column of the Druid Features table. Whenever that number increases, choose additional spells from the Druid spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 3 Druid, your list of prepared spells can include six spells of levels 1 and 2 in any combination.

If another Druid feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Druid spells for you.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells with other Druid spells for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your Druid spells.

Spellcasting Focus. You can use a Druidic Focus as a Spellcasting Focus for your Druid spells.

Level 1: Druidic

You know Druidic, the secret language of Druids. While learning this ancient tongue, you also unlocked the magic of communicating with animals; you always have the *Speak with Animals* spell prepared.

You can use Druidic to leave hidden messages. You and others who know Druidic automatically spot such a message. Others spot the message's presence with a successful DC 15 Investigation check but can't decipher it without magic.

Level 1: Primal Order

You have dedicated yourself to one of the following sacred roles of your choice.

Magician. You know one extra cantrip from the Druid spell list. In addition, your mystical connection to nature gives you a bonus to your Arcana or Nature checks. The bonus equals your Wisdom modifier (minimum bonus of +1).

Warden. Trained for battle, you gain proficiency with Martial weapons and training with Medium armor.

Level 2: Wild Shape

The power of nature allows you to assume the form of an animal. As a Bonus Action, you shape-shift into a Beast form that you have learned for this feature (see "Known Forms" below). You stay in that form for a number of hours equal to half your Druid level or until you use Wild Shape again, have the Incapacitated condition, or die. You can also leave the form early as a Bonus Action.

Number of Uses. You can use Wild Shape twice. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

You gain additional uses when you reach certain Druid levels, as shown in the Wild Shape column of the Druid Features table.

Known Forms. You know four Beast forms for this feature, chosen from among Beast stat blocks that have a maximum Challenge Rating of 1/4 and that lack a Fly Speed (see "Animals" in "Monsters" for stat block options). The Rat, Riding Horse, Spider, and Wolf are recommended. Whenever you finish a Long Rest, you can replace one of your known forms with another eligible form.

When you reach certain Druid levels, your number of known forms and the maximum Challenge Rating for those forms increases, as shown in the Beast Shapes table. In addition, starting at level 8, you can adopt a form that has a Fly Speed.

When choosing known forms, you may look in other sources for eligible Beasts if the Game Master permits you to do so.

Beast Shapes

Druid Level	Fly Speed	Known Forms	Max CR
2		4	1/4
4		6	1/2
8		8	1
8	Yes	1	Yes

Rules While Shape-Shifted. While in a form, you retain your personality, memories, and ability to speak, and the following rules apply:

Temporary Hit Points. When you assume a Wild Shape form, you gain a number of Temporary Hit Points equal to your Druid level.

Game Statistics. Your game statistics are replaced by the Beast's stat block, but you retain your creature type; Hit Points; Hit Point Dice; Intelligence, Wisdom, and Charisma scores; class features; languages; and feats. You also retain your skill and saving throw proficiencies and use your Proficiency Bonus for them, in addition to gaining the proficiencies of the creature. If a skill or saving throw modifier in the Beast's stat block is higher than yours, use the one in the stat block.

No Spellcasting. You can't cast spells, but shapeshifting doesn't break your Concentration or otherwise interfere with a spell you've already cast.

Objects. Your ability to handle objects is determined by the form's limbs rather than your own. In addition, you choose whether your equipment falls in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the GM decides whether it's practical for the new form to wear a piece of equipment based on the creature's size and shape. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with the form. Equipment that merges with the form has no effect while you're in that form.

Level 2: Wild Companion

You can summon a nature spirit that assumes an animal form to aid you. As a Magic action, you can expend a spell slot or a use of Wild Shape to cast the *Find Familiar* spell without Material components.

When you cast the spell in this way, the familiar is Fey and disappears when you finish a Long Rest.

Level 3: Druid Subclass

You gain a Druid subclass of your choice. The Circle of the Land subclass is detailed after this class's description. A subclass is a specialization that grants you features at certain Druid levels. For the rest of your career, you gain each of your subclass's features that are of your Druid level or lower.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see "Feats") or another feat of your choice for which you qualify. You gain this feature again at Druid levels 8, 12, and 16.

Level 5: Wild Resurgence

Once on each of your turns, if you have no uses of Wild Shape left, you can give yourself one use by expending a spell slot (no action required).

In addition, you can expend one use of Wild Shape (no action required) to give yourself a level 1 spell slot, but you can't do so again until you finish a Long Rest.

Level 7: Elemental Fury

The might of the elements flows through you. You gain one of the following options of your choice.

Potent Spellcasting. Add your Wisdom modifier to the damage you deal with any Druid cantrip.

Primal Strike. Once on each of your turns when you hit a creature with an attack roll using a weapon or a Beast form's attack in Wild Shape, you can cause the target to take an extra 1d8 Cold, Fire, Lightning, or Thunder damage (choose when you hit).

Level 15: Improved Elemental Fury

The option you chose for Elemental Fury grows more powerful, as detailed below.

Potent Spellcasting. When you cast a Druid cantrip with a range of 10 feet or greater, the spell's range increases by 300 feet.

Primal Strike. The extra damage of your Primal Strike increases to 2d8.

Level 18: Beast Spells

While using Wild Shape, you can cast spells in Beast form, except for any spell that has a Material component with a cost specified or that consumes its Material component.

Level 19: Epic Boon

You gain an Epic Boon feat (see "Feats") or another feat of your choice for which you qualify. Boon of Dimensional Travel is recommended.

Level 20: Archdruid

The vitality of nature constantly blooms within you, granting you the following benefits.

Evergreen Wild Shape. Whenever you roll Initiative and have no uses of Wild Shape left, you regain one expended use of it.

Nature Magician. You can convert uses of Wild Shape into a spell slot (no action required). Choose a number of your unexpended uses of Wild Shape and convert them into a single spell slot, with each use contributing 2 spell levels. For example, if you convert two uses of Wild Shape, you produce a level 4 spell slot. Once you use this benefit, you can't do so again until you finish a Long Rest.

Longevity. The primal magic that you wield causes you to age more slowly. For every ten years that pass, your body ages only one year.

Druid Spell List

This section presents the Druid spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, C means the spell requires Concentration, R means it's a Ritual, and M means it requires a specific Material component.

Cantrips (Level 0 Druid Spells) Spell School		**Special**
Druidcraft	Transmutation	—
Elementalism	Transmutation	—
Guidance	Divination	C
Mending	Transmutation	—
Message	Transmutation	—
Poison Spray	Necromancy	—
Produce Flame	Conjuration	—
Resistance	Abjuration	C
Shillelagh	Transmutation	—
Spare the Dying	Necromancy	—
Starry Wisp	Evocation	—
Level 1 Druid	**Spells**	
Spell School Special		
Animal Friendship	Enchantment	—
Charm Person	Enchantment	—
Create or		
Destroy Water	Transmutation	—
Cure Wounds	Abjuration	—
Detect Magic	Divination	C, R
Detect Poison		
and Disease	Divination	C, R
Entangle	Conjuration	C
Faerie Fire	Evocation	C
Fog Cloud	Conjuration	C
Goodberry	Conjuration	—
Healing Word	Abjuration	—
Ice Knife	Conjuration	—
Jump	Transmutation	—
Longstrider	Transmutation	—
Protection from		
Evil and Good	Abjuration	C, M
Purify Food		
and Drink	Transmutation	R
Speak with Animals	Divination	R
Thunderwave	Evocation	—
Level 2 Druid	**Spells**	
Spell School Special		
Aid	Abjuration	—
Animal		

Messenger	Enchantment	R
Augury	Divination	R, M
Barkskin	Transmutation	—
Continual Flame	Evocation	M
Darkvision	Transmutation	—
Enhance Ability	Transmutation	C
Enlarge/Reduce	Transmutation	C
Find Traps	Divination	—
Flame Blade	Evocation	C
Flaming Sphere	Evocation	C
Gust of Wind	Evocation	C
Heat Metal	Transmutation	C
Hold Person	Enchantment	C
Lesser Restoration	Abjuration	—
Locate Animals		
or Plants	Divination	R
Locate Object	Divination	C
Moonbeam	Evocation	C
Pass without Trace	Abjuration	C
Protection from		
Poison	Abjuration	—
Spike Growth	Transmutation	C
Level 3 Druid	**Spells**	
Spell School Special		
Call Lightning	Conjuration	C
Conjure Animals	Conjuration	C
Daylight	Evocation	—
Dispel Magic	Abjuration	—
Meld into Stone	Transmutation	R
Plant Growth	Transmutation	—
Protection from		
Energy	Abjuration	C
Revivify	Necromancy	M
Sleet Storm	Conjuration	C
Speak with Plants	Transmutation	—
Water Breathing	Transmutation	R
Water Walk	Transmutation	R
Wind Wall	Evocation	C
Level 4 Druid	**Spells**	
Spell School Special		
Blight	Necromancy	—
Charm Monster	Enchantment	—
Confusion	Enchantment	C
Conjure Minor		
Elementals	Conjuration	C
Conjure		
Woodland Beings	Conjuration	C
Control Water	Transmutation	C
Divination	Divination	R, M
Dominate Beast	Enchantment	C

Fire Shield	Evocation	—
Freedom of		
Movement	Abjuration	—
Giant Insect	Conjuration	C
*Hallucinatory*Terrain	Illusion	—
Ice Storm	Evocation	—
Locate Creature	Divination	C
Polymorph	Transmutation	C
Stone Shape	Transmutation	—
Stoneskin	Transmutation	C, M
Wall of Fire	Evocation C	
Level 5 Druid	**Spells**	
Spell School Special		
Antilife Shell	Abjuration	C
Awaken	Transmutation	M
Commune with		
Nature	Divination	R
Cone of Cold	Evocation	—
Conjure Elemental	Conjuration	C
Contagion	Necromancy	—
Geas	Enchantment	—
Greater Restoration	Abjuration	M
Insect Plague	Conjuration	C
Mass Cure Wounds	Abjuration	—
Planar Binding	Abjuration	M
Reincarnate	Necromancy	M
Scrying	Divination	C, M
Tree Stride	Conjuration	C
Wall of Stone	Evocation	C
Level 6 Druid	**Spells**	
Spell School Special		
Conjure Fey	Conjuration	C
Find the Path	Divination	C, M
Flesh to Stone	Transmutation	C
Heal	Abjuration	—
Heroes' Feast	Conjuration	M
Move Earth	Transmutation	C
Sunbeam	Evocation	C
Transport via		
Plants	Conjuration	—
Wall of Thorns	Conjuration	C
Wind Walk	Transmutation	—
Level 7 Druid	**Spells**	
Spell School Special		
Fire Storm	Evocation	—
Mirage Arcane	Illusion	—
Plane Shift	Conjuration	M
Regenerate	Transmutation	—
Reverse Gravity	Transmutation	C
Symbol Abjuration	M	

Level 8 Druid	Spells	
Spell School Special		
Animal Shapes	Transmutation	—
Antipathy/Sympathy	Enchantment	—
Befuddlement	Enchantment	—
Control Weather	Transmutation	C
Earthquake	Transmutation	C
Incendiary Cloud	Conjuration	C
Sunburst	Evocation	—
Tsunami	Conjuration	C
Level 9 Druid	**Spells**	
Spell School Special		
Foresight	Divination	—
Shapechange	Transmutation	C, M
Storm of Vengeance	Conjuration	C
True Resurrection	Necromancy	M

Druid Subclass: Circle of the Labyrinth

Level 3: Labyrinth Spells

Your connection to this circle ensures you always have certain spells ready. When you reach a Druid level specified in the Labyrinth Spells table, you thereafter always have the listed spells prepared.

Druid	Level Prepared Spells
3	*Fog Cloud, Silent Image*
5	*Blur, Misty Step*
7	*Fear, Hypnotic Pattern*
9	*Mislead, Passwall*

Level 3: Weave the Path

As a Magic action, you can expend a use of your Wild Shape to designate a Labyrinth Zone: an area of supernatural disorientation centered on a point you can see within 60 feet of yourself. The Labyrinth Zone fills a 20-foot-radius Sphere and lasts for 1 minute or until you use this feature again. The zone is invisible to creatures other than you and your allies, who perceive it as a subtle shimmer.

Hostile creatures that enter the Labyrinth Zone for the first time on a turn or start their turn there must make a Wisdom saving throw against your Spell Save DC. On a failed save, the creature becomes Disoriented until the start of its next turn. While Disoriented, it has Disadvantage on attack rolls, and if it uses its movement, roll a d8 to determine the direction it moves, with 1 representing north and the remaining results representing the directions around the creature in clockwise order. The creature moves in that direction for as much of its movement as possible.

On a successful save, the creature is unaffected and immune to this feature until it finishes a Short or Long Rest.

You and creatures of your choice can move through the Labyrinth Zone freely without penalty or making a saving throw.

Level 6: Mirrored Paths

Your mastery of disorientation has deepened to the point where you can create brief but convincing illusions of false paths and doubled images within your Labyrinth Zone.

While your Labyrinth Zone is active, hostile creatures within it have Disadvantage on Wisdom (Perception) checks and can't take the Dash action.

Additionally, while your Labyrinth Zone is active, you can use a Bonus Action to teleport to an unoccupied space within the zone that you can see. Once you teleport in this way, you can't do so again until the start of your next turn.

Level 10: Disorienting Presence

The labyrinthine quality of your mind has begun to extend beyond the boundaries of your Weave the Path feature. Hostile creatures that start their turn within 10 feet of you must make a Wisdom saving throw against your Spell Save DC. On a failed save, the creature has Disadvantage on its next attack roll before the start of its next turn.

A creature that succeeds on this saving throw is immune to this feature until the start of its next turn.

Level 14: Heart of the Labyrinth

You have internalized the labyrinth so completely that you have become the still point around which all disorientation revolves.

Your Labyrinth Zone's radius increases to 40 feet. A hostile creature that fails its saving throw against your Weave the Path feature also has the Frightened condition until the end of its next turn.

Once per Long Rest, when a creature fails its saving throw against your Weave the Path feature, you can choose an unoccupied space within the Labyrinth Zone and teleport that creature to that space. When the creature arrives, it takes 4d8 Psychic damage.

Fighter

Core Fighter Traits

Primary Ability	Strength or Dexterity
Hit Point Die	D10 per Fighter level
Saving Throw Proficiencies	Strength and Constitution
Skill Proficiencies	Choose 2: Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Persuasion, Perception, or Survival
Weapon Proficiencies	Simple and Martial weapons
Armor Training	Light, Medium, and Heavy armor and Shields
Starting Equipment	Choose A, B, or C: (A) Chain Mail, Greatsword, Flail, 8 Javelins, Dungeoneer's Pack, and 4 GP; (B) Studded Leather Armor, Scimitar, Shortsword, Longbow, 20 Arrows, Quiver, Dungeoneer's Pack, and 11 GP; or (C) 155 GP

Becoming a Fighter

As a Level 1 Character

- Gain all the traits in the Core Fighter Traits table.
- Gain the Fighter's level 1 features, which are listed in the Fighter Features table.

As a Multiclass Character

- Gain the following traits from the Core Fighter Traits table: Hit Point Die, proficiency with Martial weapons, and training with Light and Medium armor and Shields.
- Gain the Fighter's level 1 features, which are listed in the Fighter Features table.

Fighter Class Features

As a Fighter, you gain the following class features when you reach the specified Fighter levels. These features are listed on the Fighter Features table.

Fighter Level	Features Proficiency Bonus	Class Features	Second Wind
1	+2	Fighting Style, Second Wind, Weapon Mastery	2
2	+2	Action Surge (one use), Tactical Mind	2
3	+2	Fighter Subclass	2
4	+2	Ability Score Improvement	3
5	+3	Extra Attack, Tactical Shift	3
6	+3	Ability Score Improvement	3
7	+3	Subclass feature	3
8	+3	Ability Score Improvement	3
9	+4	Indomitable (one use), Tactical Master	3
10	+4	Subclass feature	4
11	+4	Two Extra Attacks	4
12	+4	Ability Score Improvement	4
13	+5	Indomitable (two uses), Studied Attacks	4
14	+5	Ability Score Improvement	4

Fighter Level	Features Proficiency Bonus	Class Features	Second Wind
15	+5	Subclass feature	4
16	+5	Ability Score Improvement	4
17	+6	Action Surge (two uses), Indomitable (three uses)	4
18	+6	Subclass feature	4
19	+6	Epic Boon	4
20	+6	Three Extra Attacks	4

Level 1: Fighting Style

You have honed your martial prowess and gain a Fighting Style feat of your choice (see "Feats"). Defense is recommended.

Whenever you gain a Fighter level, you can replace the feat you chose with a different Fighting Style feat.

Level 1: Second Wind

You have a limited well of physical and mental stamina that you can draw on. As a Bonus Action, you can use it to regain Hit Points equal to 1d10 plus your Fighter level.

You can use this feature twice. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

When you reach certain Fighter levels, you gain more uses of this feature, as shown in the Second Wind column of the Fighter Features table.

Level 1: Weapon Mastery

Your training with weapons allows you to use the mastery properties of three kinds of Simple or Martial weapons of your choice. Whenever you finish a Long Rest, you can practice weapon drills and change one of those weapon choices.

When you reach certain Fighter levels, you gain the ability to use the mastery properties of more kinds of weapons, as shown in the Weapon Mastery column of the Fighter Features table.

Level 2: Action Surge

You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action, except the Magic action.

Once you use this feature, you can't do so again until you finish a Short or Long Rest. Starting at level 17, you can use it twice before a rest but only once on a turn.

Level 2: Tactical Mind

You have a mind for tactics on and off the battlefield. When you fail an ability check, you can expend a use of your Second Wind to push yourself toward success. Rather than regaining Hit Points, you roll 1d10 and add the number rolled to the ability check, potentially turning it into a success. If the check still fails, this use of Second Wind isn't expended.

Level 3: Fighter Subclass

You gain a Fighter subclass of your choice. The Champion subclass is detailed after this class's description. A subclass is a specialization that grants you features at certain Fighter levels. For the rest of your career, you gain each of your subclass's features that are of your Fighter level or lower.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see "Feats") or another feat of your choice for which you qualify. You gain this feature again at Fighter levels 6, 8, 12, 14, and 16.

Level 5: Extra Attack

You can attack twice instead of once whenever you take the Attack action on your turn.

Level 5: Tactical Shift

Whenever you activate your Second Wind with a Bonus Action, you can move up to half your Speed without provoking Opportunity Attacks.

Level 9: Indomitable

If you fail a saving throw, you can reroll it with a bonus equal to your Fighter level. You must use the new roll, and you can't use this feature again until you finish a Long Rest.

You can use this feature twice before a Long Rest starting at level 13 and three times before a Long Rest starting at level 17.

Level 9: Tactical Master

When you attack with a weapon whose mastery property you can use, you can replace that property with the Push, Sap, or Slow property for that attack.

Level 11: Two Extra Attacks

You can attack three times instead of once whenever you take the Attack action on your turn.

Level 13: Studied Attacks

You study your opponents and learn from each attack you make. If you make an attack roll against a creature and miss, you have Advantage on your next attack roll against that creature before the end of your next turn.

Level 19: Epic Boon

You gain an Epic Boon feat (see "Feats") or another feat of your choice for which you qualify. Boon of Combat Prowess is recommended.

Level 20: Three Extra Attacks

You can attack four times instead of once whenever you take the Attack action on your turn.

Fighter Subclass: The Battle Captain

Level 3: Intimidate Foes

You can cause your foes to lose heart when you face them in battle. As a Bonus Action, you can choose any number of hostile creatures within 30 feet of you that can see or hear you. Each target must make a Wisdom Saving Throw against your Intimidation Save DC.

Intimidation Save DC = 8 + your Proficiency Bonus + your Charisma modifier

On a failed save, a creature has a −2 penalty to its Armor Class until the start of your next turn. On a successful save, the creature is immune to this use of Intimidate Foes for 24 hours.

You can use this feature a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Level 3: Inspire Confidence

You can inspire your allies to fight harder. As a Bonus Action, choose a number of allies equal to your Proficiency Bonus within 30 feet of you that can see or hear you. Until the start of your next turn, each chosen creature gains a bonus to its attack rolls equal to your Charisma modifier (minimum bonus of +1).

Alternatively, you can choose only one creature other than yourself. That creature gains the same bonus to attack rolls and Temporary Hit Points equal to twice your Fighter level. These Temporary Hit Points last until the start of your next turn.

You can use this feature a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Level 7: Hold the Line

You can establish a defensive position that makes passing you a difficult proposition. As a Bonus Action, you enter a defensive stance that lasts until the start of your next turn. While in this stance, you designate a line extending 15 feet in either direction from you.

When a hostile creature attempts to move across the line, you can use your Reaction to make an Athletics check contested by the creature's Athletics or Acrobatics check. If you win the contest, the creature's movement ends immediately before it crosses the line. If the creature wins, it can cross the line, but its Speed is halved until the end of the turn.

While you are in this stance, you gain a +2 bonus to Armor Class.

Level 10: Rally Cry

You can rally your allies when their strength begins to fail. When you use your Second Wind, you can forgo the Hit Points you would normally regain and instead unleash a rallying cry. Each ally of your choice within 30 feet of you who can see or hear you regains Hit Points equal to 2d10 + your Fighter level. A creature can't go over its maximum Hit Points when you use this ability.

Once you use Rally Cry, you can't use it again until you finish a Long Rest.

Level 15: Greater Inspire

Your presence can drive your allies to feats of extraordinary courage. When you use Inspire Confidence, you can choose to reduce your Armor Class by a number up to your Proficiency Bonus. Each affected ally gains a bonus to attack rolls and Armor Class equal to the amount by which you reduced your Armor Class.

These benefits last for 1 minute. The reduction to your Armor Class lasts for the same duration. An affected creature loses these benefits if you are more than 60 feet away from it or have the Incapacitated condition.

Once you use Greater Inspire, you cannot use it again until you finish a Long Rest.

Monk

Core Monk Traits

Primary Ability	Dexterity and Wisdom
Hit Point Die	D8 per Monk level
Saving Throw Proficiencies	Strength and Dexterity
Skill Proficiencies	Choose 2: Acrobatics, Athletics, History, Insight, Religion, or Stealth
Weapon Proficiencies	Simple weapons and Martial weapons that have the Light property
Tool Proficiencies	Choose one type of Artisan's Tools or Musical Instrument (see Equipment)
Armor Training	None
Starting Equipment	Choose A or B: (A) Spear, 5 Daggers, Artisan's Tools or Musical Instrument chosen for the tool proficiency above, Explorer's Pack, and 11 GP; or (B) 50 GP

Becoming a Monk

As a Level 1 Character

- Gain all the traits in the Core Monk Traits table.
- Gain the Monk's level 1 features, which are listed in the Monk Features table.

As a Multiclass Character

- Gain the Hit Point Die trait from the Core Monk Traits table.
- Gain the Monk's level 1 features, which are listed in the Monk Features table.

Monk Class Features

As a Monk, you gain the following class features when you reach the specified Monk levels. These features are listed in the Monk Features table

Monk Level	Features Proficiency Bonus	Class Features	Martial Arts	Focus Points Unarmored	Movement
1	+2	Martial Arts, Unarmored Defense	1d6	—	—
2	+2	Monk's Focus, Unarmored, Movement Uncanny Metabolism	1d6	2	+10 ft.
3	+2	Deflect Attacks, Monk Subclass	1d6	3	+10 ft.
4	+2	Ability Score Improvement, Slow Fall	1d6	4	+10 ft.
5	+3	Extra Attack, Stunning Strike	1d8	5	+10 ft.
6	+3	Empowered Strikes, Subclass feature	1d8	6	+15 ft.
7	+3	Evasion	1d8	7	+15 ft.
8	+3	Ability Score Improvement	1d8	8	+15 ft.
9	+4	Acrobatic Movement	1d8	9	+15 ft.
10	+4	Heightened Focus, Self-Restoration	1d8	10	+20 ft.
11	+4	Subclass feature	1d10	11	+20 ft.
12	+4	Ability Score Improvement	1d10	12	+20 ft.
13	+5	Deflect Energy	1d10	13	+20 ft.
14	+5	Disciplined Survivor	1d10	14	+25 ft.
15	+5	Perfect Focus	1d10	15	+25 ft.
16	+5	Ability Score Improvement	1d10	16	+25 ft.

Monk Level	Features Proficiency Bonus	Class Features	Martial Arts	Focus Points Unarmored	Movement
17	+6	Subclass feature	1d12	17	+25 ft.
18	+6	Superior Defense	1d12	18	+30 ft.
19	+6	Epic Boon	1d12	19	+30 ft.
20	+6	Body and Mind	1d12	20	+30 ft.

Level 1: Martial Arts

Your practice of martial arts gives you mastery of combat styles that use your Unarmed Strike and Monk weapons, which are the following:

- Simple Melee weapons
- Martial Melee weapons that have the Light property

You gain the following benefits while you are unarmed or wielding only Monk weapons and you aren't wearing armor or wielding a Shield.

Bonus Unarmed Strike. You can make an Unarmed Strike as a Bonus Action.

Martial Arts Die. You can roll 1d6 in place of the normal damage of your Unarmed Strike or Monk weapons. This die changes as you gain Monk levels, as shown in the Martial Arts column of the Monk Features table.

Dexterous Attacks. You can use your Dexterity modifier instead of your Strength modifier for the attack and damage rolls of your Unarmed Strikes and Monk weapons. In addition, when you use the Grapple or Shove option of your Unarmed Strike, you can use your Dexterity modifier instead of your Strength modifier to determine the save DC.

Level 1: Unarmored Defense

While you aren't wearing armor or wielding a Shield, your base Armor Class equals 10 plus your Dexterity and Wisdom modifiers.

Level 2: Monk's Focus

Your focus and martial training allow you to harness a well of extraordinary energy within yourself. This energy is represented by Focus Points. Your Monk level determines the number of points you have, as shown in the Focus Points column of the Monk Features table.

You can expend these points to enhance or fuel certain Monk features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind, each of which is detailed below.

When you expend a Focus Point, it is unavailable until you finish a Short or Long Rest, at the end of which you regain all your expended points.

Some features that use Focus Points require your target to make a saving throw. The save DC equals 8 plus your Wisdom modifier and Proficiency Bonus.

Flurry of Blows. You can expend 1 Focus Point to make two Unarmed Strikes as a Bonus Action.

Patient Defense. You can take the Disengage action as a Bonus Action. Alternatively, you can expend 1 Focus Point to take both the Disengage and the Dodge actions as a Bonus Action.

Step of the Wind. You can take the Dash action as a Bonus Action. Alternatively, you can expend 1 Focus Point to take both the Disengage and Dash actions as a Bonus Action, and your jump distance is doubled for the turn.

Level 2: Unarmored Movement

Your speed increases by 10 feet while you aren't wearing armor or wielding a Shield. This bonus increases when you reach certain Monk levels, as shown on the Monk Features table.

Level 2: Uncanny Metabolism

When you roll Initiative, you can regain all expended Focus Points. When you do so, roll your Martial Arts die, and regain a number of Hit Points equal to your Monk level plus the number rolled.

Once you use this feature, you can't use it again until you finish a Long Rest.

Level 3: Deflect Attacks

When an attack roll hits you and its damage includes Bludgeoning, Piercing, or Slashing damage, you can take a Reaction to reduce the attack's total damage against you. The reduction equals 1d10 plus your Dexterity modifier and Monk level.

If you reduce the damage to 0, you can expend 1 Focus Point to redirect some of the attack's force. If you do so, choose a creature you can see within 5 feet of yourself if the attack was a melee attack or a creature you can see within 60 feet of yourself that isn't behind Total Cover if the attack was a ranged attack. That creature must succeed on a Dexterity saving throw or take damage equal to two rolls of your Martial Arts die plus your Dexterity modifier. The damage is the same type dealt by the attack.

Level 3: Monk Subclass

You gain a Monk subclass of your choice. The Warrior of the Open Hand subclass is detailed after this class's description. A subclass is a specialization that grants you features at certain Monk levels. For the rest of your career, you gain each of your subclass's features that are of your Monk level or lower.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see "Feats") or another feat of your choice for which you qualify. You gain this feature again at Monk levels 8, 12, and 16.

Level 4: Slow Fall

You can take a Reaction when you fall to reduce any damage you take from the fall by an amount equal to five times your Monk level.

Level 5: Extra Attack

You can attack twice instead of once whenever you take the Attack action on your turn.

Level 5: Stunning Strike

During your turn, you can choose to make one single attack for the entire round and expend 1 Focus Point to attempt a stunning strike. The target must make a Constitution saving throw. On a failed save, the target has the Stunned condition until the start of the target’s next turn. On a successful save, the target's Speed is halved until the start of the target’s next turn.

Level 6: Empowered Strikes

Whenever you deal damage with your Unarmed Strike, it can deal your choice of Force damage or its normal damage type.

Level 7: Evasion

When you're subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail.

You don't benefit from this feature if you have the Incapacitated condition.

Level 9: Acrobatic Movement

While you aren't wearing armor or wielding a Shield, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the movement.

Level 10: Heightened Focus

Your Flurry of Blows, Patient Defense, and Step of the Wind gain the following benefits.

Flurry of Blows. You can expend 1 Focus Point to use Flurry of Blows and make three Unarmed Strikes with it instead of two.

Patient Defense. When you expend a Focus Point to use Patient Defense, you gain a number of Temporary Hit Points equal to two rolls of your Martial Arts die.

Step of the Wind. When you expend a Focus Point to use Step of the Wind, you can choose a willing creature within 5 feet of yourself that is Large or smaller. You move the creature with you until the end of your turn. The creature's movement doesn't provoke Opportunity Attacks.

Level 10: Self-Restoration

As a Bonus Action, through sheer force of will, you can remove one of the following the Charmed or Frightened conditions from yourself at the end of each of your turns.

In addition, forgoing food and drink doesn't give you levels of Exhaustion.

Level 13: Deflect Energy

You can now use your Deflect Attacks feature against attacks that deal any damage type, not just Bludgeoning, Piercing, or Slashing.

Level 14: Disciplined Survivor

Your physical and mental discipline grant you proficiency in all saving throws.

Additionally, whenever you make a saving throw and fail, you can expend 1 Focus Point to reroll it, and you must use the new roll.

Level 15: Perfect Focus

When you roll Initiative and don't use Uncanny Metabolism, you regain expended Focus Points until you have 4 if you have 3 or fewer.

Level 18: Superior Defense

At the start of your turn, you can expend 3 Focus Points to bolster yourself against harm for 1 minute or until you have the Incapacitated condition. During that time, you have Resistance to all non-magical Bludgeoning, Piercing, and Slashing damage.

Level 19: Epic Boon

You gain an Epic Boon feat (see "Feats") or another feat of your choice for which you qualify. Boon of Irresistible Offense is recommended.

Level 20: Body and Mind

You have developed your body and mind to new heights. Your Dexterity and Wisdom scores increase by 2, to a maximum of 25.

Monk Subclass: Way of the Anchor Stone

Level 3: Rooted Stance

While you aren't wearing armor or wielding a shield, you have Advantage on saving throws against effects that would move you against your will or knock you prone.

Additionally, as a Bonus Action, you can plant yourself for a number of rounds equal to your Proficiency Bonus or until you willingly move more than 5 feet from where you planted yourself. While planted, attack rolls against you have Disadvantage unless the attacker is within 5 feet of you, but your Speed becomes 0 and you can't take the Step of the Wind or Disengage actions. If a creature forcibly moves you, you are still in the stance and become rooted to the new square you occupy.

You can use this ability a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Level 6: Immovable Object

When a creature within 5 feet of you moves for the first time on its turn, you can use your Reaction to make one Unarmed Strike against it, even if it isn't leaving your Reach. If you hit, you can spend 1 Focus Point to also halve the triggering creature's remaining movement for the turn.

Additionally, you're now considered one size larger for the purpose of determining what can push, pull, or physically move you.

Level 11: Unyielding Bulwark

While you are planted (see Rooted Stance), you have Advantage on Strength checks and Strength saving throws.

Additionally, once per turn when a creature misses you with a melee attack while you are planted, you can use your Reaction to force that creature to make a Strength saving throw. On a failure, it is either knocked prone or pushed up to 10 feet away from you (your choice).

Level 17: Foundation of the World

As an action, you can expend 4 Focus Points to root yourself as a fixed point for a number of rounds equal to your Wisdom Modifier (minimum 1). While this effect lasts, you have Immunity to being moved or knocked prone against your will, and you have Resistance to Bludgeoning, Piercing, and Slashing damage.

When you activate this feature, you release a shockwave: each creature within 15 feet of you (other than you) must succeed on a Strength saving throw or take Force damage equal to twice your Martial Arts die plus your Wisdom modifier and be knocked prone.

Once you use this feature, you can't use it again until you finish a Long Rest.

Paladin

Core Paladin Traits

Primary Ability	Strength and Charisma
Hit Point Die	D10 per Paladin level
Saving Throw Proficiencies	Wisdom and Charisma
Skill Proficiencies	Choose 2: Athletics, Insight, Intimidation, Medicine, Persuasion, or Religion
Weapon Proficiencies	Simple and Martial weapons
Armor Training	Light, Medium, and Heavy armor and Shields
Starting Equipment	Choose A or B: (A) Chain Mail, Shield, Longsword, 6 Javelins, Holy Symbol, Priest's Pack, and 9 GP; or (B) 150 GP

Becoming a Paladin

As a Level 1 Character

- Gain all the traits in the Core Paladin Traits table.
- Gain the Paladin's level 1 features, which are listed in the Paladin Features table.

As a Multiclass Character

- Gain the following traits from the Core Paladin Traits table: Hit Point Die, proficiency with Martial weapons, and training with Light and Medium armor and Shields.
- Gain the Paladin's level 1 features, which are listed in the Paladin Features table. See the multiclassing rules in "Character Creation" to determine your available spell slots.

Paladin Class Features

As a Paladin, you gain the following class features when you reach the specified Paladin levels. These features are listed in the Paladin Features table.

Paladin Features

Level	Proficiency Bonus	Class Features	Channel Divinity
1	+2	Lay On Hands, Spellcasting, Weapon Mastery	—
2	+2	Fighting Style, Divine Smite	—
3	+2	Channel Divinity, Paladin Subclass	2
4	+2	Ability Score Improvement	2
5	+3	Extra Attack, Faithful Steed	2
6	+3	Aura of Protection	2
7	+3	Subclass feature	2
8	+3	Ability Score Improvement	2
9	+4	Abjure Foes	2
10	+4	Aura of Courage	2
11	+4	Radiant Strikes	3
12	+4	Ability Score Improvement	3
13	+5	—	3
14	+5	Restoring Touch	3
15	+5	Subclass feature	3
16	+5	Ability Score Improvement	3
17	+6	—	3
18	+6	Aura Expansion	3
19	+6	Epic Boon	3
20	+6	Subclass feature	3

Spellcasting

Prepared Level	Spells Prepared Spells	——Spell 1	Slots 2	per 3	Spell 4	Level—— 5
1	2	2	—	—	—	—

Prepared Level	Spells Prepared Spells	——Spell 1	Slots 2	per 3	Spell 4	Level—— 5
2	3	2	—	—	—	—
3	4	3	—	—	—	—
4	5	3	—	—	—	—
5	6	4	2	—	—	—
6	6	4	2	—	—	—
7	7	4	3	—	—	—
8	7	4	3	—	—	—
9	9	4	3	2	—	—
10	9	4	3	2	—	—
11	10	4	3	3	—	—
12	10	4	3	3	—	—
13	11	4	3	3	1	—
14	11	4	3	3	1	—
15	12	4	3	3	2	—
16	12	4	3	3	2	—
17	14	4	3	3	3	1
18	14	4	3	3	3	1
19	15	4	3	3	3	2
20	15	4	3	3	3	2

Level 1: Lay On Hands

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you finish a Long Rest. With that pool, you can restore a total number of Hit Points equal to five times your Paladin level.

As a Bonus Action, you can touch a creature (which could be yourself) and draw power from the pool of healing to restore a number of Hit Points to that creature, up to the maximum amount remaining in the pool.

You can also expend 5 Hit Points from the pool of healing power to remove the Poisoned condition from the creature; those points don't also restore Hit Points to the creature.

Level 1: Spellcasting

You have learned to cast spells through prayer and meditation. See "Spells" for the rules on spellcasting. The information below details how you use those rules with Paladin spells, which appear in the Paladin spell list later in the class's description.

Spell Slots. The Paladin Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Paladin spells. *Heroism* and *Searing Smite* are recommended.

The number of spells on your list increases as you gain Paladin levels, as shown in the Prepared Spells column of the Paladin Features table. Whenever that number increases, choose additional Paladin spells until the number of spells on your list matches the number in the Paladin Features table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 5 Paladin, your list of prepared spells can include six Paladin spells of level 1 or 2 in any combination.

If another Paladin feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Paladin spells for you.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can replace one spell on your list with another Paladin spell for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability for your Paladin spells.

Spellcasting Focus. You can use a Holy Symbol as a Spellcasting Focus for your Paladin spells.

Level 1: Weapon Mastery

Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Longswords and Javelins.

Whenever you finish a Long Rest, you can change the kinds of weapons you chose. For example, you could switch to using the mastery properties of Halberds and Flails.

Level 2: Fighting Style

You gain a Fighting Style feat of your choice (see "Feats" for feats). Instead of choosing one of those feats, you can choose the option below.

Blessed Warrior. You learn two Cleric cantrips of your choice (see the Cleric class's section for a list of Cleric spells). Guidance and Sacred Flame are recommended. The chosen cantrips count as Paladin spells for you, and Charisma is your spellcasting ability for them. Whenever you gain a Paladin level, you can replace one of these cantrips with another Cleric cantrip.

Level 2: Divine Smite

When you hit a creature with a melee weapon attack, you may choose to channel divine power into the strike, expending one spell slot to deal additional radiant damage to the target. This additional damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell slot level above 1st, to a maximum of 5d8 regardless of the slot level expended. The damage increases by 1d8 if the target is an undead or a fiend.

Divine Smite damage is never doubled on a Critical Hit; only the weapon's damage dice are doubled as normal.

You may use Divine Smite only once per turn.

Level 3: Channel Divinity

You can channel divine energy directly from the Outer Planes, using it to fuel magical effects. You start with one such effect: Divine Sense, which is described below. Other Paladin features give additional Channel Divinity effect options. Each time you use this class's Channel Divinity, you choose which effect from this class to create.

You can use this class's Channel Divinity twice. You regain one of its expended uses when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest. You gain an additional use when you reach Paladin level 11.

Breaking Your Oath

A Paladin tries to hold to the highest standards of conduct, but even the most dedicated are fallible. Sometimes a Paladin transgresses their oath.

A Paladin who has broken a vow typically seeks absolution, spending an all-night vigil as a sign of penitence or undertaking a fast. After a rite of forgiveness, the Paladin starts fresh.

If your Paladin unrepentantly violates their oath, talk to your GM. Your Paladin should probably take a more appropriate subclass or even abandon the class and adopt another one. If a Channel Divinity effect requires a saving throw, the DC equals the spell save DC from this class's Spellcasting feature.

Divine Sense. As a Bonus Action, you can open your awareness to detect Celestials, Fiends, and Undead. For the next 10 minutes or until you have the Incapacitated condition, you know the location of any creature of those types within 60 feet of yourself, and you know its creature type. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the *Hallow* spell.

Level 3: Paladin Subclass

You gain a Paladin subclass of your choice. The Oath of Devotion subclass is detailed after this class's description. A subclass is a specialization that grants you features at certain Paladin levels. For the rest of your career, you gain each of your subclass's features that are of your Paladin level or lower.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see "Feats") or another feat of your choice for which you qualify. You gain this feature again at Paladin levels 8, 12, and 16.

Level 5: Extra Attack

You can attack twice instead of once whenever you take the Attack action on your turn.

Level 5: Faithful Steed

You can call on the aid of an otherworldly steed. You always have the *Find Steed* spell prepared.

You can also cast the spell once without expending a spell slot, and you regain the ability to do so when you finish a Long Rest.

Level 6: Aura of Protection

You radiate a protective, unseeable aura in a 10-foot Emanation that originates from you. The aura is inactive while you have the Incapacitated condition.

You plus a number of allies equal to your Proficiency Bonus within the aura gain a bonus to saving throws equal to your Charisma modifier (minimum bonus of +1).

If another Paladin is present, a creature can benefit from only one Aura of Protection at a time; the creature chooses which aura while in them.

Level 9: Abjure Foes

As a Magic action, you can expend one use of this class's Channel Divinity to overwhelm foes with awe. As you present your Holy Symbol or weapon, you can target a number of creatures equal to your Charisma modifier (minimum of one creature) that you can see within 60 feet of yourself. Each target must succeed on a Wisdom saving throw or have the Frightened condition for 1 minute or until it takes any damage. While Frightened in this way, a target can do only one of the following on its turns: move, take an action, or take a Bonus Action.

Level 10: Aura of Courage

You and your allies have Immunity to the Frightened condition while in your Aura of Protection. If a Frightened ally enters the aura, that condition has no effect on that ally while there.

Level 11: Radiant Strikes

Your strikes now carry supernatural power. When you hit a target with an attack roll using a Melee weapon or an Unarmed Strike, the target takes an extra 1d8 Radiant damage.

Level 14: Restoring Touch

When you use Lay On Hands on a creature, you can also remove one or more of the following conditions from the creature: Blinded, Charmed, Deafened, Frightened, Paralyzed, or Stunned. You must expend 5 Hit Points from the healing pool of Lay On Hands for each of these conditions you remove; those points don't also restore Hit Points to the creature.

Level 18: Aura Expansion

Your Aura of Protection is now a 30-foot Emanation.

Level 19: Epic Boon

You gain an Epic Boon feat (see "Feats") or another feat of your choice for which you qualify. Boon of Truesight is recommended.

Paladin Spell List

This section presents the Paladin spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, C means the spell requires Concentration, R means it's a Ritual, and M means it requires a specific Material component.

Level 1 Paladin Spells	Spell School	Special
Bless	Enchantment	C, M
Command	Enchantment	—
Cure Wounds	Abjuration	—
Detect Evil		
and Good	Divination	C
Detect Magic	Divination	C, R
Detect Poison		
and Disease	Divination	C, R
Divine Favor	Transmutation	—
Heroism	Enchantment	C
Protection from		
Evil and Good	Abjuration	C, M
Purify Food		
and Drink	Transmutation	R
Searing Smite	Evocation	—

Shield of Faith	Abjuration	C
Level 2 Paladin Spells Spell School Special		
Aid	Abjuration	—
Find Steed	Conjuration	—
Gentle Repose	Necromancy	R, M
Lesser Restoration	Abjuration	—
Locate Object	Divination	C
Magic Weapon	Transmutation	—
Prayer of Healing	Abjuration	—
Protection from		
Poison	Abjuration	—
Shining Smite	Transmutation	C
Warding Bond	Abjuration	M
Zone of Truth	Enchantment	—
Level 3 Paladin Spells Spell School Special		
Create Food		
and Water	Conjuration	—
Daylight	Evocation	—
Dispel Magic	Abjuration	—
Magic Circle	Abjuration	M
Remove Curse	Abjuration	—
Revivify	Necromancy	M
Level 4 Paladin Spells Spell School Special		
Aura of Life	Abjuration	C
Banishment	Abjuration	C
Death Ward	Abjuration	—
Locate Creature	Divination	C
Level 5 Paladin Spells Spell School Special		
Dispel Evil		
and Good	Abjuration	C
Geas	Enchantment	—
Greater Restoration	Abjuration	M
Raise Dead	Necromancy	M

Paladin Subclass: Oath of the Tide

Paladin Subclass: Tenets of the Tide

- What resists the tide is worn away. What moves with it endures.
- Nothing stays where it began.
- Give ground to gain position.

Oath Spells

Level 3: *Expeditious Retreat, Thunderwave*

Level 5: *Gust of Wind, Misty Step*

Level 9: *Water Breathing, Wind Wall*

Level 13: *Control Water, Freedom of Movement*

Level 17: *Conjure Elemental, Wall of Stone*

Channel Divinity: Pull of the Tide

As an action, when you Channel Divinity, choose one creature you can see within 30 feet. It must succeed on a Strength saving throw or be pulled up to 30 feet directly toward you, moving along the most direct available path until it is next to you or it is prevented from moving by an obstacle.

Channel Divinity: Undertow

As an action, when you Channel Divinity, choose one creature within 5 feet of you. It must succeed on a Strength saving throw or be knocked Prone and have its Speed reduced to 0 until the start of your next turn.

Level 7: Aura of the Undertow

Enemies that start their turn within 10 feet of you (30 feet at 18th level) have their Speed (including Climb, Fly, Burrow, and other forms of movement) reduced by 10 feet until the end of that turn.

Level 15: Inevitable Current

When a creature fails its saving throw against one of your Oath's Channel Divinity options and is moved or knocked Prone by that option, it takes 2d6 Force damage.

Level 20: The Tide Turns

As an action, choose a point you can see within 30 feet of you. Each creature of your choice within 30 feet of you must succeed on a Strength saving throw or be moved up to 30 feet toward that point and knocked Prone. This movement follows the normal rules for forced movement.

Once you use this feature, you can't use it again until you finish a Long Rest.

Ranger

Core Ranger Traits

Primary Ability	Dexterity and Wisdom
Hit Dice	1d10 per Ranger level
Saving Throw Proficiencies	Strength and Dexterity
Skill Proficiencies	Choose 3: Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, or Survival
Weapon Proficiencies	Simple weapons, martial weapons
Armor Training	Light armor and medium armor and shields
Equipment	**Choose A or B:** (A) Studded Leather Armor, Scimitar, Shortsword, Longbow, 20 Arrows, Quiver, Druidic Focus (sprig of mistletoe), Explorer’s Pack, and 7 GP; or (B) 150 GP

Becoming a Ranger

As a Level 1 Character

- Gain all the traits in the Core Ranger Traits table.
- Gain the Ranger's level 1 features, which are listed in the Ranger Features table.

As a Multiclass Character

- Gain the following traits from the Core Ranger Traits table: Hit Point Die, proficiency with Martial weapons, proficiency in one skill of your choice from the Ranger's skill list, and training with Light and Medium armor and Shields.
- Gain the Ranger's level 1 features, which are listed in the Ranger Features table. See the multiclassing rules in "Character Creation" to determine your available spell slots.

Level	Proficiency Proficiency	Features	Hunter’s Instinct Uses Per Long Rest
1st	+2	Beast Companion, Hunter's Instinct, Tracker's Eye	2
2nd	+2	Fighting Style, Spellcasting	2
3rd	+2	Ranger Archetype, Predator's Focus (1d6)	3
4th	+2	Ability Score Improvement 3	
5th	+3	Extra Attack	3
6th	+3	Skirmisher	4

Level	Proficiency Proficiency	Features	Hunter’s Instinct Uses Per Long Rest
7th	+3	Ranger Archetype Feature, Predator's Focus (2d6)	4
8th	+3	Ability Score Improvement, Fleet of Foot	4
9th	+4	Evasion	5
10th	+4	Uncanny Senses	5
11th	+4	Ranger Archetype Feature	5
12th	+4	Ability Score Improvement	6
13th	+5	Predator's Focus (3d6)	6
14th	+5	Vanish	6
15th	+5	Ranger Archetype Feature	6
16th	+5	Ability Score Improvement	6
17th	+6	Predator's Focus (4d6)	Unlimited
18th	+6	Feral Senses	Unlimited
19th	+6	Ability Score Improvement	Unlimited
20th	+6	Apex Assessment	Unlimited

Spellcasting

Prepared Level	Spells Prepared Prepared Spells	——Spell 1st	Slots 2nd	per 3rd	Spell 4th	Level—— 5th
1st	—	—	—	—	—	—
2nd	2	2	—	—	—	—
3rd	3	3	—	—	—	—
4th	3	3	—	—	—	—
5th	4	4	2	—	—	—
6th	4	4	2	—	—	—
7th	5	4	3	—	—	—
8th	5	4	3	—	—	—
9th	6	4	3	2	—	—
10th	6	4	3	2	—	—
11th	7	4	3	3	—	—
12th	7	4	3	3	—	—
13th	8	4	3	3	1	—
14th	8	4	3	3	1	—
15th	9	4	3	3	2	—
16th	9	4	3	3	2	—
17th	10	4	3	3	3	1
18th	10	4	3	3	3	1
19th	11	4	3	3	3	2
20th	11	4	3	3	3	2

Class Features

Level 1: Beast Companion

You gain an animal companion that accompanies you on your adventures and fights at your side. Choose a beast from the list below. It obeys your commands as best a beast can and it acts on your Initiative. It can take any action available to it during its turn. Your beast companion can communicate telepathically only with you.

Choose your companion from: Badger, Camel, Eagle, Giant Rat, Mastiff, Hawk, Owl, Pony, Riding Horse or Draft Horse, Poisonous Snake or Giant Poisonous Snake, Squirrel, or Wolf.

If your campaign takes place wholly or partly in an aquatic environment, your GM may also allow you to choose from: Giant Octopus or Reef Shark.

Your companion's Hit Point maximum equals its normal maximum plus five times your Ranger level, and it adds your Proficiency Bonus to its attack rolls, damage rolls, saving throws, and any ability check it's already proficient in.

Level 1: Hunter's Instinct

You possess a preternatural ability to read your enemies and identify the precise moment and method to bring them down. As a Bonus Action, you may study one creature you can see within 120 feet and activate your Hunter's Instinct against it. Once activated, choose one of the following exploitation benefits to apply against that target:

Expose Weakness. You have identified a gap in the target's defenses. You gain Advantage on the first Attack Roll made against that target each round.

Find the Opening. You have identified the precise angles and timing to maximize your damage against this target. Once per turn, when you hit the target with a Weapon Attack, you can deal additional damage equal to one roll of the following die:

- Levels 1 – 4 1d4
- Levels 5 – 8 1d6
- Levels 9 – 12 1d8
- Levels 13 – 16 1d10
- Levels 17 – 20 1d12.

This damage stacks with the additional damage from your Predator's Focus ability and is the same damage type as the weapon's damage.

Negate Resistance. You suspect the target may possess Resistances that can be exploited or circumvented through precise strikes. Make a Survival check against a DC equal to 12 + the target's Proficiency Bonus. On a success, the GM must reveal all Damage Resistances the target currently has, if any. You then choose one of those Damage Resistances to negate. You ignore that Resistance when determining the damage dealt by your Weapon Attacks against the target. This effect lasts until the end of combat or until the creature dies. If the creature dies and you wish to use this ability again against another creature of the same type, you must still make another Survival check. If the target has no Damage Resistances, the use of Hunter's Instinct is still expended but produces no additional effect.

Hunter's Instinct remains active until the target dies or the encounter ends, whichever comes first. When a target is reduced to 0 Hit Points while Hunter's Instinct is active, you may use your Reaction to immediately redirect it to a new target you can see, without expending an additional use. If the original target has the ability to regenerate Hit Points and may return to the fight, you may instead choose to keep Hunter's Instinct active on that target.

You may use Hunter's Instinct a number of times per Long Rest as shown in the Hunter's Instinct Uses table, regaining all expended uses when you finish a Long Rest. At level 17, you may use it an unlimited number of times.

Level 1: Tracker's Eye

Your senses and woodcraft have been honed through years of solitary hunting. You gain the following benefits:

- You cannot become lost by nonmagical means.
- While traveling, you remain alert to danger even when engaged in another activity such as foraging, navigating, or tracking.
- When scouting 300 feet or more away from your party, you can move Stealthily at your normal Speed.
- When foraging, you find twice as much food and water as you normally would.
- While tracking creatures, you learn their approximate number, their sizes, and how long ago they passed through the area.

Level 2: Fighting Style

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

Archery. You gain a +2 bonus to Attack Rolls you make with Ranged Weapons.

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

Dueling. When you are wielding a Melee Weapon in one hand and no other weapons, you gain a +2 bonus to Damage Rolls with that weapon.

Guerrilla. When you make a Melee Weapon Attack against a creature, you can move up to 10 feet immediately after the attack without provoking Opportunity Attacks from that creature.

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

Level 2: Spellcasting

At 2nd level, you have learned to channel the magical essence of nature to cast spells. The information below details how you use those rules with Ranger spells, which appear in the Ranger spell list later in the class's description.

Spell Slots. The Ranger Spellcasting table shows how many Spell Slots you have to cast your level 1+ spells. You regain all expended Spell Slots when you finish a Long Rest.

Prepared Spells. You prepare the list of level 1+ spells available for you to cast with this feature. To start, choose two level 1 Ranger spells. The number of spells on your list increases as you gain Ranger levels, as shown in the Prepared Spells column of the Ranger Spellcasting table. Whenever that number increases, choose additional Ranger spells until the number of spells on your list matches the number in the table. The chosen spells must be of a level for which you have Spell Slots.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can replace one spell on your list with another Ranger spell for which you have Spell Slots.

Spellcasting Ability. Wisdom is your Spellcasting Ability for your Ranger spells.

Spell Save DC = 8 + your Proficiency Bonus + your Wisdom modifier

Spell Attack Modifier = your Proficiency Bonus + your Wisdom modifier

Spellcasting Focus. You can use a Druidic Focus as a Spellcasting Focus for your Ranger spells.

Level 3: Ranger Archetype

At 3rd level, you choose an archetype that defines the manner in which you pursue your prey. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level. The available archetypes are The Bond, The Elemental Hunter, The Ghost, and The Sharpshooter.

Level 3: Predator's Focus

Beginning at 3rd level, once per turn when you use the Find the Opening option of Hunter's Instinct, you can expend one use of this feature to deal extra damage with a Weapon Attack against the target. This extra damage is in addition to the extra damage dealt by Hunter's Instinct's Find the Opening option. The extra damage increases as you gain Ranger levels, as shown in the Ranger class progression table. You can use this feature a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Level 4: Ability Score Improvement

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

Level 5: Extra Attack

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

Level 6: Skirmisher

At 6th level, you have mastered hit-and-run tactics. You can take the Disengage action as a Bonus Action on each of your turns. Additionally, when a creature misses you with a Melee Attack, you can use your Reaction to move up to half your speed without provoking Opportunity Attacks. This movement doesn't expend your Speed.

Level 8: Fleet of Foot

At 8th level, your speed increases by 10 feet, and moving through Difficult Terrain costs you no extra movement.

Level 9: Evasion

At 9th level, your instinctive agility lets you dodge out of the way of certain area effects. When you are subjected to an effect that allows you to make a Dexterity Saving Throw to take only half damage, you instead take no damage if you succeed on the Saving Throw, and only half damage if you fail.

Level 10: Uncanny Senses

At 10th level, your perceptions have been sharpened through years of hunting in hostile environments. You gain Advantage on all Perception and Survival checks.

Level 14: Vanish

At 14th level, you can use the Hide action as a Bonus Action on your turn. Additionally, you cannot be tracked by nonmagical means unless you choose to leave a trail.

Level 18: Feral Senses

At 18th level, your senses extend beyond ordinary perception. You are aware of the location of any Invisible or Hidden creature within 30 feet of you, provided you are not Blinded or Deafened, without requiring a check. Against creatures beyond 30 feet that you cannot see, your Attack Rolls suffer Disadvantage as normal. You cannot use this sense to target a creature with a spell unless that spell does not require you to see the target.

Level 20: Apex Assessment

At 20th level, your ability to read and exploit your enemies has reached its ultimate expression. You gain the following benefits:

- When you use Hunter's Instinct, you may choose two exploitation benefits simultaneously rather than one, applying both to the same target.
- The Negate Resistance option of Hunter's Instinct no longer requires a Survival check. It succeeds automatically, and the GM must reveal all of the target's Damage Resistances immediately.
- When the target is reduced to 0 Hit Points, you can use your Reaction to redirect Hunter's Instinct to another creature you can see without expending a use.
- You always act on the first round of combat regardless of Initiative result, unless you are Incapacitated.

Ranger Spell List

This section presents the Ranger spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, C means the spell requires Concentration, R means it's a Ritual, and M means it requires a specific Material component.

Level 1 Ranger Spells	**Spell School**	**Special**
Alarm	Abjuration	R
Animal Friendship	Enchantment	—
Cure Wounds	Abjuration	—
Detect Magic	Divination	C, R
Detect Poison		
and Disease	Divination	C, R
Ensnaring Strike	Conjuration	C
Entangle	Conjuration	C
Fog Cloud	Conjuration	C
Goodberry	Conjuration	—
Hunter's Mark	Divination	C
Jump	Transmutation	—
Longstrider	Transmutation	—
Speak with Animals	Divination	R
Level 2 Ranger Spells	**Spell School**	**Special**
Aid	Abjuration	—
Animal Messenger	Enchantment	R
Barkskin	Transmutation	—
Darkvision	Transmutation	—
Enhance Ability	Transmutation	C
Find Traps	Divination	—
Gust of Wind	Evocation	C
Lesser Restoration	Abjuration	—
Locate Animals		
or Plants	Divination	R
Locate Object	Divination	C
Magic Weapon	Transmutation	—
Pass without Trace	Abjuration	C
Protection from		
Poison	Abjuration	—

Silence	Illusion	C, R
Spike Growth	Transmutation	C
Level 3 Ranger Spells Spell School Special		
Conjure Animals	Conjuration	C
Daylight	Evocation	—
Dispel Magic	Abjuration	—
Meld into Stone	Transmutation	R
Nondetection	Abjuration	M
Plant Growth	Transmutation	—
Protection from		
Energy	Abjuration	C
Revivify	Necromancy	M
Speak with Plants	Transmutation	—
Water Breathing	Transmutation	R
Water Walk	Transmutation	R
Wind Wall	Evocation	C
Level 4 Ranger Spells Spell School Special		
Conjure Woodland		
Beings	Conjuration	C
Dominate Beast	Enchantment	C
Freedom of		
Movement	Abjuration	—
Locate Creature	Divination	C
Stoneskin	Transmutation	C, M
Level 5 Ranger Spells Spell School Special		
Commune with		
Nature	Divination	R
Greater Restoration	Abjuration	M
Tree Stride	Conjuration	C

Ranger Archetype: The Sharpshooter

Level 3: Precision Shot

At 3rd level, you have developed ranged accuracy that goes beyond ordinary training. You gain the following benefits:

- Attacking at long range no longer imposes Disadvantage on your Ranged Weapon Attack Rolls.
- Your Ranged Weapon Attacks ignore Half Cover and Three-Quarters Cover.
- Once per turn, when you make a Ranged Weapon Attack against a target that Hunter's Instinct is active on, you can declare a Precision Shot before making the Attack Roll. Roll the attack with Advantage. If the attack hits, you may reroll one of the damage dice and take the higher result.

You can use Precision Shot a number of times equal to your Proficiency Bonus, regaining all uses on a Long Rest.

Level 7: Covering Fire

At 7th level, you have learned to use your Ranged Attacks to control the battlefield as well as damage your enemies. You gain the following benefits:

- When you hit a creature with a Ranged Weapon Attack, you can choose to Pin them down rather than deal full damage. The attack deals half damage but the target must succeed on a Dexterity Saving Throw against your Spell Save DC or it cannot willingly move closer to you until the start of your next turn.
- When an ally within 60 feet of you is targeted by an attack, you can use your Reaction to make a Ranged Weapon Attack against the attacker before the triggering attack roll is made. If the attack hits, the attack roll that triggered this feature is made with Disadvantage. If the attack against your ally requires a saving throw, that roll is made with Advantage. You can use this feature a number of times equal to your Proficiency Bonus, regaining all uses on a Long Rest.

Level 11: Called Shot

At 11th level, you can target specific points on an enemy's body to impose debilitating effects. Once per turn, when you hit a creature with a Ranged Weapon Attack, you can declare a Called Shot targeting one of the following locations. You can use Called Shot a number of times equal to your Proficiency Bonus, regaining all uses on a Long Rest:

Eyes. The target must succeed on a Constitution Saving Throw against your Spell Save DC or be Blinded until the end of its next turn.

Legs. The target must succeed on a Strength Saving Throw against your Spell Save DC or have its speed reduced to 0 until the end of its next turn and fall Prone.

Weapon Arm. The target must succeed on a Strength Saving Throw against your Spell Save DC or drop whatever it is holding in that hand. The dropped item lands in its space. It can pick it up again on its turn if it is still there by then.

Throat. The target must succeed on a Constitution Saving Throw against your Spell Save DC or be unable to speak. The target cannot cast spells with Verbal components until the end of its next turn.

Level 15: One Shot, One Kill

At 15th level, you have achieved a level of ranged lethality that borders on legendary. You gain the following benefits:

- The normal range of your Ranged Weapons increases by 50 percent.
- Your Precision Shot no longer costs a use when the target cannot see you at the moment of the attack.
- Once per Long Rest, as an action, you take a moment to line up a perfect shot. You cannot move this turn. At the start of your next turn, you make a single Ranged Weapon Attack with Advantage. If the attack hits, it deals maximum damage. In addition to the damage sustained, if the target has a CR of 10 or lower, it must succeed on a Constitution Saving Throw against your Spell Save DC or be reduced to 0 Hit Points. On a successful save, or if the target's CR exceeds 10, the target takes the maximum damage result normally.

Rogue

Core Rogue Traits

Primary Ability	Dexterity
Hit Point Die	D8 per Rogue level
Saving Throw Proficiencies	Dexterity and Intelligence
Skill Proficiencies	Choose 4: Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Sleight of Hand, or Stealth
Weapon Proficiencies	Simple weapons and Martial weapons that have the Finesse or Light property
Tool Proficiencies	Thieves' Tools
Armor Training	Light armor
Starting Equipment	Choose A or B: (A) Leather Armor, 2 Daggers, Shortsword, Shortbow, 20 Arrows, Quiver, Thieves' Tools, Burglar's Pack, and 8 GP; or (B) 100 GP

Becoming a Rogue

As a Level 1 Character

- Gain all the traits in the Core Rogue Traits table.
- Gain the Rogue's level 1 features, which are listed in the Rogue Features table.

As a Multiclass Character

- Gain the following traits from the Core Rogue Traits table: Hit Point Die, proficiency in one skill of your choice from the Rogue's skill list, proficiency with Thieves' Tools, and training with Light armor.
- Gain the Rogue's level 1 features, which are listed in the Rogue Features table.

Rogue Class Features

As a Rogue, you gain the following class features when you reach the specified Rogue levels. These features are listed in the Rogue Features table.

Rogue Level	Features Proficiency	Bonus Class Features	Sneak Attack
1	+2	Expertise, Sneak Attack, Thieves' Cant	1d6
2	+2	Cunning Action	1d6

Rogue Level	Features Proficiency	Bonus Class Features	Sneak Attack
3	+2	Rogue Subclass, Steady Aim	2d6
4	+2	Ability Score Improvement	2d6
5	+3	Cunning Strike, Uncanny Dodge	3d6
6	+3	Expertise	3d6
7	+3	Evasion, Reliable Talent	4d6
8	+3	Ability Score Improvement	4d6
9	+4	Subclass feature	5d6
10	+4	Ability Score Improvement	5d6
11	+4	Improved Cunning Strike	6d6
12	+4	Ability Score Improvement	6d6
13	+5	Subclass feature	7d6
14	+5	Devious Strikes	7d6
15	+5	Slippery Mind	8d6
16	+5	Ability Score Improvement	8d6
17	+6	Subclass feature	9d6
18	+6	Elusive	9d6
19	+6	Epic Boon	10d6
20	+6	Stroke of Luck	10d6

Level 1: Expertise

You gain Expertise in two of your skill proficiencies of your choice. Sleight of Hand and Stealth are recommended if you have proficiency in them.

At Rogue level 6, you gain Expertise in two more of your skill proficiencies of your choice.

Level 1: Sneak Attack

You know how to strike from the shadows and exploit moments when your enemy's attention is divided. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an Attack Roll if the attack uses a Finesse or Ranged weapon. The extra damage's type is the same as the weapon's type. The extra damage increases as you gain Rogue levels, as shown in the Sneak Attack column of the Rogue Features table.

To qualify for Sneak Attack damage, one of the following conditions must be met:

Attacking from Hiding. You are Hidden from the target at the moment you make the Attack Roll. To remain effectively hidden through the attack, you must succeed on a Stealth check contested by the target's Perception. The Stealth check is made before the Attack Roll is resolved. On a success, the attack deals Sneak Attack damage. On a failure, the attack deals no Sneak Attack damage, though the attack itself still resolves normally.

Regardless of the outcome of this contest, you are no longer Hidden from the target after the attack. Furthermore, the target is now aware of your general location and actively watching it. If you attempt to Hide again from the same position or within 10 feet of the position from which you made the attack, the target has Advantage on its Perception check to contest your Stealth. If you successfully Hide again from a meaningfully different position — one that requires the target to redirect its attention — this penalty does not apply. The GM determines whether a new position is sufficiently different based on the layout of the environment and the target's line of sight.

Exploiting Distraction. At least one of your allies is within 5 feet of the target, that ally does not have the Incapacitated condition, that ally took the Attack action against the target during this round of combat, and you do not have Disadvantage on the Attack Roll. An ally who is merely standing near the target without actively engaging them does not create sufficient distraction to exploit.

Sneak Attack damage cannot be combined with any other non-magical source of bonus damage applied to the same attack.

Level 1: Thieves' Cant

You picked up various languages in the communities where you plied your roguish talents. You know Thieves' Cant and one other language of your choice, which you choose from the language tables in "Character Creation."

Level 2: Cunning Action

Your quick thinking and agility allow you to move and act quickly. On your turn, you can take one of the following actions as a Bonus Action: Dash, Disengage, or Hide.

Level 3: Rogue Subclass

You gain a Rogue subclass of your choice. The Thief subclass is detailed after this class's description. A subclass is a specialization that grants you features at certain Rogue levels. For the rest of your career, you gain each of your subclass's features that are of your Rogue level or lower.

Level 3: Steady Aim

As a Bonus Action, you give yourself Advantage on your next attack roll on the current turn. You can use this feature only if you haven't moved during this turn, and after you use it, your Speed is 0 until the end of the current turn.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see "Feats") or another feat of your choice for which you qualify. You gain this feature again at Rogue levels 8, 10, 12, and 16.

Level 5: Cunning Strike

You've developed cunning ways to use your Sneak Attack. When you deal Sneak Attack damage, you can add one of the following Cunning Strike effects. Each effect has a die cost, which is the number of Sneak Attack damage dice you must forgo to add the effect. You remove the die before rolling, and the effect occurs immediately after the attack's damage is dealt. For example, if you add the Poison effect, remove 1d6 from the Sneak Attack's damage before rolling.

If a Cunning Strike effect requires a saving throw, the DC equals 8 plus your Dexterity modifier and Proficiency Bonus.

Poison (Cost: 1d6). You add a toxin to your strike, forcing the target to make a Constitution saving throw. On a failed save, the target has the Poisoned condition for 1 minute. At the end of each of its turns, the Poisoned target repeats the save, ending the effect on itself on a success.

To use this effect, you must have a Poisoner's Kit on your person.

Trip (Cost: 1d6). If the target is Large or smaller, it must succeed on a Dexterity saving throw or have the Prone condition.

Withdraw (Cost: 1d6). Immediately after the attack, you move up to half your Speed without provoking Opportunity Attacks.

Level 5: Uncanny Dodge

When an attacker that you can see hits you with an attack roll, you can take a Reaction to halve the attack's damage against you (round down).

Level 7: Evasion

You can nimbly dodge out of the way of certain dangers. When you're subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail. You can't use this feature if you have the Incapacitated condition.

Level 7: Reliable Talent

Whenever you make an ability check that uses one of your skill or tool proficiencies, you can treat a d20 roll of 9 or lower as a 10.

Level 11: Improved Cunning Strike

You can use up to two Cunning Strike effects when you deal Sneak Attack damage, paying the die cost for each effect.

Level 14: Devious Strikes

You've practiced new ways to use your Sneak Attack deviously. The following effects are now among your Cunning Strike options.

Daze (Cost: 2d6). The target must succeed on a Constitution saving throw, or on its next turn, it can do only one of the following: move or take an action or a Bonus Action.

Knock Out (Cost: 6d6). The target must succeed on a Constitution saving throw, or it has the Unconscious condition for 1 minute or until it takes any damage. The Unconscious target repeats the save at the end of each of its turns, ending the effect on itself on a success.

Obscure (Cost: 3d6). The target must succeed on a Dexterity saving throw, or it has the Blinded condition until the end of its next turn.

Level 15: Slippery Mind

Your cunning mind is exceptionally difficult to control. You gain proficiency in Wisdom and Charisma saving throws.

Level 18: Elusive

You're so evasive that attackers rarely gain the upper hand against you. No attack roll can have Advantage against you unless you have the Incapacitated condition.

Level 19: Epic Boon

You gain an Epic Boon feat (see "Feats") or another feat of your choice for which you qualify. Boon of the Night Spirit is recommended.

Level 20: Stroke of Luck

You have a marvelous knack for succeeding when you need to. If you fail a D20 Test, you can turn the roll into a 20.

Once you use this feature, you can't use it again until you finish a Short or Long Rest.

Rogue Subclass: Face

Level 3: Adopt a Guise

As part of a Short Rest, you can construct a Guise: a false name, background, and demeanor. While portraying a Guise, you have Expertise (double your Proficiency Bonus) on all Deception checks made to maintain it, such as when someone asks who you are, when someone asks for your credentials, when someone discovers a contradiction, or when you impersonate a specific person. You can maintain only one Guise at a time; adopting a new one causes the previous one to unravel.

Level 9: Sow Discord

As an action, choose one creature within 30 feet that can see and hear you. It must succeed on a Wisdom saving throw or become convinced, until the end of its next turn, that one creature of your choice within its sight has betrayed or deceived it, giving it Disadvantage on attack rolls against any target other than that creature.

Level 13: Master of Faces

You can create a second disguise during a short rest and you can switch between them as a Bonus Action.

Level 17: Master Manipulator

Once per Long Rest, as an action, choose up to three creatures within 30 feet of you that can see and hear you. Each creature must succeed on a Wisdom saving throw or regard you as a trusted friend and ally for 1 hour. Affected creatures are not compelled to obey your commands, but an affected creature won't willingly attack you or your allies unless you or your allies make a hostile or harmful action against it. An affected creature can repeat the saving throw whenever you or your allies make a hostile or harmful action against it, ending the effect on a success.

While a creature is affected, you have Advantage on Charisma (Deception) and Charisma (Persuasion) checks made against it.

Sorcerer

Core Sorcerer Traits

Primary Ability	Charisma
Hit Point Die	D6 per Sorcerer level
Saving Throw Proficiencies	Constitution and Charisma
Skill Proficiencies	Choose 2: Arcana, Deception, Insight, Intimidation, Persuasion, or Religion
Weapon Proficiencies	Simple weapons
Armor Training	None
Starting Equipment	Choose A or B: (A) Spear, 2 Daggers, Arcane Focus (crystal), Dungeoneer's Pack, and 28 GP; or (B) 50 GP

Becoming a Sorcerer

As a Level 1 Character

- Gain all the traits in the Core Sorcerer Traits table.
- Gain the Sorcerer's level 1 features, which are listed in the Sorcerer Features table.

As a Multiclass Character

- Gain the Hit Point Die from the Core Sorcerer Traits table.
- Gain the Sorcerer's level 1 features, which are listed in the Sorcerer

- Features table. See the multiclassing rules in "Character Creation" to determine your available spell slots.

Sorcerer Class Features

As a Sorcerer, you gain the following class features when you reach the specified Sorcerer levels. These features are listed in the Sorcerer Features table.

Sorcerer Proficiency Level	Features Bonus	Class Features
1	+2	Spellcasting, Innate Sorcery
2	+2	Font of Magic, Metamagic
3	+2	Sorcerer Subclass
4	+2	Ability Score Improvement
5	+3	Sorcerous Restoration
6	+3	Subclass feature
7	+3	Sorcery Incarnate
8	+3	Ability Score Improvement
9	+4	—
10	+4	Metamagic
11	+4	—
12	+4	Ability Score Improvement
13	+5	—
14	+5	Subclass feature
15	+5	—
16	+5	Ability Score Improvement
17	+6	Metamagic
18	+6	Subclass feature
19	+6	Epic Boon
20	+6	Arcane Apotheosis

Level	Sorcery Points	Cantrips	Prepared Spells	——Spell	Slots	per	Spell	Level—				
				1	2	3	4	5	6	7	8	9
1	—	4	2	2	—	—	—	—	—	—	—	—
2	2	4	4	3	—	—	—	—	—	—	—	—
3	3	4	6	4	2	—	—	—	—	—	—	—
4	4	5	7	4	3	—	—	—	—	—	—	—
5	5	5	9	4	3	2	—	—	—	—	—	—
6	6	5	10	4	3	3	—	—	—	—	—	—
7	7	5	11	4	3	3	1	—	—	—	—	—
8	8	5	12	4	3	3	2	—	—	—	—	—
9	9	5	14	4	3	3	3	1	—	—	—	—
10	10	6	15	4	3	3	3	2	—	—	—	—
11	11	6	16	4	3	3	3	2	1	—	—	—
12	12	6	16	4	3	3	3	2	1	—	—	—
13	13	6	17	4	3	3	3	2	1	1	—	—
14	14	6	17	4	3	3	3	2	1	1	—	—
15	15	6	18	4	3	3	3	2	1	1	1	—
16	16	6	18	4	3	3	3	2	1	1	1	—
17	17	6	19	4	3	3	3	2	1	1	1	1
18	18	6	20	4	3	3	3	3	1	1	1	1
19	19	6	21	4	3	3	3	3	2	1	1	1
20	20	6	22	4	3	3	3	3	2	2	1	1

Level 1: Spellcasting

Drawing from your innate magic, you can cast spells. See "Spells" for the rules on spellcasting. The information below details how you use those rules with Sorcerer spells, which appear in the Sorcerer spell list later in the class's description.

Cantrips. You know four Sorcerer cantrips of your choice. Light, Prestidigitation, Shocking Grasp, and Sorcerous Burst are recommended. Whenever you gain a Sorcerer level, you can replace one of your cantrips from this feature with another Sorcerer cantrip of your choice.

When you reach Sorcerer levels 4 and 10, you learn another Sorcerer cantrip of your choice, as shown in the Cantrips column of the Sorcerer eatures table.

Spell Slots. The Sorcerer Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Sorcerer spells. *Burning Hands* and *Detect Magic* are recommended.

The number of spells on your list increases as you gain Sorcerer levels, as shown in the Prepared Spells column of the Sorcerer Features table. Whenever that number increases, choose additional Sorcerer spells until the number of spells on your list matches the number in the Sorcerer Features table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 3 Sorcerer, your list of prepared spells can include six Sorcerer spells of level 1 or 2 in any combination.

If another Sorcerer feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Sorcerer spells for you.

Changing Your Prepared Spells. Whenever you gain a Sorcerer level, you can replace one spell on your list with another Sorcerer spell for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability for your Sorcerer spells.

Spellcasting Focus. You can use an Arcane Focus as a Spellcasting Focus for your Sorcerer spells.

Level 1: Innate Sorcery

An event in your past left an indelible mark on you, infusing you with simmering magic. As a Bonus Action, you can unleash that magic for 1 minute, during which you gain the following benefits: • The spell save DC of your Sorcerer spells increases by 1. • You have Advantage on the attack rolls of Sorcerer spells you cast.

You can use this feature twice, and you regain all expended uses of it when you finish a Long Rest.

Level 2: Font of Magic

You can tap into the wellspring of magic within yourself. This wellspring is represented by Sorcery Points, which allow you to create a variety of magical effects.

You have 2 Sorcery Points, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the Sorcerer Features table. You can't have more Sorcery Points than the number shown in the table for your level. You regain all expended Sorcery Points when you finish a Long Rest.

You can use your Sorcery Points to fuel the options below, along with other features, such as Metamagic, that use those points.

Converting Spell Slots to Sorcery Points. You can expend a spell slot to gain a number of Sorcery Points equal to the slot's level (no action required).

Creating Spell Slots. As a Bonus Action, you can transform unexpended Sorcery Points into one spell slot. The Creating Spell Slots table shows the cost of creating a spell slot of a given level, and it lists the minimum Sorcerer level you must be to create a slot. You can create a spell slot no higher than level 5.

Any spell slot you create with this feature vanishes when you finish a Long Rest.

Creating Spell Slot Level	Spell Slots Sorcery Point Cost	Min. Sorcerer Level
1	2	2
2	3	3
3	5	5
4	6	7
5	7	9

Level 2: Metamagic

Because your magic flows from within, you can alter your spells to suit your needs; you gain two Metamagic options of your choice from "Metamagic Options" later in this class's description. You use the chosen options to temporarily modify spells you cast. To use an option, you must spend the number of Sorcery Points that it costs.

You can use only one Metamagic option on a spell when you cast it unless otherwise noted in one of those options.

Whenever you gain a Sorcerer level, you can replace one of your Metamagic options with one you don't know. You gain two more options at Sorcerer level 10 and two more at Sorcerer level 17.

Level 3: Sorcerer Subclass

You gain a Sorcerer subclass of your choice. The Draconic Sorcery subclass is detailed after this class's description. A subclass is a specialization that grants you features at certain Sorcerer levels. For the rest of your career, you gain each of your subclass's features that are of your Sorcerer level or lower.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see "Feats") or another feat of your choice for which you qualify. You gain this feature again at Sorcerer levels 8, 12, and 16.

Level 5: Sorcerous Restoration

When you finish a Short Rest, you can regain expended Sorcery Points, but no more than a number equal to half your Sorcerer level (round down). Once you use this feature, you can't do so again until you finish a Long Rest.

Level 7: Sorcery Incarnate

If you have no uses of Innate Sorcery left, you can use it if you spend 2 Sorcery Points when you take the Bonus Action to activate it.

In addition, while your Innate Sorcery feature is active, you can use up to two of your Metamagic options on each spell you cast.

Level 19: Epic Boon

You gain an Epic Boon feat (see "Feats") or another feat of your choice for which you qualify. Boon of Dimensional Travel is recommended.

Level 20: Arcane Apotheosis

While your Innate Sorcery feature is active, you can use one Metamagic option on each of your turns without spending Sorcery Points on it.

Metamagic Options

The following options are available to your Metamagic feature. The options are presented in alphabetical order.

Careful Spell

Cost: 1 Sorcery Point

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, spend 1 Sorcery Point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell, and it takes no damage if it would normally take half damage on a successful save.

Distant Spell

Cost: 1 Sorcery Point

When you cast a spell that has a range of at least 5 feet, you can spend 1 Sorcery Point to double the spell's range. Or when you cast a spell that has a range of Touch, you can spend 1 Sorcery Point to make the spell's range 30 feet.

Empowered Spell

Cost: 1 Sorcery Point

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

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

Extended Spell

Cost: 1 Sorcery Point

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

If the affected spell requires Concentration, you have Advantage on any saving throw you make to maintain that Concentration.

Heightened Spell

Cost: 2 Sorcery Points

When you cast a spell that forces a creature to make a saving throw, you can spend 2 Sorcery Points to give one target of the spell Disadvantage on saves against the spell.

Quickened Spell

Cost: 4 Sorcery Points

When you cast a spell that has a casting time of an action, you can spend 2 Sorcery Points to change the casting time to a Bonus Action for this casting. You can't modify a spell in this way if you've already cast a level 1+ spell on the current turn, nor can you cast a level 1+ spell on this turn after modifying a spell in this way.

Seeking Spell

Cost: 1 Sorcery Point

If you make an attack roll for a spell and miss, you can spend 1 Sorcery Point to reroll the d20, and you must use the new roll.

You can use Seeking Spell even if you've already used a different Metamagic option during the casting of the spell.

Subtle Spell

Cost: 1 Sorcery Point

When you cast a spell, you can spend 1 Sorcery Point to cast it without any Verbal, Somatic, or Material components, except Material components that are consumed by the spell or that have a cost specified in the spell.

Transmuted Spell

Cost: 1 Sorcery Point

When you cast a spell that deals a type of damage from the following list, you can spend 1 Sorcery Point to change that damage type to one of the other listed types: Acid, Cold, Fire, Lightning, Poison, Thunder.

Twinned Spell

Cost: 1 Sorcery Point

When you cast a spell, such as *Charm Person*, that can be cast with a higher-level spell slot to target an additional creature, you can spend 2 Sorcery Points to increase the spell's effective level by 1.

Sorcerer Spell List

This section presents the Sorcerer spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, C means the spell requires Concentration, R means it's a Ritual, and M means it requires a specific Material component.

Cantrips (Level 0 Sorcerer Spells)	**Spell School**	**Special**
Acid Splash	Evocation	—
Chill Touch	Necromancy	—
Dancing Lights Illusion	C	
Elementalism	Transmutation	—
Fire Bolt	Evocation	—
Light	Evocation	—
Mage Hand	Conjuration	—
Mending	Transmutation	—
Message	Transmutation	—

Minor Illusion	Illusion	—
Poison Spray	Necromancy	—
*Prestidigitation*Transmutation	—	
Ray of Frost	Evocation	—
Shocking Grasp	Evocation	—
Sorcerous Burst	Evocation	—
True Strike	Divination	—

Level 1 Sorcerer Spells	**Spell School**	**Special**
Burning Hands	Evocation	—
Charm Person	Enchantment	—
Chromatic Orb Evocation	M	
Color Spray	Illusion	—
Comprehend		
Languages	Divination	R
Detect Magic	Divination	C, R
Disguise Self	Illusion	—
Expeditious Retreat	Transmutation	C
False Life	Necromancy	—
Feather Fall	Transmutation	—
Fog Cloud	Conjuration	C
Grease	Conjuration	—
Ice Knife	Conjuration	—
Jump	Transmutation	—
Mage Armor	Abjuration	—
Magic Missile	Evocation	—
Ray of Sickness	Necromancy	—
Shield	Abjuration	—
Silent Image	Illusion	C
Sleep	Enchantment	C
Thunderwave	Evocation	—

Level 2 Sorcerer Spells	**Spell School**	**Special**
Alter Self	Transmutation	C
Blindness/Deafness	Transmutation	—
Blur	Illusion	C
Darkness	Evocation	C
Darkvision	Transmutation	—
Detect Thoughts	Divination	C
Dragon's Breath	Transmutation	C
Enhance Ability	Transmutation	C
Enlarge/Reduce	Transmutation	C
Flame Blade	Evocation	C
Flaming Sphere	Evocation	C
Gust of Wind	Evocation	C
Hold Person	Enchantment	C
Invisibility	Illusion	C
Knock	Transmutation	—
Levitate	Transmutation	C

Magic Weapon	Transmutation	—
Mirror Image	Illusion	—
Misty Step	Conjuration	—
Scorching Ray	Evocation	—
See Invisibility	Divination	—
Shatter Evocation	—	
Spider Climb	Transmutation	C
Suggestion	Enchantment	C
Web	Conjuration	C

Level 3 Sorcerer Spells Spell School Special		
Blink	Transmutation	—
Clairvoyance	Divination	C, M
Daylight	Evocation	—
Dispel Magic	Abjuration	—
Fear	Illusion	C
Fireball	Evocation	—
Fly	Transmutation	C
Gaseous Form	Transmutation	C
Haste	Transmutation	C
Hypnotic Pattern	Illusion	C
Lightning Bolt	Evocation	—
Major Image	Illusion	C
Protection from		
Energy	Abjuration	C
Sleet Storm	Conjuration	C
Slow	Transmutation	C
Stinking Cloud Conjuration	C	
Tongues	Divination	—
Vampiric Touch	Necromancy	C
Water Breathing	Transmutation	R
Water Walk	Transmutation	R

Level 4 Sorcerer Spells Spell School Special		
Banishment	Abjuration	C
Blight	Necromancy	—
Charm Monster	Enchantment	—
Confusion	Enchantment	C
Dimension Door	Conjuration	—
Dominate Beast	Enchantment	C
Fire Shield	Evocation	—
Greater Invisibility	Illusion	C
Ice Storm	Evocation	—
Polymorph	Transmutation	C
Stoneskin	Transmutation	C, M
*Vitriolic Sphere*Evocation	—	
Wall of Fire	Evocation	C

Level 5 Sorcerer Spells Spell School Special

Animate Objects	Transmutation	C
Arcane Hand	Evocation	C
Cloudkill	Conjuration	C
Cone of Cold	Evocation	—
Creation	Illusion	—
Dominate Person	Enchantment	C
Hold Monster	Enchantment	C
Insect Plague	Conjuration	C
Seeming	Illusion	—
Telekinesis	Transmutation	C
Teleportation Circle	Conjuration	M
Wall of Stone	Evocation	C

Level 6 Sorcerer Spells	**Spell School**	**Special**
Chain Lightning	Evocation	—
Circle of Death Necromancy		M
Disintegrate	Transmutation	—
Eyebite Necromancy		C
Flesh to Stone	Transmutation	C
Freezing Sphere	Evocation	—
Globe of		
Invulnerability	Abjuration	C
Mass Suggestion	Enchantment	—
Move Earth	Transmutation	C
Sunbeam	Evocation	C
True Seeing	Divination	M

Level 7 Sorcerer Spells	**Spell School**	**Special**
Delayed Blast		
Fireball	Evocation	C
Etherealness	Conjuration	—
Finger of Death	Necromancy	—
Fire Storm	Evocation	—
Plane Shift	Conjuration	M
Prismatic Spray	Evocation	—
Reverse Gravity	Transmutation	C
Teleport	Conjuration	—

Level 8 Sorcerer Spells	**Spell School**	**Special**
Demiplane	Conjuration	—
Dominate Monster	Enchantment	C
Earthquake	Transmutation	C
Incendiary Cloud	Conjuration	C
Power Word Stun	Enchantment	—
Sunburst	Evocation	—

Level 9 Sorcerer Spells	**Spell School**	**Special**
Gate	Conjuration	C, M
Meteor Swarm	Evocation	—

Power Word Kill	Enchantment	—
Time Stop	Transmutation	—
Wish	Conjuration	—

Sorcerer Subclass: Fiendish Sorcery

Level 3: Brimstone Blood

You have Resistance to Fire damage. Additionally, whenever you cast a spell that deals Fire damage, you can have it deal Necrotic damage instead.

Level 3: Fiendish Spells

When you reach a Sorcerer level specified in the Fiendish Spells table, you thereafter always have the listed spells prepared.

Sorcerer

Level	Spells
3	*Command, Hellish Rebuke, Scorching Ray, Flame Blade*
5	*Bestow Curse, Fireball*
7	*Banishment, Wall of Fire*
9	*Contagion, Dominate Person*

Level 6: Tempter's Whisper

As a Bonus Action, choose one creature within 60 feet that can hear you. It must succeed on a Wisdom saving throw or have Disadvantage on the next saving throw it makes before the end of your next turn.

You can use this feature a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Level 14: Brimstone Empowerment

Whenever you spend Sorcery Points to fuel a Metamagic option on a spell, that spell deals 1d8 extra Fire or Necrotic plus your Proficiency Bonus damage (your choice).

Level 18: Avatar of the Pit

As a Bonus Action, you can transform for 1 minute. While transformed, your Resistance to Fire damage becomes Immunity, and you gain a flying speed equal to your Speed.

Once you use this feature, you can't use it again until you finish a Long Rest.

Warlock

Core Warlock Traits

Primary Ability	Charisma
Hit Point Die	D8 per Warlock level
Saving Throw Proficiencies	Wisdom and Charisma
Skill Proficiencies	Choose 2: Arcana, Deception, History, Intimidation, Investigation, Nature, or Religion
Weapon Proficiencies	Simple weapons
Armor Training	Light armor
Starting Equipment	Choose A or B: (A) Leather Armor, Sickle, 2 Daggers, Arcane Focus (orb), Book (occult lore), Scholar's Pack, and 15 GP; or (B) 100 GP

Becoming a Warlock

As a Level 1 Character

- Gain all the traits in the Core Warlock Traits table.
- Gain the Warlock's level 1 features, which are listed in the Warlock Features table.

As a Multiclass Character

- Gain the following traits from the Core Warlock Traits table: Hit Point Die and training with Light armor.
- Gain the Warlock's level 1 features, which are listed in the Warlock
- Features table. See the multiclassing rules in "Character Creation" to determine your available spell slots.

Warlock Class Features

As a Warlock, you gain the following class features when you reach the specified Warlock levels. These features are listed in the Warlock Features table.

Warlock Level	Features Proficiency	Bonus Class Features
1	+2	Eldritch Invocations, Pact Magic
2	+2	Magical Cunning
3	+2	Warlock Subclass
4	+2	Ability Score Improvement
5	+3	—
6	+3	Subclass feature
7	+3	—
8	+3	Ability Score Improvement
9	+4	Contact Patron
10	+4	Subclass feature
11	+4	Mystic Arcanum (level 6 spell)
12	+4	Ability Score Improvement
13	+5	Mystic Arcanum (level 7 spell)
14	+5	Subclass feature
15	+5	Mystic Arcanum (level 8 spell)
16	+5	Ability Score Improvement
17	+6	Mystic Arcanum (level 9 spell)
18	+6	—
19	+6	Epic Boon
20	+6	Eldritch Master

Level	Eldritch Invocations	Cantrips	Prepared Spells	Spell Slots	Slot Level
1	1	2	2	1	1
2	3	2	3	2	1
3	3	2	4	2	2
4	3	3	5	2	2
5	5	3	6	2	3
6	5	3	7	2	3
7	6	3	8	2	4
8	6	3	9	2	4
9	7	3	10	2	5
10	7	4	10	2	5
11	7	4	11	3	5
12	8	4	11	3	5
13	8	4	12	3	5
14	8	4	12	3	5
15	9	4	13	3	5
16	9	4	13	3	5
17	9	4	14	4	5
18	10	4	14	4	5
19	10	4	15	4	5
20	10	4	15	4	5

Level 1: Eldritch Invocations

You have unearthed Eldritch Invocations, pieces of forbidden knowledge that imbue you with an abiding magical ability or other lessons. You gain one invocation of your choice, such as Pact of the Tome. Invocations are described in the "Eldritch Invocation Options" section later in this class's description.

Prerequisites. If an invocation has a prerequisite, you must meet it to learn that invocation. For example, if an invocation requires you to be a level 5+ Warlock, you can select the invocation once you reach Warlock level 5.

Replacing and Gaining Invocations. Whenever you gain a Warlock level, you can replace one of your invocations with another one for which you qualify. You can't replace an invocation if it's a prerequisite for another invocation that you have.

When you gain certain Warlock levels, you gain more invocations of your choice, as shown in the Invocations column of the Warlock Features table.

You can't pick the same invocation more than once unless its description says otherwise.

Level 1: Pact Magic

Through occult ceremony, you have formed a pact with a mysterious entity to gain magical powers. The entity is a voice in the shadows—its identity unclear—but its boon to you is concrete: the ability to cast spells. See "Spells" for the rules on spellcasting. The information below details how you use those rules with Warlock spells, which appear in the Warlock spell list later in the class's description.

Cantrips. You know two Warlock cantrips of your choice. Eldritch Blast and Prestidigitation are recommended. Whenever you gain a Warlock level, you can replace one of your cantrips from this feature with another Warlock cantrip of your choice.

When you reach Warlock levels 4 and 10, you learn another Warlock cantrip of your choice, as shown in the Cantrips column of the Warlock Features table.

Spell Slots. The Warlock Features table shows how many spell slots you have to cast your Warlock spells of levels 1–5. The table also shows the level of those slots, all of which are the same level. You regain all expended Pact Magic spell slots when you finish a Short or Long Rest.

For example, when you're a level 5 Warlock, you have two level 3 spell slots. To cast the level 1 spell *Charm Person*, you must spend one of those slots, and you cast it as a level 3 spell.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Warlock spells. *Charm Person* and *Hex* are recommended.

The number of spells on your list increases as you gain Warlock levels, as shown in the Prepared Spells column of the Warlock Features table. Whenever that number increases, choose additional Warlock spells until the number of spells on your list matches the number in the table. The chosen spells must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach level 6, for example, you learn a new Warlock spell, which can be of levels 1–3.

If another Warlock feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Warlock spells for you.

Changing Your Prepared Spells. Whenever you gain a Warlock level, you can replace one spell on your list with another Warlock spell of an eligible level.

Spellcasting Ability. Charisma is the spellcasting ability for your Warlock spells.

Spellcasting Focus. You can use an Arcane Focus as a Spellcasting Focus for your Warlock spells.

Level 2: Magical Cunning

You can perform an esoteric rite for 1 minute. At the end of it, you regain expended Pact Magic spell slots but no more than a number equal to half your maximum (round up). Once you use this feature, you can't do so again until you finish a Long Rest.

Level 3: Warlock Subclass

You gain a Warlock subclass of your choice. The Fiend Patron subclass is detailed after this class's description. A subclass is a specialization that grants you features at certain Warlock levels. For the rest of your career, you gain each of your subclass's features that are of your Warlock level or lower.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see "Feats") or another feat of your choice for which you qualify. You gain this feature again at Warlock levels 8, 12, and 16.

Level 9: Contact Patron

In the past, you usually contacted your patron through intermediaries. Now you can communicate directly; you always have the *Contact Other Plane* spell prepared. With this feature, you can cast the spell without expending a spell slot to contact your patron, and you automatically succeed on the spell's saving throw.

Once you cast the spell with this feature, you can't do so in this way again until you finish a Long Rest.

Level 11: Mystic Arcanum

Your patron grants you a magical secret called an arcanum. Choose one level 6 Warlock spell as this arcanum.

You can cast your arcanum spell once without expending a spell slot, and you must finish a Long Rest before you can cast it in this way again.

As shown in the Warlock Features table, you gain another Warlock spell of your choice that can be cast in this way when you reach Warlock levels 13 (level 7 spell), 15 (level 8 spell), and 17 (level 9 spell). You regain all uses of your Mystic Arcanum when you finish a Long Rest.

Whenever you gain a Warlock level, you can replace one of your arcanum spells with another Warlock spell of the same level.

Level 19: Epic Boon

You gain an Epic Boon feat (see "Feats") or another feat of your choice for which you qualify. Boon of Fate is recommended.

Level 20: Eldritch Master

When you use your Magical Cunning feature, you regain all your expended Pact Magic spell slots.

Eldritch Invocation Options

Eldritch Invocation options appear in alphabetical order.

Agonizing Blast

Prerequisite: Level 2+ Warlock, a Warlock Cantrip That Deals Damage

When you cast *Eldritch Blast*, you can channel the anguish of your pact into the strike. Once per turn, you may add your Charisma modifier to the damage of one beam from Eldritch Blast. This bonus applies to a single beam of your choice.

Repeatable. You can gain this invocation more than once. Each time you do so, choose a different eligible cantrip.

Armor of Shadows

You can cast *Mage Armor* on yourself without expending a spell slot.

Ascendant Step

Prerequisite: Level 5+ Warlock

You can cast *Levitate* on yourself without expending a spell slot.

Devil's Sight

Prerequisite: Level 2+ Warlock

You can see normally in Dim Light and Darkness—both magical and nonmagical—within 120 feet of yourself.

Devouring Blade

Prerequisite: Level 12+ Warlock, Thirsting Blade Invocation

The Extra Attack of your Thirsting Blade invocation confers two extra attacks rather than one.

Eldritch Mind

You have Advantage on Constitution saving throws that you make to maintain Concentration.

Eldritch Smite

Prerequisite: Level 5+ Warlock, Pact of the Blade Invocation

Once per turn when you hit a creature with your pact weapon, you can expend a Pact Magic spell slot to deal an extra 1d8 Force damage to the target, plus another 1d8 per level of the spell slot, and you can give the target the Prone condition if it is Huge or smaller.

Eldritch Spear

Prerequisite: Level 2+ Warlock, a Warlock Cantrip That Deals Damage

Choose one of your known Warlock cantrips that deals damage and has a range of 10+ feet. When you cast that spell, its range increases by a number of feet equal to 30 times your Warlock level.

Repeatable. You can gain this invocation more than once. Each time you do so, choose a different eligible cantrip.

Fiendish Vigor

Prerequisite: Level 2+ Warlock

You can cast *False Life* on yourself without expending a spell slot. When you cast the spell with this feature, you don't roll the die for the Temporary Hit Points; you automatically get the highest number on the die.

Gaze of Two Minds

Prerequisite: Level 5+ Warlock

You can use a Bonus Action to touch a willing creature and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can take a Bonus Action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. The connection ends if you don't maintain it in this way.

While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you can cast spells as if you were in your space or the other creature's space if the two of you are within 60 feet of each other.

Gift of the Depths

Prerequisite: Level 5+ Warlock

You can breathe underwater, and you gain a Swim Speed equal to your Speed.

You can also cast *Water Breathing* once without expending a spell slot. You regain the ability to cast it in this way again when you finish a Long Rest.

Gift of the Protectors

Prerequisite: Level 9+ Warlock, Pact of the Tome Invocation

A new page appears in your *Book of Shadows* when you conjure it. With your permission, a creature can take an action to write its name on that page, which can contain a number of names equal to your Charisma modifier (minimum of one name).

When any creature whose name is on the page is reduced to 0 Hit Points but not killed outright, the creature magically drops to 1 Hit Point instead. Once this magic is triggered, no creature can benefit from it until you finish a Long Rest.

As a Magic action, you can erase a name on the page by touching it.

Investment of the Chain Master

Prerequisite: Level 5+ Warlock, Pact of the Chain Invocation

When you cast *Find Familiar*, you infuse the summoned familiar with a measure of your eldritch power, granting the creature the following benefits.

Aerial or Aquatic. The familiar gains either a Fly Speed or a Swim Speed (your choice) of 40 feet.

Quick Attack. As a Bonus Action, you can command the familiar to take the Attack action.

Necrotic or Radiant Damage. Whenever the familiar deals Bludgeoning, Piercing, or Slashing damage, you can make it deal Necrotic or Radiant damage instead.

Your Save DC. If the familiar forces a creature to make a saving throw, it uses your spell save DC.

Resistance. When the familiar takes damage, you can take a Reaction to grant it Resistance against that damage.

Lessons of the First Ones

Prerequisite: Level 2+ Warlock

You have received knowledge from an elder entity of the multiverse, allowing you to gain one Origin feat of your choice (see "Feats").

Repeatable. You can gain this invocation more than once. Each time you do so, choose a different Origin feat.

Lifedrinker

Prerequisite: Level 9+ Warlock, Pact of the Blade Invocation

Once per turn when you hit a creature with your pact weapon, you can deal an extra 1d6 Necrotic, Psychic, or Radiant damage (your choice) to the creature, and you can expend one of your Hit Point Dice to roll it and regain a number of Hit Points equal to the roll plus your Constitution modifier (minimum of 1 Hit Point).

Mask of Many Faces

Prerequisite: Level 2+ Warlock

You can cast *Disguise Self* without expending a spell slot.

Master of Myriad Forms

Prerequisite: Level 5+ Warlock

You can cast *Alter Self* without expending a spell slot.

Misty Visions

Prerequisite: Level 2+ Warlock

You can cast *Silent Image* without expending a spell slot.

One with Shadows

Prerequisite: Level 5+ Warlock

While you're in an area of Dim Light or Darkness, you can cast Invisibility on yourself without expending a spell slot.

Otherworldly Leap

Prerequisite: Level 2+ Warlock

You can cast Jump on yourself without expending a spell slot.

Pact of the Blade

As a Bonus Action, you can conjure a pact weapon in your hand—a Simple or Martial Melee weapon of your choice with which you bond—or create a bond with a magic weapon you touch; you can't bond with a magic weapon if someone else is attuned to it or another Warlock is bonded with it. Until the bond ends, you have proficiency with the weapon, and you can use it as a Spellcasting Focus.

Whenever you attack with the bonded weapon, you can use your Charisma modifier for the attack and damage rolls instead of using Strength or Dexterity; and you can cause the weapon to deal Necrotic, Psychic, or Radiant damage or its normal damage type.

Your bond with the weapon ends if you use this feature's Bonus Action again, if the weapon is more than 5 feet away from you for 1 minute or more, or if you die. A conjured weapon disappears when the bond ends.

Pact of the Chain

You learn the *Find Familiar* spell and can cast it as a Magic action without expending a spell slot.

When you cast the spell, you choose one of the normal forms for your familiar or one of the following special forms: Imp, Pseudodragon, Quasit, Skeleton, Sphinx of Wonder, Sprite, or Venomous Snake (see "Monsters" for the familiar's stat block).

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

Pact of the Tome

Stitching together strands of shadow, you conjure forth a book in your hand at the end of a Short or Long Rest. This *Book of Shadows* (you determine its appearance) contains eldritch magic that only you can access, granting you the benefits below. The book disappears if you conjure another book with this feature or if you die.

Cantrips and Rituals. When the book appears, choose three cantrips, and choose two level 1 spells that have the Ritual tag. The spells can be from any class's spell list, and they must be spells you don't already have prepared. While the book is on your person, you have the chosen spells prepared, and they function as Warlock spells for you.

Spellcasting Focus. You can use the book as a Spellcasting Focus.

Repelling Blast

Prerequisite: Level 2+ Warlock, a Warlock Cantrip That Deals Damage via an Attack Roll

Choose one of your known Warlock cantrips that requires an attack roll. When you hit a Large or smaller creature with that cantrip, you can push the creature up to 10 feet straight away from you.

Repeatable. You can gain this invocation more than once. Each time you do so, choose a different eligible cantrip.

Thirsting Blade

Prerequisite: Level 5+ Warlock, Pact of the Blade Invocation

You gain the Extra Attack feature for your pact weapon only. With that feature, you can attack twice with the weapon instead of once when you take the Attack action on your turn.

Visions of Distant Realms

Prerequisite: Level 9+ Warlock

You can cast *Arcane Eye* without expending a spell slot.

Whispers of the Grave

Prerequisite: Level 7+ Warlock

You can cast *Speak with Dead* without expending a spell slot.

Witch Sight

Prerequisite: Level 15+ Warlock

You have Truesight with a range of 30 feet.

Warlock Spell List

This section presents the Warlock spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, C means the spell requires Concentration, R means it's a Ritual, and M means it requires a specific Material component.

Cantrips (Level 0 Warlock Spells)	**Spell School**	**Special**
Chill Touch	Necromancy	—
Eldritch Blast	Evocation	—
Mage Hand	Conjuration	—
Minor Illusion	Illusion	—
Poison Spray	Necromancy	—
Prestidigitation	Transmutation	—
True Strike	Divination	—
Level 1 Warlock Spells	**Spell School**	**Special**
Bane	Enchantment	C
Charm Person	Enchantment	—
Comprehend Languages	Divination	R
Detect Magic	Divination	C, R
Expeditious Retreat	Transmutation	C
Hellish Rebuke	Evocation	—
Hex	Enchantment	C
Hideous Laughter	Enchantment	C
Illusory Script	Illusion	R, M
Protection from Evil and Good	Abjuration	C, M
Speak with Animals	Divination	R
Unseen Servant	Conjuration	R
Level 2 Warlock Spells	**Spell School**	**Special**
Darkness	Evocation	C
Enthrall	Enchantment	C
Hold Person	Enchantment	C

Invisibility	Illusion	C
Mind Spike	Divination	C
Mirror Image	Illusion	—
Misty Step	Conjuration	—
Ray of Enfeeblement	Necromancy	C
Spider Climb	Transmutation	C
Suggestion	Enchantment C	
Level 3 Warlock Spells Spell School Special		
Dispel Magic	Abjuration	—
Fear	Illusion	C
Fly	Transmutation	C
Gaseous Form	Transmutation	C
Hypnotic Pattern	Illusion	C
Magic Circle	Abjuration	M
Major Image	Illusion	C
Remove Curse	Abjuration	—
Tongues	Divination	—
Vampiric Touch	Necromancy	C
Level 4 Warlock Spells Spell School Special		
Banishment	Abjuration	C
Blight	Necromancy	—
Charm Monster	Enchantment	—
Dimension Door	Conjuration	—
Hallucinatory		
Terrain	Illusion	—
Level 5 Warlock Spells Spell School Special		
Contact Other Plane	Divination	R
Dream	Illusion	—
Hold Monster	Enchantment	C
Mislead	Illusion	C
Planar Binding	Abjuration	M
Scrying	Divination	C, M
Teleportation Circle	Conjuration	M
Level 6 Warlock Spells Spell School Special		
Circle of Death Necromancy	M	
Create Undead	Necromancy	M
Eyebite Necromancy	C	
True Seeing	Divination	M
Level 7 Warlock Spells Spell School Special		
Etherealness	Conjuration	—
Finger of Death	Necromancy	—
Forcecage	Evocation	C, M
Plane Shift	Conjuration	M
Level 8 Warlock Spells Spell School Special		
Befuddlement	Enchantment	—
Demiplane	Conjuration	—
Dominate Monster	Enchantment	C
Glibness	Enchantment	—
Power Word Stun	Enchantment	—
Level 9 Warlock Spells Spell School Special		

Astral Projection	Necromancy	M
Foresight	Divination	—
Gate	Conjuration	C, M
Imprisonment	Abjuration	M
Power Word Kill	Enchantment	—
True Polymorph	Transmutation	C
Weird	Illusion	C

Warlock Subclass: Celestial Patron

Spell Level	Spells
1st	*Bless, Detect Evil and Good*
2nd	*Zone of Truth, Aid*
3rd	*Beacon of Hope, Dispel Magic*
4th	*Freedom of Movement, Banishment*
5th	*Commune, Dispel Evil and Good*

Level 1: Judgment's Mark

As a Bonus Action, choose one creature you can see within 60 feet and mark it as Judged. The mark lasts for 1 minute or until you mark a different creature.

Once per turn when you deal damage to a Judged creature with a spell, that creature takes an extra 1d8 Radiant damage.

You can use this feature a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Level 6: Unshakable Verdict

Your Judged creature has Disadvantage on saving throws against spells you cast.

Level 10: Radiant Authority

Once per turn when you deal damage to your Judged creature, it must succeed on a Wisdom saving throw or be unable to take Reactions until the start of its next turn.

Level 14: Final Verdict

Once per Long Rest, when you deal damage to your Judged creature with a spell, it takes extra Radiant damage equal to your Warlock level, and each other creature within 10 feet of it takes Radiant damage equal to half that amount.

Warlock Subclass: Fiend Patron

Level 3: Dark One's Blessing

When you reduce an enemy to 0 Hit Points, you gain Temporary Hit Points equal to your Charisma modifier plus your Warlock level (minimum of 1 Temporary Hit Point). You also gain this benefit if someone else reduces an enemy within 10 feet of you to 0 Hit Points.

Level 3: Fiend Spells

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Fiend Spells table, you thereafter always have the listed spells prepared.

Fiend Warlock Level	Spells Spells
3	*Burning Hands, Command, Scorching Ray, Suggestion*
5	*Fireball, Stinking Cloud*
7	*Fire Shield, Wall of Fire*
9	*Geas, Insect Plague*

Level 6: Dark One's Own Luck

You can call on your fiendish patron to alter fate in your favor. When you make an ability check or a saving throw, you can use this feature to add 1d10 to your roll. You can do so after seeing the roll but before any of the roll's effects occur.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), but you can use it no more than once per roll. You regain all expended uses when you finish a Long Rest.

Level 10: Fiendish Resilience

Choose one damage type, other than Force, whenever you finish a Short or Long Rest. You have Resistance to that damage type until you choose a different one with this feature.

Level 14: Hurl Through Hell

Once per Long Rest, when you hit a creature with an attack roll, you can force it to make a Charisma saving throw against your Warlock spell save DC. On a failed save, the creature disappears and hurtles through a nightmare landscape. The creature takes 8d10 Psychic damage if it isn't a Fiend and has the Incapacitated condition until the end of your next turn. It then returns to the space it previously occupied or the nearest unoccupied space.

You can use this feature again before finishing a Long Rest by expending a Pact Magic spell slot (no action required).

Warlock Subclass: Genie Patron

Spell

Level	Spells
1st	*Alarm, Charm Person*
2nd	*Levitate, Mirror Image*
3rd	*Wind Wall, Tongues*
4th	*Stoneskin, Divination*
5th	*Wall of Stone, Teleportation Circle*

Level 3: Bound Element

Choose Air, Earth, Fire, or Water. You gain Resistance to the damage type associated with your choice: Lightning (Air), Acid (Earth), Fire (Fire), or Cold (Water).

Level 6: Genie's Bargain

As a Bonus Action, you can grant one willing creature within 30 feet Advantage on the next attack roll, ability check, or saving throw it makes before the end of your next turn. Immediately after the creature uses this benefit, it takes damage of your bound element's type equal to your Charisma modifier (minimum 1).

You can use this feature a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Level 10: Elemental Mastery

Your connection to your bound element deepens. Choose one benefit based on your element: Air grants you a Flying speed equal to your Speed while you aren't wearing Heavy armor; Earth lets you move through nonmagical difficult terrain made of stone or earth without expending extra movement; Fire makes you immune to being set on fire by nonmagical means; Water grants you a Swimming speed equal to your Speed and the ability to breathe underwater.

Level 14: Wishbound Doom

Once per Long Rest, as an action, choose one creature you can see within 60 feet. The creature must succeed on a Charisma saving throw against your Warlock spell save DC or be bound by an impossible bargain until it finishes a Long Rest.

While bound by the bargain, the first time each turn the creature deals damage to another creature, it takes damage of the same type equal to the amount of damage it dealt.

Wizard

Core Wizard Traits

Primary Ability	Intelligence
Hit Point Die	D6 per Wizard level
Saving Throw Proficiencies	Intelligence and Wisdom
Skill Proficiencies	Choose 2: Arcana, History, Insight, Investigation, Medicine, Nature, or Religion
Weapon Proficiencies	Simple weapons
Armor Training	None
Starting Equipment	Choose A or B: (A) 2 Daggers, Arcane Focus (Quarterstaff), Robe, Spellbook, Scholar's Pack, and 5 GP; or (B) 55 GP

Becoming a Wizard

As a Level 1 Character

- Gain all the traits in the Core Wizard Traits table.
- Gain the Wizard's level 1 features, which are listed in the Wizard Features table.

As a Multiclass Character

- Gain the Hit Point Die from the Core Wizard Traits table.
- Gain the Wizard's level 1 features, which are listed in the Wizard Features table. See the multiclassing rules in "Character Creation" to determine your available spell slots.

Wizard Class Features

As a Wizard, you gain the following class features when you reach the specified Wizard levels. These features are listed in the Wizard Features table.

Wizard Features

Level	Proficiency Bonus	Class Features
1	+2	Spellcasting, Ritual Adept, Arcane Recovery
2	+2	Scholar
3	+2	Wizard Subclass
4	+2	Ability Score Improvement
5	+3	Memorize Spell
6	+3	Subclass feature
7	+3	—
8	+3	Ability Score Improvement
9	+4	—
10	+4	Subclass feature
11	+4	—
12	+4	Ability Score Improvement
13	+5	—
14	+5	Subclass feature
15	+5	—
16	+5	Ability Score Improvement
17	+6	—
18	+6	Spell Mastery
19	+6	Epic Boon
20	+6	Signature Spells

——Spell Level	Slots per Cantrips	Spell Level—— Prepared Spells	1	2	3	4	5	6	7	8	9
1	3	4	2	—	—	—	—	—	—	—	—
2	3	5	3	—	—	—	—	—	—	—	—
3	3	6	4	2	—	—	—	—	—	—	—
4	4	7	4	3	—	—	—	—	—	—	—
5	4	9	4	3	2	—	—	—	—	—	—
6	4	10	4	3	3	—	—	—	—	—	—
7	4	11	4	3	3	1	—	—	—	—	—
8	4	12	4	3	3	2	—	—	—	—	—
9	4	14	4	3	3	3	1	—	—	—	—
10	5	15	4	3	3	3	2	—	—	—	—
11	5	16	4	3	3	3	2	1	—	—	—
12	5	16	4	3	3	3	2	1	—	—	—
13	5	17	4	3	3	3	2	1	1	—	—

——Spell Level	Slots per Cantrips	Spell Level—— Prepared Spells	1	2	3	4	5	6	7	8	9
14	5	18	4	3	3	3	2	1	1	—	—
15	5	19	4	3	3	3	2	1	1	1	—
16	5	21	4	3	3	3	2	1	1	1	—
17	5	22	4	3	3	3	2	1	1	1	1
18	5	23	4	3	3	3	3	1	1	1	1
19	5	24	4	3	3	3	3	2	1	1	1
20	5	25	1	4	3	3	3	3	2	2	1

Level 1: Spellcasting

As a student of arcane magic, you have learned to cast spells. See "Spells" for the rules on spellcasting. The information below details how you use those rules with Wizard spells, which appear in the Wizard spell list later in the class's description.

Cantrips. You know three Wizard cantrips of your choice. Light, Mage Hand, and Ray of Frost are recommended. Whenever you finish a Long Rest, you can replace one of your cantrips from this feature with another Wizard cantrip of your choice.

When you reach Wizard levels 4 and 10, you learn another Wizard cantrip of your choice, as shown in the Cantrips column of the Wizard Features table.

Spellbook. Your wizardly apprenticeship culminated in the creation of a unique book: your spellbook. It is a Tiny object that weighs 3 pounds, contains 100 pages, and can be read only by you or someone casting *Identify*. You determine the book's appearance and materials, such as a gilt-edged tome or a collection of vellum bound with twine.

The book contains the level 1+ spells you know. It starts with six level 1 Wizard spells of your choice. *Detect Magic, Feather Fall, Mage Armor, Magic Missile, Sleep,* and *Thunderwave* are recommended.

Whenever you gain a Wizard level after 1, add two Wizard spells of your choice to your spellbook. Each of these spells must be of a level for which you have spell slots, as shown in the Wizard Features table. The spells are the culmination of arcane research you do regularly.

Spell Slots. The Wizard Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To do so, choose four spells from your spellbook. The chosen spells must be of a level for which you have spell slots.

The number of spells on your list increases as you gain Wizard levels, as shown in the Prepared Spells column of the Wizard Features table. Whenever that number increases, choose additional Wizard spells until the number of spells on your list matches the number in the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 3 Wizard, your list of prepared spells can include six spells of levels 1 and 2 in any combination, chosen from your spellbook.

If another Wizard feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Wizard spells for you.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells there with spells from your spellbook.

Spellcasting Ability. Intelligence is your spellcasting ability for your Wizard spells.

Spellcasting Focus. You can use an Arcane Focus or your spellbook as a Spellcasting Focus for your Wizard spells.

Level 1: Ritual Adept

You can cast any spell as a Ritual if that spell has the Ritual tag and the spell is in your spellbook. You needn't have the spell prepared, but you must read from the book to cast a spell in this way.

Level 1: Arcane Recovery

You can regain some of your magical energy by studying your spellbook. When you finish a Short Rest, you can choose expended spell slots to recover. The spell slots can have a combined level equal to no more than half your Wizard level (round up), and none of the slots can be level 6 or higher. For example, if you're a level 4 Wizard, you can recover up to two levels' worth of spell slots, regaining either one level 2 spell slot or two level 1 spell slots.

Once you use this feature, you can't do so again until you finish a Long Rest.

Level 2: Scholar

While studying magic, you also specialized in another field of study. Choose one of the following skills in which you have proficiency: Arcana, History, Investigation, Medicine, Nature, or Religion. You have Expertise in the chosen skill.

Level 3: Wizard Subclass

You gain a Wizard subclass of your choice. A subclass is a specialization that grants you features at certain Wizard levels. For the rest of your career, you gain each of your subclass's features that are of your Wizard level or lower.

Expanding and Replacing a Spellbook

The spells you add to your spellbook as you gain levels reflect your ongoing magical research, but you might find other spells during your adventures that you can add to the book. You could discover a Wizard spell on a Spell Scroll, for example, and then copy it into your spellbook.

Copying a Spell into the Book. When you find a level 1+ Wizard spell, you can copy it into your spellbook if it's of a level you can prepare and if you have time to copy it. For each level of the spell, the transcription takes 2 hours and costs 50 GP. Afterward you can prepare the spell like the other spells in your spellbook.

Copying the Book. You can copy a spell from your spellbook into another book. This is like copying a new spell into your spellbook but faster, since you already know how to cast the spell. You need spend only 1 hour and 10 GP for each level of the copied spell.

If you lose your spellbook, you can use the same procedure to transcribe the Wizard spells that you have prepared into a new spellbook. Filling out the remainder of the new book requires you to find new spells to do so. For this reason, many wizards keep a backup spellbook.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see "Feats") or another feat of your choice for which you qualify. You gain this feature again at Wizard levels 8, 12, and 16.

Level 5: Memorize Spell

Whenever you finish a Short Rest, you can study your spellbook and replace one of the level 1+ Wizard spells you have prepared for your Spellcasting feature with another level 1+ spell from the book.

Level 18: Spell Mastery

You have achieved such mastery over certain spells that you can cast them at will. Choose a level 1 and a level 2 spell in your spellbook that have a casting time of an action. You always have those spells prepared, and you can cast them at their lowest level without expending a spell slot. To cast either spell at a higher level, you must expend a spell slot.

Whenever you finish a Long Rest, you can study your spellbook and replace one of those spells with an eligible spell of the same level from the book.

Level 19: Epic Boon

You gain an Epic Boon feat (see "Feats") or another feat of your choice for which you qualify. Boon of Spell Recall is recommended.

Level 20: Signature Spells

Choose two level 3 spells in your spellbook as your signature spells. You always have these spells prepared, and you can cast each of them once at level 3 without expending a spell slot. When you do so, you can't cast them in this way again until you finish a Short or Long Rest. To cast either spell at a higher level, you must expend a spell slot.

Wizard Spell List

This section presents the Wizard spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, C means the spell requires Concentration, R means it's a Ritual, and M means it requires a specific Material component.

Cantrips (Level 0 Wizard Spells)	**Spell School**	**Special**
Acid Splash	Evocation	—
Chill Touch	Necromancy	—
Dancing Lights Illusion	C	
Elementalism	Transmutation	—
Fire Bolt	Evocation	—

Light	Evocation	—
Mage Hand	Conjuration	—
Mending	Transmutation	—
Message	Transmutation	—
Minor Illusion	Illusion	—
Poison Spray	Necromancy	—
*Prestidigitation*Transmutation	—	
Ray of Frost	Evocation	—
Shocking Grasp	Evocation	—
True Strike	Divination	—
Level 1 Wizard	**Spells**	
Spell School Special		
Alarm	Abjuration	R
Burning Hands	Evocation	—
Charm Person	Enchantment	—
Chromatic Orb Evocation	M	
Color Spray	Illusion	—
Comprehend		
Languages	Divination	R
Detect Magic	Divination	C, R
Disguise Self	Illusion	—
Expeditious Retreat	Transmutation	C
False Life	Necromancy	—
Feather Fall	Transmutation	—
Find Familiar	Conjuration	R, M
Floating Disk	Conjuration	R
Fog Cloud	Conjuration	C
Grease	Conjuration	—
Hideous Laughter	Enchantment	C
Ice Knife	Conjuration	—
Identify	Divination	R, M
Illusory Script	Illusion	R, M
Jump	Transmutation	—
Longstrider	Transmutation	—
Mage Armor	Abjuration	—
Magic Missile	Evocation	—
Protection from Evil		
and Good	Abjuration	C, M
Ray of Sickness	Necromancy	—
Shield	Abjuration	—
Silent Image	Illusion	C
Sleep	Enchantment	C
Thunderwave	Evocation	—
Unseen Servant	Conjuration	R
Level 2 Wizard	**Spells**	
Spell School Special		
Acid Arrow	Evocation	—
Alter Self	Transmutation	C
Arcane Lock	Abjuration	M
Arcanist's Magic		

Aura	Illusion	—
Augury	Divination	R, M
Blindness/Deafness	Transmutation	—
Blur	Illusion	C
Continual Flame	Evocation	M
Darkness	Evocation	C
Darkvision	Transmutation	—
Detect Thoughts	Divination	C
Dragon's Breath	Transmutation	C
Enhance Ability	Transmutation	C
Enlarge/Reduce	Transmutation	C
Flaming Sphere	Evocation	C
Gentle Repose	Necromancy	R, M
Gust of Wind	Evocation	C
Hold Person	Enchantment	C
Invisibility	Illusion	C
Knock	Transmutation	—
Levitate	Transmutation	C
Locate Object	Divination	C
Magic Mouth	Illusion	R, M
Magic Weapon	Transmutation	—
Mind Spike	Divination	C
Mirror Image	Illusion	—
Misty Step	Conjuration	—
Ray of Enfeeblement	Necromancy	C
Rope Trick	Transmutation	—
Scorching Ray	Evocation	—
See Invisibility	Divination	—
Shatter	Evocation	—
Spider Climb	Transmutation	C
Suggestion	Enchantment	C
Web	Conjuration	C
Level 3 Wizard	**Spells**	
Spell School Special		
Animate Dead	Necromancy	—
Bestow Curse	Necromancy	C
Blink	Transmutation	—
Clairvoyance	Divination	C, M
Dispel Magic	Abjuration	—
Fear	Illusion	C
Fireball	Evocation	—
Fly	Transmutation	C
Gaseous Form	Transmutation	C
Glyph of Warding	Abjuration	M
Haste	Transmutation	C
Hypnotic Pattern	Illusion	C
Lightning Bolt	Evocation	—
Magic Circle	Abjuration	M
Major Image	Illusion	C
Nondetection	Abjuration	M

Phantom Steed	Illusion	R
Protection from		
Energy	Abjuration	C
Remove Curse	Abjuration	—
Sending	Divination	—
Sleet Storm	Conjuration	C
Slow	Transmutation	C
Speak with Dead	Necromancy	—
Stinking Cloud Conjuration	C	
Tiny Hut	Evocation	R
Tongues	Divination	—
Vampiric Touch	Necromancy	C
Water Breathing	Transmutation	R
Level 4 Wizard	**Spells**	
Spell School Special		
Arcane Eye	Divination	C
Banishment	Abjuration	C
Black Tentacles	Conjuration	C
Blight	Necromancy	—
Charm Monster	Enchantment	—
Confusion	Enchantment	C
Conjure Minor		
Elementals	Conjuration	C
Control Water	Transmutation	C
Dimension Door	Conjuration	—
Divination	Divination	R, M
Fabricate	Transmutation	—
Faithful Hound	Conjuration	—
Fire Shield	Evocation	—
Greater Invisibility	Illusion	C
Hallucinatory		
Terrain	Illusion	—
Ice Storm	Evocation	—
Locate Creature	Divination	C
Phantasmal Killer	Illusion	C
Polymorph	Transmutation	C
Private Sanctum	Abjuration	—
Resilient Sphere	Abjuration	C
Secret Chest	Conjuration	M
Stone Shape	Transmutation	—
Stoneskin	Transmutation	C, M
Vitriolic Sphere	Evocation	—
Wall of Fire	Evocation	C
Level 5 Wizard	**Spells**	
Spell School Special		
Animate Objects	Transmutation	C
Arcane Hand	Evocation	C
Cloudkill	Conjuration	C
Cone of Cold	Evocation	—
Conjure Elemental	Conjuration	C

Contact Other Plane	Divination	R
Creation	Illusion	—
Dominate Person	Enchantment	C
Dream	Illusion	—
Geas	Enchantment	—
Hold Monster	Enchantment	C
Legend Lore	Divination	M
Mislead	Illusion	C
Modify Memory	Enchantment	C
Passwall	Transmutation	—
Planar Binding	Abjuration	M
Scrying	Divination	C, M
Seeming	Illusion	—
Summon Dragon	Conjuration	C, M
Telekinesis	Transmutation	C
Telepathic Bond	Divination	R
Teleportation Circle	Conjuration	M
Wall of Force	Evocation	C
Wall of Stone	Evocation	C
Level 6 Wizard	**Spells**	
Spell School Special		
Chain Lightning	Evocation	—
Circle of Death	Necromancy	M
Contingency	Abjuration	M
Create Undead	Necromancy	M
Disintegrate	Transmutation	—
Eyebite	Necromancy	C
Flesh to Stone	Transmutation	C
Freezing Sphere	Evocation	—
Globe of		
Invulnerability	Abjuration	C
Guards and Wards	Abjuration	M
Instant Summons	Conjuration	R, M
Irresistible Dance	Enchantment	C
Magic Jar	Necromancy	M
Mass Suggestion	Enchantment	—
Move Earth	Transmutation	C
Programmed Illusion	Illusion	M
Sunbeam	Evocation	C
True Seeing	Divination	M
Wall of Ice	Evocation	C
Level 7 Wizard	**Spells**	
Spell School Special		
Arcane Sword	Evocation	C, M
Delayed Blast		
Fireball	Evocation	C
Etherealness	Conjuration	—
Finger of Death	Necromancy	—
Forcecage	Evocation	C, M
Magnificent Mansion	Conjuration	M

Mirage Arcane	Illusion	—
Plane Shift	Conjuration	M
Prismatic Spray	Evocation	—
Project Image	Illusion	C, M
Reverse Gravity	Transmutation	C
Sequester	Transmutation	M
Simulacrum	Illusion	M
Symbol Abjuration	M	
Teleport	Conjuration	—
Level 8 Wizard	**Spells**	
Spell School Special		
Antimagic Field	Abjuration	C
Antipathy/Sympathy	Enchantment	—
Befuddlement	Enchantment	—
Clone	Necromancy	M
Control Weather	Transmutation	C
Demiplane	Conjuration	—
Dominate Monster	Enchantment	C
Incendiary Cloud	Conjuration	C
Maze	Conjuration	C
Mind Blank	Abjuration	—
Power Word Stun	Enchantment	—
Sunburst	Evocation	—
Level 9 Wizard	**Spells**	
Spell School Special		
Astral Projection	Necromancy	M
Foresight	Divination	—
Gate	Conjuration	C, M
Imprisonment	Abjuration	M
Meteor Swarm	Evocation	—
Power Word Kill	Enchantment	—
Prismatic Wall	Abjuration	—
Shapechange	Transmutation	C, M
Time Stop	Transmutation	—
True Polymorph	Transmutation	C
Weird	Illusion	C
Wish	Conjuration	—

Wizard Subclass: Order of Astronomy

Level 3: Celestial Calculus

The range of any spell you cast that requires a ranged spell attack roll is doubled. In addition, your ranged spell attacks ignore Half Cover and Three-Quarters Cover

Level 6: Orbital Prediction

When a creature you can see moves at least 5 feet, you can use your Reaction to predict its new position. The next spell attack roll you make against that creature before the end of your next turn has Advantage.

Level 10: Retrograde

Once per turn when you hit a creature with a spell attack, that creature has Disadvantage on the next attack roll or ability check it makes before the end of its next turn.

Level 14: Celestial Convergence

Once per Long Rest, when you make a spell attack roll, you can treat the roll as a 20.

Wizard Subclass: Order of Logic and Philosophy

Level 3: Irrefutable Premise

Whenever a creature fails a saving throw against a spell you cast, it has Disadvantage on the next saving throw it makes against a spell you cast before the start of your next turn.

Level 6: Paradox

When a creature with Disadvantage on a saving throw against your spells because of Irrefutable Premise fails that saving throw, it has the Incapacitated condition until the end of its next turn.

Level 10: Socratic Method

When a creature you can see succeeds on a saving throw against a spell you cast, you can use your Reaction to force it to reroll the saving throw. It must use the lower roll.

Level 14: Undeniable Conclusion

Once per Long Rest, when a creature fails a saving throw against a spell you cast while it has Disadvantage on that saving throw because of Irrefutable Premise, it also has the Stunned condition until the end of its next turn.

Wizard Subclass: Order of Mathematics

Level 3: Average Case

Whenever you cast a spell that deals damage, you can choose any number of the spell's damage dice to deal their average result instead of rolling them. A die's average result is half the number of sides on the die, rounded up.

Level 6: Compound Interest

When a spell you cast deals damage to the same creature more than once during your turn, each instance of damage after the first deals extra damage equal to the number of previous instances of that spell's damage that dealt damage to that creature during the turn.

Level 10: Optimized Formula

When you use Average Case to determine the damage of a die, that die deals damage equal to half the number of sides on the die, rounded up, plus 1.

Level 14: Perfect Equation

Once per Long Rest, when you cast a spell that deals damage, you can cause all of that spell's damage dice to deal their maximum possible value instead of rolling them.

Order of the Planes

Level 3: One Foot Elsewhere

As a Bonus Action, you can partially shift toward the Ethereal Plane for 1 round. While shifted, attack rolls against you have Disadvantage. You can't make attacks or cast spells with a casting time other than a Reaction.

You can use this feature a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Level 6: Planar Reprisal

When your One Foot Elsewhere shift ends, you can make one spell attack against a creature within the spell's range, or force one creature within 5 feet of you to make a saving throw against a cantrip you know.

Level 10: Between Worlds

While you are shifted by One Foot Elsewhere, you have Resistance to all damage except Force damage.

Level 14: Full Departure

Once per Long Rest, when you use One Foot Elsewhere, you can cause the effect to last until the end of your next turn instead of ending at the end of the current round. You can end the effect early as a Bonus Action.

Feats

Feats are special skills player characters can pick up that are outside of their normal class advancement, and they include things such as a combat trick, an unusual magical talent, or a skill sharpened well past what training alone would provide. Not every character takes one, and not every character needs to, but the option is there for players who want to have abilities that are more particular than what class and background already provide. Some feats reward a narrow style of play, such as a Fighter who commits to a single weapon or a Rogue who leans hard into stealth. Others open doors a character's class never would have on its own.

Feat Descriptions

The feats that follow are organized by category—Origin, General, Fighting Style, or Epic Boon—and alphabetized in each category.

Parts of a Feat

The description of a feat contains the following parts, which are presented after the feat's name.

Category. A feat is a member of a category, which is noted in the feat. If you're instructed to choose a feat from a specific category, such as the Origin category, that category must appear under the feat's name. If you're instructed to choose a feat and no category is specified, you can choose from any category.

Prerequisite. To take a feat, you must meet any prerequisite in its description unless a feature allows you to take the feat without the prerequisite. If a prerequisite includes a class, you must have at least 1 level in that class to take the feat.

Benefit. The benefits of a feat are detailed after any prerequisites are listed. If you have a feat, you gain its benefits.

Repeatable. A feat can be taken only once unless its description states otherwise in a "Repeatable" subsection.

Origin Feats

Acrobatic

Origin Feat

You are skilled at leaping, jumping and flying.

Your Strength or Dexterity score (choose one) increases by +1. You gain Expertise with the Acrobatics proficiency. You can stand from Prone by only expending 5′ of your total movement. Also, once per Short Rest you can gain Advantage on any Dexterity-based skill check.

Alert

Origin Feat

You gain the following benefits.

Initiative Proficiency. When you roll Initiative, you can add your Proficiency Bonus to the roll.

Initiative Swap. Immediately after you roll Initiative, you can swap your Initiative with the Initiative of one willing ally in the same combat. You can't make this swap if you or the ally has the Incapacitated condition.

General Feats

Ability Score Improvement

General Feat (Prerequisite: Level 4+)

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This feat can't increase an ability score above 20.

You can take this feat more than once.

Acrobatic Steps

General Feat (Prerequisite(s): Dex 13+, Acrobatics proficiency)

You can easily move over and through obstacles.

Your Dexterity score increases by +1. Whenever you move, you may move through up to half of your movement through Difficult Terrain each round as if it were Normal Terrain. Also, once per Short Rest you can ignore all slowing effects of Difficult Terrain

Alignment Channel

General Feat (Prerequisite(s): Channel Divinity)

You can channel divine energy to affect outsiders that possess opposing alignments.

Your Wisdom score increases by +1.

Instead of its normal effect, you can choose to have your ability to Channel Divinity turn Outsiders of opposing alignment subtypes (Law/Chaos and Good/Evil). Neutral clerics must choose which alignments subtypes they can affect when taking this feat. If you choose to turn creatures of the chosen alignment subtype, your channel energy has no effect on other creatures. Note that you cannot destroy creatures with this feat.

Thanks to your faith and connection to an alignment, the save DC for your Channel Divinity ability increases by +1 against foes with opposing alignments.

Spellcasting General Feats

Arcane Shield

General Feat (Prerequisite(s): Ability to cast arcane spells)

You can convert any spell into a defense.

As a Reaction, you can sacrifice a spell or spell slot of 1st level or higher and gain a Shield Bonus to AC equal to the level of the spell or spell slot you sacrificed for 1 minute. Cantrip spells may not be sacrificed in this manner.

Augmented Conjuring

General Feat (Prerequisite(s): Ability to cast arcane spells)

Your conjured creatures are more powerful and robust.

When you conjure one or more creatures with a spell, choose one creature created by the spell. That creature gains a +2 bonus to its attack rolls and a number of Temporary Hit Points equal to twice your Proficiency Bonus.

The benefits of this feat last for the duration of the spell.

Equipment

In Daring & Dread, what you carry matters more than it does in easier games. Death comes quickly and healing is scarce, so the right weapon, armor, or piece of adventuring gear can be the difference between walking away from a fight and not. This chapter covers the weapons, armor, tools, and supplies available to your character, along with their costs. Choose deliberately: your equipment isn't just a stat block, it's part of how you survive.

Coins

Characters often find coins on their adventures and can spend those coins in shops, inns, and other businesses. Coins come in different denominations based on the relative worth of their material. The Coin Values table lists coins and how much they're worth relative to the Gold Piece, which is the game's main coin. For example, 100 Copper Pieces are worth 1 Gold Piece.

A coin weighs about a third of an ounce, so fifty coins weigh a pound.

Coin Values

Coin	Value in GP
Copper Piece (CP)	1/100
Silver Piece (SP)	1/10
Electrum Piece (EP)	1/2
Gold Piece (GP)	1
Platinum Piece (PP)	10

Weapons

The Weapons table in this section shows the game's main weapons. The table lists the cost and weight of each weapon, as well as the following details:

Category. Every weapon falls into a category: Simple or Martial. Weapon proficiencies are usually tied to one of these categories. For example, you might have proficiency with Simple weapons.

Melee or Ranged. A weapon is classified as either Melee or Ranged. A Melee weapon is used to attack a target within 5 feet, whereas a Ranged weapon is used to attack at a greater distance.

Damage. The table lists the amount of damage a weapon deals when an attacker hits with it as well as the type of that damage.

Properties. Any properties a weapon has are listed in the Properties column. Each property is defined in the "Properties" section.

Mastery. Each weapon has a mastery property, which is defined in the "Mastery Properties" section. To use that property, you must have a feature that lets you use it.

Selling Equipment

Equipment fetches half its cost when sold. In contrast, trade goods and valuables—like gems and art objects—retain their full value in the marketplace. "Magic Items" has prices for magic items.

Weapon Proficiency

Anyone can wield a weapon, but you must have proficiency with it to add your Proficiency Bonus to an attack roll you make with it. A player character's features can provide weapon proficiencies. A monster is proficient with any weapon in its stat block.

Properties

Here are definitions of the properties in the Properties column of the Weapons table.

Ammunition. You can use a weapon that has the Ammunition property to make a ranged attack only if you have ammunition to fire from it. The type of ammunition required is specified with the weapon's range. Each attack expends one piece of ammunition. Drawing the ammunition is part of the attack (you need a free hand to load a one-handed weapon). After a fight, you can spend 1 minute to recover half the ammunition (round down) you used in the fight; the rest is lost.

Finesse. When making an attack with a Finesse weapon, use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Heavy. You have Disadvantage on attack rolls with a Heavy weapon if it's a Melee weapon and your Strength score isn't at least 13 or if it's a Ranged weapon and your Dexterity score isn't at least 13.

Light. When you take the Attack action on your turn and attack with a Light weapon, you can make one extra attack as a Bonus Action later on the same turn. That extra attack must be made with a different Light weapon, and you don't add your ability modifier to the extra attack's damage unless that modifier is negative. For example, you can attack with a Shortsword in one hand and a Dagger in the other using the Attack action and a Bonus Action, but you don't add your Strength or Dexterity modifier to the damage roll of the Bonus Action unless that modifier is negative.

Loading. You can fire only one piece of ammunition from a Loading weapon when you use an action, a Bonus Action, or a Reaction to fire it, regardless of the number of attacks you can normally make.

Range. A Range weapon has a range in parentheses after the Ammunition or Thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second is the weapon's long range. When attacking a target beyond normal range, you have Disadvantage on the attack roll. You can't attack a target beyond the long range.

Reach. A Reach weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for Opportunity Attacks with it.

Thrown. If a weapon has the Thrown property, you can throw the weapon to make a ranged attack, and you can draw that weapon as part of the attack. If the weapon is a Melee weapon, use the same ability modifier for the attack and damage rolls that you use for a melee attack with that weapon.

Two-Handed. A Two-Handed weapon requires two hands when you attack with it.

Versatile. A Versatile weapon can be used with one or two hands. A damage value in parentheses appears with the property. The weapon deals that damage when used with two hands to make a melee attack.

Weapons

Name Simple	Damage Melee Weapons	Properties	Weight	Cost
Club	1d4 Bludgeoning	Light	2 lb.	1 SP
Dagger	1d4 Piercing	Finesse, Light, Thrown (Range 20/60)	1 lb.	2 GP
Greatclub	1d8 Bludgeoning	Two-Handed	10 lb.	2 SP
Handaxe	1d6 Slashing	Light, Thrown (Range 20/60)	2 lb.	5 GP
Javelin	1d6 Piercing	Thrown (Range 30/120)	2 lb.	5 SP
Light Hammer	1d4 Bludgeoning	Light, Thrown (Range 20/60)	2 lb.	2 GP
Mace	1d6 Bludgeoning	—	4 lb.	5 GP
Quarterstaff	1d6 Bludgeoning	Versatile (1d8)	4 lb.	2 SP
Sickle	1d4 Slashing	Light	2 lb.	1 GP
Spear	1d6 Piercing	Thrown (Range 20/60), Versatile (1d8)	3 lb.	1 GP
Simple Ranged Weapons				
Dart	1d4 Piercing	Finesse, Thrown (Range 20/60) Light	1/4 lb.	5 CP
Crossbow	1d8 Piercing	Ammunition (Range 80/320; Bolt), Loading, Two-Handed	5 lb.	25 GP
Shortbow	1d6 Piercing	Ammunition (Range 80/320; Arrow), Two-Handed	2 lb.	25 GP
Sling 1d4 Bludgeoning		Ammunition (Range 30/120; Bullet)	—	1 SP
Martial Melee Weapons				
Bastard				
Sword	1d10 Slashing	Heavy, Versatile (1d12)	5 lb	30 GP
Battleaxe	1d8 Slashing	Versatile (1d10)	4 lb.	10 GP
Flail	1d8 Bludgeoning	—	2 lb.	10 GP
Glaive	1d10 Slashing	Heavy, Reach, Two-Handed	6 lb.	20 GP
Greataxe	1d12 Slashing	Heavy, Two-Handed	7 lb.	30 GP

Name Simple	Damage Melee Weapons	Properties	Weight	Cost
Greatsword	2d6 Slashing	Heavy, Two-Handed	6 lb.	50 GP
Halberd	1d10 Slashing	Heavy, Reach, Two-Handed	6 lb.	20 GP
Lance	1d10 Piercing	Heavy, Reach, Two-Handed (unless mounted)	6 lb.	10 GP
Longsword	1d8 Slashing	Versatile (1d10)	3 lb.	15 GP
Maul	2d6 Bludgeoning	Heavy, Two-Handed	10 lb.	10 GP
Morningstar	1d8 Piercing	—	4 lb.	15 GP
Pike	1d10 Piercing	Heavy, Reach, Two-Handed	18 lb.	5 GP
Rapier	1d8 Piercing	Finesse	2 lb.	25 GP
Scimitar	1d6 Slashing	Finesse, Light	3 lb.	25 GP
Shortsword	1d6 Piercing	Finesse, Light	2 lb.	10 GP
Trident	1d8 Piercing	Thrown (Range 20/60), Versatile (1d10)	4 lb.	5 GP
Warhammer	1d8 Bludgeoning	Versatile (1d10)	5 lb.	15 GP
War Pick	1d8 Piercing	Versatile (1d10)	2 lb.	5 GP
Whip	1d4 Slashing	Finesse, Reach	3 lb.	2 GP
Martial Ranged Weapons				
Blowgun	1 Piercing Ammunition	(Range 25/100; Needle), Loading	1 lb.	10 GP
Hand				
Crossbow	1d6 Piercing Ammunition	(Range 30/120; Bolt), Light, Loading	3 lb.	75 GP
Heavy Crossbow	Ammunition 1d10 Piercing Loading,	(Range 100/400; Bolt), Heavy, Two-Handed	18 lb.	50 GP
Longbow	1d8 Piercing Ammunition Heavy,	(Range 150/600; Arrow), Two-Handed	2 lb.	50 GP
Musket	1d12 Piercing Ammunition Loading,	(Range 40/120; Bullet), Two-Handed	10 lb.	500 GP
Pistol 1d10 Piercing	Ammunition	(Range 30/90; Bullet), Loading	3 lb.	250 GP

Armor

The Armor table lists the game's main armor. The table includes the cost and weight of armor, as well as the following details:

Category. Every type of armor falls into a category: Light, Medium, or Heavy. The category determines how long it takes to don or doff the armor (as shown in the table).

Armor Class (AC). The table's Armor Class column tells you what your base AC is when you wear a type of armor. For example, if you wear Leather Armor, your base AC is 11 plus your Dexterity modifier, whereas your AC is 16 in Chain Mail.

Strength. If the table shows a Strength score in the Strength column for an armor type, that armor reduces the wearer's speed by 10 feet unless the wearer has a Strength score equal to or higher than the listed score.

Stealth. If the table shows "Disadvantage" in the Stealth column for an armor type, the wearer has Disadvantage on Stealth checks.

Armor

Armor	Armor Class	(AC) Strength	Stealth	Weight	Cost
Light Armor (1 Minute to Don or Doff)					

Armor	Armor Class	(AC) Strength	Stealth	Weight	Cost
Padded Armor	11 + Dex modifier	—	Disadvantage	8 lb.	5 GP
Leather Armor	11 + Dex modifier	—	—	10 lb.	10 GP
Studded Leather Armor	12 + Dex modifier	—	—	13 lb.	45 GP
Medium Armor (5 Minutes to Don and 1 Minute to Doff)					
Hide Armor	12 + Dex modifier (max 2)	—	—	12 lb.	10 GP
Chain Shirt	13 + Dex modifier (max 2)	—	—	20 lb.	50 GP
Scale Mail	14 + Dex modifier (max 2)	—	Disadvantage	45 lb.	50 GP
Breastplate	14 + Dex modifier (max 2)	—	—	20 lb.	400 GP
Half Plate Armor	15 + Dex modifier (max 2)	—	Disadvantage	40 lb.	750 GP
Heavy Armor (10 Minutes to Don and 5 Minutes to Doff)					
Ring Mail	14	—	Disadvantage	40 lb.	30 GP
Chain Mail	16	Str 13	Disadvantage	55 lb.	75 GP
Splint Armor	17	Str 15	Disadvantage	60 lb.	200 GP
Plate Armor	18	Str 15	Disadvantage	65 lb.	1,500 GP
Shield (Utilize Action to Don or Doff)					
Shield	+2	—	—	6 lb.	10 GP

Armor Training

Anyone can don armor or hold a Shield, but only those with training can use them effectively, as explained below. A character's class and other features determine the character's armor training. A monster has training with any armor in its stat block.

Light, Medium, or Heavy Armor. If you wear Light, Medium, or Heavy armor and lack training with it, you have Disadvantage on any D20 Test that involves Strength or Dexterity, and you can't cast spells.

Shield. You gain the Armor Class benefit of a Shield only if you have training with it.

One at a Time

A creature can wear only one suit of armor at a time and wield only one Shield at a time.

Tools

A tool helps you make specialized ability checks, craft certain items, or both. A tool's description includes the tool's cost and weight, as well as the following entries:

Ability. This entry lists the ability to use when making an ability check with the tool.

Utilize. This entry lists things you can do with the tool when you take the Utilize action. You can do one of those things each time you take the action. This entry also provides the DC for the action.

Craft. This entry lists what, if anything, you can craft with the tool. For crafting rules, see "Crafting Nonmagical Items," "Brewing Potions of Healing," and "Scribing Spell Scrolls" later in "Equipment."

Variants. This entry appears if the tool has variants, which are listed. Each requires a separate proficiency.

Tool Proficiency

If you have proficiency with a tool, add your Proficiency Bonus to any ability check you make that uses the tool. If you have proficiency in a skill that's used with that check, you have Advantage on the check too.

Your features might give you proficiency with a tool. A monster has proficiency with any tool in its stat block.

Artisan's Tools

Artisan's Tools are each focused on crafting items and pursuing a trade. Each of these tools requires a separate proficiency.

Alchemist's Supplies (50 GP)

Ability: Intelligence **Weight:** 8 lb.

Utilize: Identify a substance (DC 15), or start a fire (DC 15)

Craft: Acid, Alchemist's Fire, Component Pouch, Oil, Paper, Perfume

Brewer's Supplies (20 GP)

Ability: Intelligence **Weight:** 9 lb.

Utilize: Detect poisoned drink (DC 15), or identify alcohol (DC 10)

Craft: Antitoxin

Calligrapher's Supplies (10 GP)

Ability: Dexterity **Weight:** 5 lb.

Utilize: Write text with impressive flourishes that guard against forgery (DC 15) Craft: Ink, Spell Scroll

Carpenter's Tools (8 GP)

Ability: Strength **Weight:** 6 lb.

Utilize: Seal or pry open a door or container (DC 20)

Craft: Club, Greatclub, Quarterstaff, Barrel, Chest, Ladder, Pole, Portable

Ram, Torch

Cartographer's Tools (15 GP)

Ability: Wisdom **Weight:** 6 lb.

Utilize: Draft a map of a small area (DC 15)

Craft: Map

Cobbler's Tools (5 GP)

Ability: Dexterity **Weight:** 5 lb.

Utilize: Modify footwear to give

Advantage on the wearer's next

Acrobatics check (DC 10)

Craft: Climber's Kit

Cook's Utensils (1 GP)

Ability: Wisdom **Weight:** 8 lb.

Utilize: Improve food's flavor (DC 10), or detect spoiled or poisoned food (DC 15)

Craft: Rations

Glassblower's Tools (30 GP)

Ability: Intelligence **Weight:** 5 lb.

Utilize: Discern what a glass object held in the past 24 hours (DC 15)

Craft: Glass Bottle, Magnifying Glass, Spyglass, Vial

Jeweler's Tools (25 GP)

Ability: Intelligence **Weight:** 2 lb.

Utilize: Discern a gem's value (DC 15)
Craft: Arcane Focus, Holy Symbol

Leatherworker's Tools (5 GP)

Ability: Dexterity **Weight:** 5 lb.

Utilize: Add a design to a leather item (DC 10)

Craft: Sling, Whip, Hide Armor, Leather

Armor, Studded Leather Armor, Backpack, Crossbow Bolt Case, Map or Scroll Case, Parchment, Pouch, Quiver, Waterskin

Mason's Tools (10 GP)

Ability: Strength **Weight:** 8 lb.

Utilize: Chisel a symbol or hole in stone (DC 10)

Craft: Block and Tackle

Painter's Supplies (10 GP)

Ability: Wisdom **Weight:** 5 lb.

Utilize: Paint a recognizable image of something you've seen (DC 10)

Craft: Druidic Focus, Holy Symbol

Potter's Tools (10 GP)

Ability: Intelligence **Weight:** 3 lb.

Utilize: Discern what a ceramic object held in the past 24 hours (DC 15)

Craft: Jug, Lamp

Smith's Tools (20 GP)

Ability: Strength **Weight:** 8 lb.

Utilize: Pry open a door or container (DC 20)

Craft: Any Melee weapon (except Club, Greatclub, Quarterstaff, and Whip), Medium armor (except Hide), Heavy armor, Ball Bearings, Bucket, Caltrops, Chain, Crowbar, Firearm

Bullets, Grappling Hook, Iron Pot, Iron Spikes, Sling Bullets

Tinker's Tools (50 GP)

Ability: Dexterity **Weight:** 10 lb.

Utilize: Assemble a Tiny item composed of scrap, which falls apart in 1 minute (DC 20)

Craft: Musket, Pistol, Bell, Bullseye

Lantern, Flask, Hooded Lantern, Hunting Trap, Lock, Manacles, Mirror, Shovel, Signal Whistle, Tinderbox

Weaver's Tools (1 GP)

Ability: Dexterity **Weight:** 5 lb.

Utilize: Mend a tear in clothing (DC 10), or sew a Tiny design (DC 10)

Craft: Padded Armor, Basket, Bedroll, Blanket, Fine Clothes, Net, Robe, Rope, Sack, String, Tent, Traveler's

Clothes

Woodcarver's Tools (1 GP)

Ability: Dexterity **Weight:** 5 lb.

Utilize: Carve a pattern in wood (DC 10)

Craft: Club, Greatclub, Quarterstaff, Ranged weapons (except Pistol, Musket, and Sling), Arcane Focus, Arrows, Bolts, Druidic Focus, Ink

Pen, Needles

Other Tools

Disguise Kit (25 GP)

Ability: Charisma **Weight:** 3 lb.

Utilize: Apply makeup (DC 10)

Craft: Costume

Forgery Kit (15 GP)

Ability: Dexterity **Weight:** 5 lb.

Utilize: Mimic 10 or fewer words of someone else's handwriting (DC 15), or duplicate a wax seal (DC 20)

Gaming Set (Varies)

Ability: Wisdom Weight: —

Utilize: Discern whether someone is cheating (DC 10), or win the game (DC 20)

Variants: Dice (1 SP), dragonchess (1 GP), playing cards (5 SP), three- dragon ante (1 GP)

Herbalism Kit (5 GP)

Ability: Intelligence **Weight:** 3 lb.

Utilize: Identify a plant (DC 10)

Craft: Antitoxin, Candle, Healer's Kit, *Potion of Healing*

Musical Instrument (Varies)

Ability: Charisma Weight: Varies

Utilize: Play a known tune (DC 10), or improvise a song (DC 15)

Variants: Bagpipes (30 GP, 6 lb.), drum (6 GP, 3 lb.), dulcimer (25 GP, 10 lb.), flute (2 GP, 1 lb.), horn (3 GP, 2 lb.), lute (35 GP, 2 lb.), lyre (30 GP, 2 lb.), pan flute (12 GP, 2 lb.), shawm (2 GP, 1 lb.), viol (30 GP, 1 lb.)

Navigator's Tools (25 GP)

Ability: Wisdom **Weight:** 2 lb.

Utilize: Plot a course (DC 10), or determine position by stargazing (DC 15)

Poisoner's Kit (50 GP)

Ability: Intelligence **Weight:** 2 lb.

Utilize: Detect a poisoned object (DC 10)
Craft: Basic Poison

Thieves' Tools (25 GP)

Ability: Dexterity **Weight:** 1 lb.

Utilize: Pick a lock (DC 15), or disarm a trap (DC 15)

Adventuring Gear

The Adventuring Gear table in this section includes gear that adventurers often find useful. These items are described here in alphabetical order, with an item's price appearing after its name.

Acid (25 GP)

When you take the Attack action, you can replace one of your attacks with throwing a vial of Acid. Target one creature or object you can see within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or take 2d6 Acid damage.

Alchemist's Fire (50 GP)

When you take the Attack action, you can replace one of your attacks with throwing a flask of Alchemist's Fire. Target one creature or object you can see within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or take 1d4 Fire damage and start burning (see "Rules Glossary").

Ammunition (Varies)

Ammunition is required by a weapon that has the Ammunition property. A weapon's description specifies the type of ammunition used by the weapon. The Ammunition table lists the different types and the amount you get when you buy them. The table also lists the item that is typically used to store each type; storage must be bought separately.

Adventuring Item	Gear Weight	Cost
Acid	1 lb.	25 GP
Alchemist's Fire	1 lb.	50 GP
Ammunition	Varies	Varies
Antitoxin	—	50 GP
Arcane Focus	Varies	Varies
Backpack	5 lb.	2 GP
Ball Bearings	2 lb.	1 GP
Barrel	70 lb.	2 GP
Basket	2 lb.	4 SP

Adventuring Item	Gear Weight	Cost
Bedroll	7 lb.	1 GP
Bell	—	1 GP
Blanket	3 lb.	5 SP
Block and Tackle	5 lb.	1 GP
Book	5 lb.	25 GP
Bottle, Glass	2 lb.	2 GP
Bucket	2 lb.	5 CP
Burglar's Pack	42 lb.	16 GP
Caltrops	2 lb.	1 GP
Candle	—	1 CP
Case, Crossbow Bolt	1 lb.	1 GP
Case, Map or Scroll	1 lb.	1 GP
Chain	10 lb.	5 GP
Chest	25 lb.	5 GP
Climber's Kit	12 lb.	25 GP
Clothes, Fine	6 lb.	15 GP
Clothes, Traveler's	4 lb.	2 GP
Component Pouch	2 lb.	25 GP
Costume	4 lb.	5 GP
Crowbar	5 lb.	2 GP
Diplomat's Pack	39 lb.	39 GP
Druidic Focus	Varies	Varies
Dungeoneer's Pack	55 lb.	12 GP
Entertainer's Pack	58½ lb.	40 GP
Explorer's Pack	55 lb.	10 GP
Flask	1 lb.	2 CP
Grappling Hook	4 lb.	2 GP
Healer's Kit	3 lb.	5 GP
Holy Symbol	Varies	Varies
Holy Water	1 lb.	25 GP
Hunting Trap	25 lb.	5 GP
Ink	—	10 GP
Ink Pen	—	2 CP
Jug	4 lb.	2 CP
Ladder	25 lb.	1 SP
Lamp	1 lb.	5 SP
Lantern, Bullseye	2 lb.	10 GP
Lantern, Hooded	2 lb.	5 GP
Lock	1 lb.	10 GP
Magnifying Glass	—	100 GP
Manacles	6 lb.	2 GP
Map	—	1 GP
Mirror	1/2 lb.	5 GP
Net	3 lb.	1 GP
Oil	1 lb.	1 SP
Paper	—	2 SP
Parchment	—	1 SP
Perfume	—	5 GP
Poison, Basic	—	100 GP

Adventuring Item	Gear Weight	Cost
Pole	7 lb.	5 CP
Pot, Iron	10 lb.	2 GP
Potion of Healing	1/2 lb.	50 GP
Pouch	1 lb.	5 SP
Priest's Pack	29 lb.	33 GP
Quiver	1 lb.	1 GP
Ram, Portable	35 lb.	4 GP
Rations	2 lb.	5 SP
Robe	4 lb.	1 GP
Rope	5 lb.	1 GP
Sack	1/2 lb.	1 CP
Scholar's Pack	22 lb.	40 GP
Shovel	5 lb.	2 GP
Signal Whistle	—	5 CP
Spell Scroll (Cantrip)	—	30 GP
Spell Scroll (Level 1)	—	50 GP
Spikes, Iron	5 lb.	1 GP
Spyglass	1 lb.	1,000 GP
String	—	1 SP
Tent	20 lb.	2 GP
Tinderbox	1 lb.	5 SP
Torch	1 lb.	1 CP
Vial	—	1 GP
Waterskin	5 lb. (full)	2 SP

Ammunition

Type	Amount	Storage	Weight	Cost
Arrows	20	Quiver	1 lb.	1 GP
Bolts	20	Case	1½ lb.	1 GP
Bullets, Firearm	10	Pouch	2 lb.	3 GP
Bullets, Sling	20	Pouch	1½ lb.	4 CP
Needles	50	Pouch	1 lb.	1 GP

Antitoxin (50 GP)

As a Bonus Action, you can drink a vial of Antitoxin to gain Advantage on saving throws to avoid or end the Poisoned condition for 1 hour.

Arcane Focus (Varies)

An Arcane Focus takes one of the forms in the Arcane Focuses table and is bejeweled or carved to channel arcane magic. A Sorcerer, Warlock, or Wizard can use such an item as a Spellcasting Focus.

Arcane Focus	Focuses Weight	Cost
Crystal	1 lb.	10 GP
Orb	3 lb.	20 GP
Rod	2 lb.	10 GP
Staff		
Quarterstaff)	4 lb.	5 GP
Wand	1 lb.	10 GP

Backpack (2 GP)

A Backpack holds up to 30 pounds within 1 cubic foot. It can also serve as a saddlebag.

Ball Bearings (1 GP)

As a Utilize action, you can spill Ball Bearings from their pouch. They spread to cover a level, 10-foot-square area within 10 feet of yourself. A creature that enters this area for the first time on a turn must succeed on a DC 10 Dexterity saving throw or have the Prone condition. It takes 10 minutes to recover the Ball Bearings.

Barrel (2 GP)

A Barrel holds up to 40 gallons of liquid or up to 4 cubic feet of dry goods.

Basket (4 SP)

A Basket holds up to 40 pounds within 2 cubic feet.

Bedroll (1 GP)

A Bedroll sleeps one Small or Medium creature. While in a Bedroll, you automatically succeed on saving throws against extreme cold (see "Gameplay Toolbox").

Bell (1 GP)

When rung as a Utilize action, a Bell produces a sound that can be heard up to 60 feet away.

Blanket (5 SP)

While wrapped in a blanket, you have Advantage on saving throws against extreme cold (see "Gameplay Toolbox").

Block and Tackle (1 GP)

A Block and Tackle allows you to hoist up to four times the weight you can normally lift.

Book (25 GP)

A Book contains fiction or nonfiction. If you consult an accurate nonfiction Book about its topic, you gain a +5 bonus to Arcana, History, Nature, or Religion checks you make about that topic.

Bottle, Glass (2 GP)

A Glass Bottle holds up to 1½ pints.

Bucket (5 CP)

A Bucket holds up to half a cubic foot of contents.

Burglar's Pack (16 GP)

A Burglar's Pack contains the following items: Backpack, Ball Bearings, Bell, 10 Candles, Crowbar, Hooded Lantern, 7 flasks of Oil, 5 days of Rations, Rope, Tinderbox, and Waterskin.

Caltrops (1 GP)

As a Utilize action, you can spread Caltrops from their bag to cover a 5-foot-square area within 5 feet of yourself. A creature that enters this area for the first time on a turn must succeed on a DC 15 Dexterity saving throw or take 1 Piercing damage and have its Speed reduced to 0 until the start of its next turn. It takes 10 minutes to recover the Caltrops.

Candle (1 CP)

For 1 hour, a lit Candle sheds Bright Light in a 5-foot radius and Dim Light for an additional 5 feet.

Case, Crossbow Bolt (1 GP)

A Crossbow Bolt Case holds up to 20 Bolts.

Case, Map or Scroll (1 GP)

A Map or Scroll Case holds up to 10 sheets of paper or 5 sheets of parchment.

Chain (5 GP)

As a Utilize action, you can wrap a Chain around an unwilling creature within 5 feet of yourself that has the Grappled, Incapacitated, or Restrained condition if you succeed on a DC 13 Athletics check. If the creature's legs are bound, the creature has the Restrained condition until it escapes. Escaping the Chain requires the creature to make a successful DC 18 Acrobatics check as an action. Bursting the Chain requires a successful DC 20 Athletics check as an action.

Chest (5 GP)

A Chest holds up to 12 cubic feet of contents.

Climber's Kit (25 GP)

A Climber's Kit includes boot tips, gloves, pitons, and a harness. As a Utilize action, you can use the Climber's Kit to anchor yourself; when you do, you can't fall more than 25 feet from the anchor point, and you can't move more than 25 feet from there without undoing the anchor as a Bonus Action.

Clothes, Fine (15 GP)

Fine Clothes are made of expensive fabrics and adorned with expertly crafted details. Some events and locations admit only people wearing these clothes.

Clothes, Traveler's (2 GP)

Traveler's Clothes are resilient garments designed for travel in various environments.

Component Pouch (25 GP)

A Component Pouch is watertight and filled with compartments that hold all the free Material components of your spells.

Costume (5 GP)

While wearing a Costume, you have Advantage on any ability check you make to impersonate the person or type of person it represents.

Crowbar (2 GP)

Using a Crowbar gives you Advantage on Strength checks where the Crowbar's leverage can be applied.

Diplomat's Pack (39 GP)

A Diplomat's Pack contains the following items: Chest, Fine Clothes, Ink, 5 Ink Pens, Lamp, 2 Map or Scroll Cases, 4 flasks of Oil, 5 sheets of Paper, 5 sheets of Parchment, Perfume, and Tinderbox.

Druidic Focus (Varies)

A Druidic Focus takes one of the forms in the Druidic Focuses table and is carved, tied with ribbon, or painted to channel primal magic. A Druid or Ranger can use such an object as a Spellcasting Focus.

Druidic Focuses

Focus	Weight	Cost
Sprig of mistletoe	—	1 GP
Wooden staff (also a Quarterstaff)	4 lb.	5 GP
Yew wand	1 lb.	10 GP

Dungeoneer's Pack (12 GP)

A Dungeoneer's Pack contains the following items: Backpack, Caltrops, Crowbar, 2 flasks of Oil, 10 days of Rations, Rope, Tinderbox, 10 Torches, and Waterskin.

Entertainer's Pack (40 GP)

An Entertainer's Pack contains the following items: Backpack, Bedroll, Bell, Bullseye Lantern, 3 Costumes, Mirror, 8 flasks of Oil, 9 days of Rations, Tinderbox, and Waterskin.

Explorer's Pack (10 GP)

An Explorer's Pack contains the following items: Backpack, Bedroll, 2 flasks of Oil, 10 days of Rations, Rope, Tinderbox, 10 Torches, and Waterskin.

Flask (2 CP)

A Flask holds up to 1 pint.

Grappling Hook (2 GP)

As a Utilize action, you can throw the Grappling Hook at a railing, a ledge, or another catch within 50 feet of yourself, and the hook catches on if you succeed on a DC 13 Acrobatics check. If you tied a Rope to the hook, you can then climb it.

Healer's Kit (5 GP)

A Healer's Kit has ten uses. As a Utilize action, you can expend one of its uses to stabilize an Unconscious creature that has 0 Hit Points without needing to make a Medicine check.

Holy Symbol (Varies)

A Holy Symbol takes one of the forms in the Holy Symbol table and is bejeweled or painted to channel divine magic. A Cleric or Paladin can use a Holy Symbol as a Spellcasting Focus.

The table indicates whether a Holy Symbol needs to be held, worn, or borne on fabric (such as a tabard or banner) or a Shield.

Holy Symbols

Symbol	Weight	Cost
Amulet (worn or held)	1 lb.	5 GP
Emblem (borne on		
fabric or a Shield)	—	5 GP
Reliquary (held)	2 lb.	5 GP

Holy Water (25 GP)

When you take the Attack action, you can replace one of your attacks with throwing a flask of Holy Water. Target one creature you can see within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or take 2d8 Radiant damage if it is a Fiend or an Undead.

Hunting Trap (5 GP)

As a Utilize action, you can set a Hunting Trap, which is a sawtooth steel ring that snaps shut when a creature steps on a pressure plate in the center.

The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 Piercing damage and have its Speed reduced to 0 until the start of its next turn. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet). A creature can use its action to make a DC 13 Athletics check, freeing itself or another creature within its reach on a success. Each failed check deals 1 Piercing damage to the trapped creature.

Ink (10 GP)

Ink comes in a 1-ounce bottle, which provides enough ink to write about 500 pages.

Ink Pen (2 CP)

Using Ink, an Ink Pen is used to write or draw.

Jug (2 CP)

A Jug holds up to 1 gallon.

Ladder (1 SP)

A Ladder is 10 feet tall. You must climb to move up or down it.

Lamp (5 SP)

A Lamp burns Oil as fuel to cast Bright Light in a 15-foot radius and Dim Light for an additional 30 feet.

Lantern, Bullseye (10 GP)

A Bullseye Lantern burns Oil as fuel to cast Bright Light in a 60-foot Cone and Dim Light for an additional 60 feet.

Lantern, Hooded (5 GP)

A Hooded Lantern burns Oil as fuel to cast Bright Light in a 30-foot radius and Dim Light for an additional 30 feet. As a Bonus Action, you can lower the hood, reducing the light to Dim Light in a 5-foot radius, or raise it again.

Lock (10 GP)

A Lock comes with a key. Without the key, a creature can use Thieves' Tools to pick this Lock with a successful DC 15 Sleight of Hand check.

Magnifying Glass (100 GP)

A Magnifying Glass grants Advantage on any ability check made to appraise or inspect a highly detailed item. Lighting a fire with a Magnifying Glass requires light as bright as sunlight to focus, tinder to ignite, and about 5 minutes for the fire to ignite.

Manacles (2 GP)

As a Utilize action, you can use Manacles to bind an unwilling Small or Medium creature within 5 feet of yourself that has the Grappled, Incapacitated, or Restrained condition if you succeed on a DC 13 Sleight of Hand check. While bound, a creature has Disadvantage on attack rolls, and the creature is Restrained if the Manacles are attached to a chain or hook that is fixed in place. Escaping the Manacles requires a successful DC 20 Sleight of Hand check as an action. Bursting them requires a successful DC 25 Athletics check as an action.

Each set of Manacles comes with a key. Without the key, a creature can use Thieves' Tools to pick the Manacles' lock with a successful DC 15 Sleight of Hand check.

Map (1 GP)

If you consult an accurate Map, you gain a +5 bonus to Survival checks you make to find your way in the place represented on it.

Mirror (5 GP)

A handheld steel Mirror is useful for personal cosmetics but also for peeking around corners and reflecting light as a signal.

Net (1 GP)

When you take the Attack action, you can replace one of your attacks with throwing a Net. Target a creature you can see within 15 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or have the Restrained condition until it escapes. The target succeeds automatically if it is Huge or larger.

To escape, the target or a creature within 5 feet of it must take an action to make a DC 10 Athletics check, freeing the Restrained creature on a success. Destroying the Net (AC 10; 5 HP; Immunity to Bludgeoning, Poison, and Psychic damage) also frees the target, ending the effect.

Oil (1 SP)

You can douse a creature, object, or space with Oil or use it as fuel, as detailed below.

Dousing a Creature or an Object. When you take the Attack action, you can replace one of your attacks with throwing an Oil flask. Target one creature or object within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or be covered in oil. If the target takes Fire damage before the oil dries (after 1 minute), the target takes an extra 5 Fire damage from burning oil.

Dousing a Space. You can take the Utilize action to pour an Oil flask on level ground to cover a 5-foot-square area within 5 feet of yourself. If lit, the oil burns until the end of the turn 2 rounds from when the oil was lit (or 12 seconds) and deals 5 Fire damage to any creature that enters the area or ends its turn there. A creature can take this damage only once per turn.

Fuel. Oil serves as fuel for Lamps and Lanterns. Once lit, a flask of Oil burns for 6 hours in a Lamp or Lantern. That duration doesn't need to be consecutive; you can extinguish the burning Oil (as a Utilize action) and rekindle it again until it has burned for a total of 6 hours.

Paper (2 SP)

One sheet of Paper can hold about 250 handwritten words.

Parchment (1 SP)

One sheet of Parchment can hold about 250 handwritten words.

Perfume (5 GP)

Perfume comes in a 4-ounce vial. For 1 hour after applying Perfume to yourself, you have Advantage on Persuasion checks made to influence an Indifferent Humanoid within 5 feet of yourself.

Poison, Basic (100 GP)

As a Bonus Action, you can use a vial of Basic Poison to coat one weapon or up to three pieces of ammunition. A creature that takes Piercing or Slashing damage from the poisoned weapon or ammunition takes an extra 1d4 Poison damage. Once applied, the poison retains potency for 1 minute or until its damage is dealt, whichever comes first.

Pole (5 CP)

A Pole is 10 feet long. You can use it to touch something up to 10 feet away. If you must make a Athletics check as part of a High or Long Jump, you can use the Pole to vault, giving yourself Advantage on the check.

Pot, Iron (2 GP)

An Iron Pot holds up to 1 gallon.

Potion of Healing (50 GP)

This potion is a magic item. As a Bonus Action, you can drink it or administer it to another creature within 5 feet of yourself. The creature that drinks the magical red fluid in this vial regains 2d4 + 2 Hit Points.

Pouch (5 SP)

A Pouch holds up to 6 pounds within one-fifth of a cubic foot.

Priest's Pack (33 GP)

A Priest's Pack contains the following items: Backpack, Blanket, Holy Water, Lamp, 7 days of Rations, Robe, and Tinderbox.

Quiver (1 GP)

A Quiver holds up to 20 Arrows.

Ram, Portable (4 GP)

You can use a Portable Ram to break down doors. When doing so, you gain a +4 bonus to the Strength check. One other character can help you use the ram, giving you Advantage on this check.

Rations (5 SP)

Rations consist of travel-ready food, including jerky, dried fruit, hardtack, and nuts. See "Malnutrition" in "Rules Glossary" for the risks of not eating.

Robe (1 GP)

A Robe has vocational or ceremonial significance. Some events and locations admit only people wearing a Robe bearing certain colors or symbols.

Rope (1 GP)

As a Utilize action, you can tie a knot with Rope if you succeed on a DC 10 Sleight of Hand check. The Rope can be burst with a successful DC 20 Athletics check.

You can bind an unwilling creature with the Rope only if the creature has the Grappled, Incapacitated, or Restrained condition. If the creature's legs are bound, the creature has the Restrained condition until it escapes. Escaping the Rope requires the creature to make a successful DC 15 Acrobatics check as an action.

Sack (1 CP)

A Sack holds up to 30 pounds within 1 cubic foot.

Scholar's Pack (40 GP)

A Scholar's Pack contains the following items: Backpack, Book, Ink, Ink Pen, Lamp, 10 flasks of Oil, 10 sheets of Parchment, and Tinderbox.

Shovel (2 GP)

Working for 1 hour, you can use a Shovel to dig a hole that is 5 feet on each side in soil or similar material.

Signal Whistle (5 CP)

When blown as a Utilize action, a Signal Whistle produces a sound that can be heard up to 600 feet away.

Spell Scroll (Cantrip, 30 GP; Level 1, 50 GP)

A Spell Scroll (Cantrip) or Spell Scroll (Level 1) is a magic item that bears the words of a cantrip or level 1 spell, respectively, determined by the scroll's creator. If the spell is on your class's spell list, you can read the scroll and cast the spell using its normal casting time and without providing any Material components.

If the spell requires a saving throw or an attack roll, the spell save DC is 13, and the attack bonus is +5. The scroll disintegrates when the casting is completed.

Spikes, Iron (1 GP)

Iron Spikes come in bundles of ten. As a Utilize action, you can use a blunt object, such as a Light Hammer, to hammer a spike into wood, earth, or a similar material. You can do so to jam a door shut or to then tie a Rope or Chain to the Spike.

Spyglass (1,000 GP)

Objects viewed through a Spyglass are magnified to twice their size.

String (1 SP)

String is 10 feet long. You can tie a knot in it as a Utilize action.

Tent (2 GP)

A Tent sleeps up to two Small or Medium creatures.

Tinderbox (5 SP)

A Tinderbox is a small container holding flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a Candle, Lamp, Lantern, or Torch—or anything else with exposed fuel—takes a Bonus Action. Lighting any other fire takes 1 minute.

Torch (1 CP)

A Torch burns for 1 hour, casting Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. When you take the Attack action, you can attack with the Torch, using it as a Simple Melee weapon. On a hit, the target takes 1 Fire damage.

Vial (1 GP)

A Vial holds up to 4 ounces.

Waterskin (2 SP)

A Waterskin holds up to 4 pints. If you don't drink sufficient water, you risk dehydration (see "Rules Glossary").

Mounts and Vehicles

A mount can help you move more quickly through the wilderness, but its primary purpose is to carry gear that would otherwise slow you down. The Mounts and Other Animals table shows each animal's carrying capacity. See "Monsters" for the animals' stat blocks.

Mounts and Cargo

An animal pulling a carriage, cart, chariot, sled, or wagon can move weight up to five times its base carrying capacity, including the weight of the vehicle. If multiple animals pull the same vehicle, add their carrying capacities together.

Barding

Barding is armor designed for a mount. Any type of armor on the Armor table in "Equipment" can be purchased as barding. The cost is four times the normal cost, and it weighs twice as much.

Saddles

A saddle comes with a bit, a bridle, reins, and any other equipment needed to use the saddle. A Military Saddle gives Advantage on any ability check you make to remain mounted. An Exotic Saddle is required for riding an aquatic or a flying mount.

Mounts Item	and Other Animals Carrying Capacity	Cost
Camel	450 lb.	50 GP
Elephant	1,320 lb.	200 GP
Horse, Draft	540 lb.	50 GP
Horse, Riding	480 lb.	75 GP
Mastiff	195 lb.	25 GP
Mule	420 lb.	8 GP
Pony	225 lb.	30 GP
Warhorse	540 lb.	400 GP
Tack, Harness, and Drawn Vehicles		
Item	**Weight**	**Cost**
Carriage	600 lb.	100 GP
Cart	200 lb.	15 GP
Chariot	100 lb.	250 GP
Feed per day	10 lb.	5 CP
Saddle		
Exotic	40 lb.	60 GP

Mounts Item	and Other Animals Carrying Capacity	Cost
Military	30 lb.	20 GP
Riding	25 lb.	10 GP
Sled	300 lb.	20 GP
Stabling		
per day	—	5 SP
Wagon	400 lb.	35 GP

Large Vehicles

The Airborne and Waterborne Vehicles table provides statistics for various types of large vehicles. The following notes apply.

Speed

A ship sailing against a strong wind moves at half speed. In a dead calm (no wind), waterborne ships can't move under sail and must be rowed. Keelboats and Rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores. A Rowboat can be carried and weighs 100 pounds.

Ship Speed	Damage Crew	Passengers		Cargo (Tons)	AC	HP	Threshold	Cost
Airship	8 mph	10	20	1	13	300	—	40,000 GP
Galley	4 mph	80	—	150	15	500	20	30,000 GP
Keelboat	1 mph	1	6	1/2	15	100	10	3,000 GP
Longship	3 mph	40	150	10	15	300	15	10,000 GP
Rowboat	1½ mph	1	3	—	11	50	—	50 GP
Sailing Ship	2 mph	20	20	100	15	300	15	10,000 GP
Warship	2½ mph	60	60	200	15	500	20	25,000 GP

Crew

A ship larger than a Keelboat or Rowboat needs a crew of skilled hirelings (see "Hirelings" later in "Equipment") to function. The minimum number of skilled hirelings needed to crew a ship depends on the type of ship, as shown in the table.

Passengers

The table lists the number of Small and Medium passengers the ship can accommodate using hammocks. A ship outfitted with private accommodations can carry one-fifth as many passengers. A passenger usually pays 5 SP per day for a hammock, but prices can vary from ship to ship. A small private cabin usually costs 2 GP per day.

Damage Threshold

If a vehicle has a damage threshold (see "Rules Glossary"), it's noted in the table.

Ship Repair

Repairs to a damaged ship can be made while the vessel is berthed. Repairing 1 Hit Point of damage requires 1 day and costs 20 GP for materials and labor. If the repairs are made in a location where supplies and skilled labor are abundant, such as a city shipyard, the repair time and cost are halved.

Lifestyle Expenses

Lifestyle expenses summarize the cost of living in a fantasy world. They cover lodging, food, equipment maintenance, and other necessities.

At the start of each week or month (GM's choice), choose a lifestyle below—Wretched, Squalid, Poor, Modest, Comfortable, Wealthy, or Aristocratic—and pay the price to sustain that lifestyle.

Lifestyles have no inherent consequences, but the GM might take them into account when determining risks or how others perceive your character.

Wretched (Free)

You survive via chance and charity. You're often exposed to natural dangers as a result of sleeping outside.

Squalid (1 SP per Day)

You spend the bare minimum for your necessities. You might be exposed to unhealthy conditions and opportunistic criminals.

Poor (2 SP per Day)

You spend frugally for your necessities.

Modest (1 GP per Day)

You support yourself at an average level.

Comfortable (2 GP per Day)

You spend modestly for your necessities and enjoy a few luxuries.

Wealthy (4 GP per Day)

You're accustomed to the finer things in life and might have servants.

Aristocratic (10 GP per Day)

You pay for the best and might have a staff that supports your lifestyle. Others notice your wealth and might encourage you to share it, either legally or otherwise.

Food, Drink, and Lodging

The Food, Drink, and Lodging table gives prices for food and a single night's lodging. Prices for daily lodging and meals are included in your lifestyle's expenses.

Food, Drink, Item	and Lodging Cost	Item		Cost
Ale (mug) 4 CP *Meal*				
Bread (loaf)	2 CP		Squalid	1CP
Cheese (wedge)	1 SP		Poor	2 CP
Inn Stay per Day			Modest	1 SP
Squalid	7 CP		Comfortable	2 SP
Poor	1 SP		Wealthy	3 SP
Modest	5 SP		Aristocratic	6 SP
Comfortable	8 SP	*Wine*	*Bottle*	
Wealthy	2 GP		Common	2 SP
Aristocratic	4 GP		Fine 10	GP

Hirelings

Skilled hirelings include anyone hired to perform a service that involves a proficiency (including weapon, tool, or skill): a mercenary, an artisan, a scribe, or the like. The pay shown on the Hirelings table is a minimum; some expert hirelings require more pay. Untrained hirelings are hired for work that requires no particular proficiencies; they include laborers and porters.

Hirelings

Service	Cost
Skilled hireling	2 GP per day
Untrained hireling	2 SP per day
Messenger	2 CP per mile

Spellcasting

Most settlements contain individuals who are willing to cast spells in exchange for payment. If a spell has expensive components, add the cost of those components to the cost listed in the Spellcasting Services table. The higher the level of a desired spell, the harder it is to find someone to cast it.

Spellcasting Spell Level	Services Availability	Cost
Cantrip	Village, town, or city	30 GP
1	Village, town, or city	50 GP
2	Village, town, or city	200 GP
3	Town or city only	300 GP

Spellcasting Spell Level	Services Availability	Cost
4–5	Town or city only	2,000 GP
6–8	City only	20,000 GP
9	City only	100,000 GP

Magic Items

Adventures hold the promise—but not a guarantee—of finding magic items. Hundreds of magic items are detailed in "Magic Items" later in this document. Here's what you need to know about using magic items.

Identifying a Magic Item

Some magic items are indistinguishable from their nonmagical counterparts, while others are conspicuously magical. Handling a magic item is enough to give you a sense that it is extraordinary, but learning a magic item's properties isn't automatic.

The *Identify* spell is the fastest way to reveal an item's properties. Alternatively, you can focus on one magic item during a Short Rest while being in physical contact with the item. At the end of the rest, you learn its properties and how to use them (but not any curse the item might bear).

Sometimes a magic item carries a clue to its properties. The command word to activate a ring might be etched inside the band, or a feathered design might hint that it's a *Ring of Feather Falling*.

Wearing or experimenting with an item can also offer hints about its properties. In the specific case of Potions, a little taste is enough to tell the taster what a potion does. Other items might require more experimentation. For example, if your character puts on a *Ring of Swimming*, the GM might say, "Your movement feels strangely fluid." Perhaps you then dive into a river to see what happens. The GM would then say you swim unexpectedly well.

Attunement

Some magic items require a creature to form a bond—called Attunement—with them before the creature can use an item's magical properties. Without becoming attuned to an item that requires Attunement, you gain only its nonmagical benefits unless its description states otherwise. For example, a magic Shield that requires Attunement provides the benefits of a normal Shield if you aren't attuned to it, but none of its magical properties.

Attune during a Short Rest

Attuning to an item requires you to spend a Short Rest focused on only that item while being in physical contact with it (this can't be the same Short Rest used to learn the item's properties). This focus can take the form of weapon practice (for a Weapon), meditation (for a Wand), or some other appropriate activity. If the Short Rest is interrupted, the Attunement attempt fails. Otherwise, at the end of the Short Rest, you're attuned to the magic item and can access its full magical capabilities.

No More Than Three Items

You can be attuned to no more than three magic items at a time. Any attempt to attune to a fourth item fails; you must end your Attunement to an item first. Additionally, you can't attune to more than one copy of an item. For example, you can't attune to more than one *Ring of Protection* at a time.

Ending Attunement

Your Attunement to an item ends if you no longer satisfy the prerequisites for Attunement, if the item has been more than 100 feet away for at least 24 hours, if you die, or if another creature attunes to the item. You can also voluntarily end Attunement by spending another Short Rest focused on the item unless the item is cursed.

Wearing and Wielding Items

Using a magic item's properties might mean wearing or wielding it. A magic item meant to be worn must be donned in the intended fashion: boots go on feet, gloves on hands, hats and helmets on a head, and rings on a finger. Magic armor must be donned, a Shield strapped to the arm, a cloak fastened about the shoulders. A weapon must be held.

In most cases, a magic item that's meant to be worn can fit a creature regardless of size or build. Magic garments are made to be easily adjustable, or they magically adjust themselves to the wearer.

Multiple Items of the Same Kind

You can't wear more than one of certain magic items. You can't normally wear more than one pair of footwear, one pair of gloves or gauntlets, one pair of bracers, one suit of armor, one item of headwear, or one cloak. The GM might make exceptions.

Paired Items

Items that come in pairs—such as boots, bracers, gauntlets, and gloves—impart their benefits only if both items of the pair are worn. For example, a character wearing a *Boot of Striding and Springing* on one foot and a *Boot of Elvenkind* on the other foot gains no benefit from either.

Crafting Nonmagical Items

To craft a nonmagical item, you need tools, raw materials, and time, each of which is detailed below. If you meet the requirements, you make the item, and you can use it or sell it at its normal price.

Tools

The "Tools" section of "Equipment" lists which tools are required to make certain items. The GM assigns required tools for items not listed there.

You must use the required tool to make an item and have proficiency with that tool. Anyone who helps you must also have proficiency with it.

Raw Materials

To make an item, you need raw materials worth half its purchase cost (round down). For example, you need 750 GP of raw materials to make Plate Armor, which sells for 1,500 GP. The GM determines whether appropriate raw materials are available.

Time

To determine how many days (working 8 hours a day) it takes to make an item, divide its purchase cost in GP by 10 (round a fraction up to a day). For example, you need 5 days to make a Heavy Crossbow, which sells for 50 GP.

If an item requires multiple days, the days needn't be consecutive.

Characters can combine their efforts to shorten the crafting time. Divide the time needed to create an item by the number of characters working on it. Normally, only one other character can assist you, but the GM might allow more assistants.

Brewing Potions of Healing

A character who has proficiency with the Herbalism Kit can create a *Potion of Healing*. Doing so requires using that kit and 25 GP of raw material over the course of 1 day (8 hours of work).

Scribing Spell Scrolls

A spellcaster can transfer a spell to a scroll and create a Spell Scroll, using the rules below.

Time and Cost

Scribing a scroll takes an amount of time and money based on the level of the spell, as shown in the Spell Scroll Costs table. For each day of inscription, you must work for 8 hours. If a scroll requires multiple days, those days needn't be consecutive.

Prerequisites for the Scribe

To scribe a scroll, you must have proficiency in the Arcana skill or with Calligrapher's Supplies and have the spell prepared on each day of the inscription. You must also have at hand any Material components required by the spell; if the spell consumes its Material components, they are consumed only when you complete the scroll. The scroll's spell uses your spell save DC and spell attack bonus.

Cantrips

If the scribed spell is a cantrip, the version on the scroll works as if the caster were your level.

Spell Scroll Spell Level	Costs Time	Cost
Cantrip	1 day	15 GP
1	1 day	25 GP
2	3 days	100 GP
3	5 days	150 GP
4	10 days	1,000 GP
5	25 days	1,500 GP
6	40 days	10,000 GP
7	50 days	12,500 GP

Spell Scroll Spell Level	Costs Time	Cost
8	60 days	15,000 GP
9	120 days	50,000 GP

Spells

Magic in is powerful, but it isn't free. This chapter covers the spells available to each class, how they're learned and cast, and the rules governing concentration, components, and slots. *Read the fine print:* a few old favorites don't work quite the way you remember.

Gaining Spells

Before you can cast a spell, you must have the spell prepared in your mind or have access to the spell from a magic item, such as a Spell Scroll. Your features specify which spells you have access to, if any; whether you always have certain spells prepared; and whether you can change the list of spells you have prepared.

Preparing Spells

If you have a list of level 1+ spells you prepare, your spellcasting feature specifies when you can change the list and the number of spells you can change, as summarized in the Spell Preparation by Class table.

Spell Preparation by Class Class	Change When You…	Number of Spells
Bard	Gain a level	One
Cleric	Finish a Long Rest	Any
Druid	Finish a Long Rest	Any
Paladin	Finish a Long Rest	One
Ranger	Finish a Long Rest	One
Sorcerer	Gain a level	One
Warlock	Gain a level	One
Wizard	Finish a Long Rest	Any

Most spellcasting monsters don't change their lists of prepared spells, but the GM is free to alter them.

Always-Prepared Spells

Certain features might give you a spell that you always have prepared. If you also have a list of prepared spells that you can change, a spell that you always have prepared doesn't count against the number of spells on that list.

Casting Spells

Each spell description has a series of entries that provide the details needed to cast the spell. The following sections explain each of those entries, which follow a spell's name.

Casting in Armor

You must have training with any armor you are wearing to cast spells while wearing it. You are otherwise too hampered by the armor for spellcasting.

Spell Level

Every spell has a level from 0 to 9, which is indicated in a spell's description. A spell's level is an indicator of how powerful it is. Cantrips—simple spells that can be cast almost by rote—are level 0. The rules for each spellcasting class say when its members gain access to spells of certain levels.

Spell Slots

Spellcasting is taxing, so a spellcaster can cast only a limited number of level 1+ spells before resting. Spell slots are the main way a spellcaster's magical potential is represented. Each spellcasting class gives its members a limited number of spell slots of certain spell levels. For example, a level 3 Wizard has four level 1 spell slots and two level 2 slots.

When you cast a spell, you expend a slot of that spell's level or higher, effectively "filling" a slot with the spell. Imagine a spell slot is a groove of a certain size—small for a level 1 slot and larger for a higher-level spell. A level 1 spell fits into a slot of any size, but a level 2 spell fits only into a slot that's at least level 2. So when a level 3 Wizard casts *Magic Missile*, a level 1 spell, that Wizard spends one of four level 1 slots and has three remaining.

Finishing a Long Rest restores any expended spell slots.

Casting without Slots

There are several ways to cast a spell without expending a spell slot:

Cantrips. A cantrip is cast without a spell slot.

Rituals. Certain spells have the Ritual tag in the Casting Time entry. Such a spell can be cast following the normal rules for spellcasting, or it can be cast as a Ritual. The Ritual version of a spell takes 10 minutes longer to cast than normal, but it doesn't expend a spell slot. To cast a spell as a Ritual, a spellcaster must have it prepared.

Special Abilities. Some characters and monsters have special abilities that allow them to cast specific spells without a spell slot. This casting is usually limited in another way, such as being able to cast the spell a limited number of times per day.

Magic Items. Spell Scrolls and some other magic items contain spells that can be cast without a spell slot. The description of such an item specifies how many times a spell can be cast from it.

Using a Higher-Level Spell Slot

When a spellcaster casts a spell using a slot that is of a higher level than the spell, the spell takes on the higher level for that casting. For instance, if a Wizard casts *Magic Missile* using a level 2 slot, that *Magic Missile* is level 2. Effectively, the spell expands to fill the slot it is put into. Some spells, such as *Magic Missile* and *Cure Wounds*, have more powerful effects when cast at a higher level, as detailed in a spell's description.

School of Magic

Each spell belongs to a school of magic. The schools are listed in the Schools of Magic table. These categories help describe spells but have no rules of their own, although some other rules refer to them.

Schools of School	Magic Typical Effects
Abjuration	Prevents or reverses harmful effects
Conjuration	Transports creatures or objects
Divination	Reveals information
Enchantment	Influences minds
Evocation	Channels energy to create Effects that are often destructive
Illusion	Deceives the mind or senses
Necromancy	Manipulates life and death
Transmutation	Transforms creatures or objects

Class Spell Lists

If a spell is on a class's spell list, the class's name appears in parentheses after the spell's school of magic. Some features add a spell to a character's spell list even if the character isn't a member of a class in the parentheses.

Casting Time

Most spells require the Magic action to cast, but some spells require a Bonus Action, a Reaction, or 1 minute or more. A spell's Casting Time entry specifies which of those is required.

One Spell with a Spell Slot per Turn

On a turn, you can expend only one spell slot to cast a spell. This rule means you can't, for example, cast a spell with a spell slot using the Magic action and another one using a Bonus Action on the same turn.

Reaction and Bonus Action Triggers

A spell that has a casting time of a Reaction is cast in response to a trigger that is defined in the spell's Casting Time entry. Some spells that have a casting time of a Bonus Action are also cast in response to a trigger defined in the spell.

Longer Casting Times

Certain spells—including a spell cast as a Ritual—require more time to cast: minutes or even hours. While you cast a spell with a casting time of 1 minute or more, you must take the Magic action on each of your turns, and you must maintain Concentration (see "Rules Glossary") while you do so. If your Concentration is broken, the spell fails, but you don't expend a spell slot. To cast the spell again, you must start over.

Range

A spell's range indicates how far from the spellcaster the spell's effect can originate, and the spell's description specifies which part of the effect is limited by the range.

A range usually takes one of the following forms:

Distance. The range is expressed in feet.

Touch. The spell's effect originates on something, as defined by the spell, that the spellcaster must touch within their reach.

Self. The spell is cast on the spellcaster or emanates from them, as specified in the spell.

If a spell has movable effects, they aren't restricted by its range unless the spell's description says otherwise.

Components

A spell's components are physical requirements the spellcaster must meet to cast the spell. Each spell's description indicates whether it requires Verbal (V), Somatic (S), or Material (M) components. If the spellcaster can't provide one or more of a spell's components, the spellcaster can't cast the spell.

Verbal (V)

A Verbal component is the chanting of esoteric words that sound like nonsense to the uninitiated. The words must be uttered in a normal speaking voice. The words themselves aren't the source of the spell's power; rather, the particular combination of sounds, with specific pitch and resonance, sets the threads of magic in motion. Thus, a creature who is gagged or in an area of magical silence can't cast a spell with a Verbal component.

Somatic (S)

A Somatic component is a forceful gesticulation or an intricate set of gestures. A spellcaster must use at least one of their hands to perform these movements.

Material (M)

A Material component is a particular material used in a spell's casting, as specified in parentheses in the Components entry. These materials aren't consumed by the spell unless the spell's description states otherwise. The spellcaster must have a hand free to access them, but it can be the same hand used to perform Somatic components, if any.

If a spell doesn't consume its materials and doesn't specify a cost for them, a spellcaster can use a Component Pouch (see "Equipment") instead of providing the materials specified in the spell, or the spellcaster can substitute a Spellcasting Focus if the caster has a feature that allows that substitution. To use a Component Pouch, you must have a hand free to reach into it, and to use a Spellcasting Focus, you must hold it unless its description says otherwise (see "Equipment" for descriptions).

Duration

A spell's duration is the length of time the spell persists after it is cast. A duration typically takes one of the following forms:

Concentration. A duration that requires Concentration follows the Concentration rules (see "Rules Glossary").

Instantaneous. An instantaneous duration means the spell's magic appears only for a moment and then disappears.

Time Span. A duration that provides a time span specifies how long the spell lasts in rounds, minutes, hours, or the like. For example, a Duration entry might say "1 minute," meaning the spell ends after 1 minute has passed. While a time-span spell that you cast is ongoing, you can dismiss it (no action required) if you don't have the Incapacitated condition.

Effects

The effects of a spell are detailed after its duration entry. Those details present exactly what the spell does, which ignores mundane physical laws; any outcomes beyond those effects are under the GM's purview. Whatever the effects, they typically deal with targets, saving throws, attack rolls, or all three, each of which is detailed below.

Targets

A typical spell requires the caster to pick one or more targets to be affected by the spell's magic. A spell's description says whether the spell targets creatures, objects, or something else.

A Clear Path to the Target. To target something with a spell, a caster must have a clear path to it, so it can't be behind Total Cover.

Targeting Yourself. If a spell targets a creature of your choice, you can choose yourself unless the creature must be Hostile or specifically a creature other than you.

Areas of Effect. Some spells, such as *Thunderwave*, cover an area called an area of effect, which is defined in "Rules Glossary." The area determines what the spell targets. The description of a spell specifies whether it has an area of effect, which is typically one of these shapes: Cone, Cube, Cylinder, Emanation, Line, or Sphere.

Awareness of Being Targeted. Unless a spell has a perceptible effect, a creature doesn't know it was targeted by the spell. An effect like lightning is obvious, but a more subtle effect, such as an attempt to read thoughts, goes unnoticed unless a spell's description says otherwise.

Invalid Targets. If you cast a spell on someone or something that can't be affected by it, nothing happens to that target, but if you used a spell slot to cast the spell, the slot is still expended.

If the spell normally has no effect on a target that succeeds on a saving throw, the invalid target appears to have succeeded on its saving throw, even though it didn't attempt one (giving no hint that the creature is an invalid target). Otherwise, you perceive that the spell did nothing to the target.

Saving Throws

Many spells specify that a target makes a saving throw to avoid some or all of a spell's effects. The spell specifies the ability that the target uses for the save and what happens on a success or failure. Here's how to calculate the DC for your spells:

Spell save DC = 8 + your spellcasting ability modifier + your Proficiency Bonus

Attack Rolls

Some spells require the caster to make an attack roll to determine whether the spell hits a target. Here's how to calculate the attack modifier for your spells:

Spell attack modifier = your spellcasting ability modifier + your Proficiency Bonus

Combining Spell Effects

The effects of different spells add together while their durations overlap. In contrast, the effects of the same spell cast multiple times don't combine. Instead, the most potent effect—such as the highest bonus—from those castings applies while their durations overlap. The most recent effect applies if the castings are equally potent and their durations overlap. For example, if two Clerics cast *Bless* on the same target, that target gains the spell's benefit only once; the target doesn't receive two bonus dice. But if the durations of the spells overlap, the effect continues until the duration of the second *Bless* ends.

Identifying An Ongoing Spell

You can try to identify a non-instantaneous spell by its observable effects if its duration is ongoing. To identify it, you must take the Study action and succeed on a DC 15 Arcana check.

Counterspelling

Any creature capable of casting spells may attempt to counter another creature's spell. This represents the fundamental understanding that all spellcasters, whether they draw on Arcane study, Divine granted power, or innate magical ability, share a connection to the weave of magic that allows them to recognize and disrupt it when it is being manipulated by another.

Attempting to Counter a Spell: When a creature you can see within 60 feet of you begins casting a spell, you may use your Reaction to attempt to counter it. To do so, you must expend a spell slot of equal to or higher level than the spell being cast. You cannot attempt to counter a spell if you have no spell slots of sufficient level remaining.

Countering a spell is a contest of magical skill and willpower. Both you and the caster make a skill check:

- If the spell is Arcane in nature, both parties make an Arcana check.
- If the spell is Divine in nature, both parties make a Religion check.
- Arcane spells can only counter other Arcane spells. Divine spells can only counter Divine spells.
- If a creature has innate spellcasting but lacks proficiency in the relevant skill, it makes a check based on whichever skill is its spellcasting skill. If it is unclear whether the creature is an Arcane or Divine caster, it is up to the GM to decide whether it is capable of attempting to counterspell a given spell.

The counterspeller’s spell slot is expended regardless of the outcome of this contest.

Resolving the Contest. Compare the results of both checks. If your result equals or exceeds the caster's result, the spell fails and the caster's spell slot is wasted. The spell produces no effect. If the caster's result is higher than yours, the spell succeeds normally and takes effect as intended. In the event of a tie, the spell succeeds and takes effect normally.

Upcasting a Counterspell Attempt. You may expend a spell slot of a higher level than the spell being countered. If you do, you gain a bonus to your Arcana or Religion check equal to the number of levels by which your expended slot exceeds the spell's level. For example, if you expend a 5th-level slot to counter a 3rd-level spell, you gain a +2 bonus to your check.

Limitations. You may only attempt to counter a spell once per Reaction, and only one creature may attempt to counter any given spell. If multiple creatures wish to counter the same spell, the creature with the highest Dexterity score has priority. In the event of Dexterity scores, the players or GM decide among themselves who acts.

A spell that does not require a spell slot, such as a cantrip, can be countered using this mechanic, but a spell slot of 1st level or higher must be expended. Similarly, magical effects that are not spells, such as a dragon's breath weapon or a magical trap, cannot be countered in this way.

Spell Descriptions

Acid Arrow

Level 2 Evocation (Wizard)

Casting Time: Action Range: 90 feet
Components: V, S, M (powdered rhubarb leaf)

Duration: Instantaneous

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 4d4 Acid damage and 2d4 Acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage only.

Using a Higher-Level Spell Slot. The damage (both initial and later) increases by 1d4 for each spell slot level above 2.

Acid Splash

Evocation Cantrip (Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create an acidic bubble at a point within range, where it explodes in a 5-foot-radius Sphere. Each creature in that Sphere must succeed on a Dexterity saving throw or take 1d6 Acid damage.

Cantrip Upgrade. The damage increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

Aid

Level 2 Abjuration (Bard, Cleric, Druid, Paladin, Ranger)

Casting Time: Action Range: 30 feet
Components: V, S, M (a strip of white cloth)

Duration: 1 hour

Choose up to three creatures within range. Each target's Hit Point maximum and current Hit Points increase by 5 for the duration.

Using a Higher-Level Spell Slot. Each target's Hit Points increase by 5 for each spell slot level above 2.

Alarm

Level 1 Abjuration (Ranger, Wizard)

Casting Time: 1 minute or Ritual

Range: 30 feet

Components: V, S, M (a bell and silver wire)

Duration: 8 hours

You set an alarm against intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot Cube. Until the spell ends, an alarm alerts you whenever a creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is audible or mental:

Audible Alarm. The alarm produces the sound of a handbell for 10 seconds within 60 feet of the warded area.

Mental Alarm. You are alerted by a mental ping if you are within 1 mile of the warded area. This ping awakens you if you're asleep.

Alter Self

Level 2 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

You alter your physical form. Choose one of the following options. Its effects last for the duration, during which you can take a Magic action to replace the option you chose with a different one.

Aquatic Adaptation. You sprout gills and grow webs between your fingers. You can breathe underwater and gain a Swim Speed equal to your Speed.

Change Appearance. You alter your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and other distinguishing characteristics. You can make yourself appear as a member of another species, though none of your statistics change. You can't appear as a creature of a different size, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. For the duration, you can take a Magic action to change your appearance in this way again.

Natural Weapons. You grow claws (Slashing), fangs (Piercing), horns (Piercing), or hooves (Bludgeoning). When you use your Unarmed Strike to deal damage with that new growth, it deals 1d6 damage of the type in parentheses instead of dealing the normal damage for your Unarmed Strike, and you use your spellcasting ability modifier for the attack and damage rolls rather than using Strength.

Animal Friendship

Level 1 Enchantment (Bard, Druid, Ranger)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a morsel of food)

Duration: 24 hours

Target a Beast that you can see within range. The target must succeed on a Wisdom saving throw or have the Charmed condition for the duration. If you or one of your allies deals damage to the target, the spells ends.

Using a Higher-Level Spell Slot. You can target one additional Beast for each spell slot level above 1.

Animal Messenger

Level 2 Enchantment (Bard, Druid, Ranger)

Casting Time: Action or Ritual

Range: 30 feet

Components: V, S, M (a morsel of food)

Duration: 24 hours

A Tiny Beast of your choice that you can see within range must succeed on a Charisma saving throw, or it attempts to deliver a message for you (if the target's Challenge Rating isn't 0, it automatically succeeds). You specify a location you have visited and a recipient who matches a general description, such as "a person dressed in the uniform of the town guard" or "a red-haired dwarf wearing a pointed hat." You also communicate a message of up to twenty-five words. The Beast travels for the duration toward the specified location, covering about 25 miles per 24 hours or 50 miles if the Beast can fly.

When the Beast arrives, it delivers your message to the creature that you described, mimicking your communication. If the Beast doesn't reach its destination before the spell ends, the message is lost, and the Beast returns to where you cast the spell.

Using a Higher-Level Spell Slot. The spell's duration increases by 48 hours for each spell slot level above 2.

Animal Shapes

Level 8 Transmutation (Druid)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: 24 hours

Choose any number of willing creatures that you can see within range. Each target shape-shifts into a Large or smaller Beast of your choice that has a Challenge Rating of 4 or lower. You can choose a different form for each target. On later turns, you can take a Magic action to transform the targets again.

A target's game statistics are replaced by the chosen Beast's statistics, but the target retains its creature type; Hit Points; Hit Point Dice; alignment; ability to communicate; and Intelligence, Wisdom, and Charisma scores. The target's actions are limited by the Beast form's anatomy, and it can't cast spells. The target's equipment melds into the new form, and the target can't use any of that equipment while in that form.

The target gains a number of Temporary Hit Points equal to the Hit Points of the first form into which it shape-shifts. These Temporary Hit Points vanish if any remain when the spell ends. The transformation lasts for the duration or until the target ends it as a Bonus Action.

Animate Dead

Level 3 Necromancy (Cleric, Wizard)

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a drop of blood, a piece of flesh, and a pinch of bone dust)

Duration: Instantaneous

Choose a pile of bones or a corpse of a Small or Medium Humanoid within range. The target becomes an Undead creature: a Skeleton if you choose bones or a Zombie if you choose a corpse.

On each of your turns, you can take a Bonus Action to mentally command any Undead you have created with this spell that is within 60 feet of you. If you command several creatures, you can give them the same command. You decide what action each creature takes and where it moves on its next turn. If you give no command, the creature takes the Dodge action and moves only as needed to avoid harm. Once given an order, a creature continues following it until the task is complete.

A creature remains under your control for 24 hours. After that time, it no longer obeys your commands unless you cast this spell on it again before the period ends.

You can control a maximum of four Undead creatures created by this spell at one time. If you create or gain control of a creature that would exceed this limit, you choose which creatures remain under your control.

Using a Higher-Level Spell Slot. You can animate or reassert control over two additional Undead creatures for each spell slot level above 3, but you can never control more than four creatures created by this spell.

Animate Objects

Level 5 Transmutation (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Objects animate at your command. Choose up to three nonmagical objects within range that aren't being worn or carried, aren't fixed to a surface, and aren't Gargantuan. A Medium or smaller object counts as one object, a Large object counts as two, and a Huge object counts as three.

Each target animates and becomes a Construct that uses the Animated Object stat block. The creature is under your control until the spell ends or it is reduced to 0 Hit Points. It is an ally to you and your allies and acts immediately after you in combat.

As a Bonus Action on your turns, you can mentally command any creature created by this spell within 500 feet of you. You can command any number of them at once, giving each the same command. If you issue no command, a creature takes the Dodge action and moves to avoid danger.

When a creature created by this spell drops to 0 Hit Points, it returns to its original object form. Any damage in excess of that needed to reduce it to 0 Hit Points carries over to the object.

Using a Higher-Level Spell Slot. The Slam damage of the animated objects increases by 1 die for each spell slot level above 5, using the die appropriate to the object's size.

Animated Object

Huge or Smaller Construct, Unaligned

AC 15 **HP** 10 (Medium or smaller), 20 (Large), 40 (Huge) Speed 30 ft.

Mod Save Mod Save Mod Save

Str 16 +3 +3 Dex 10 +0 +0 Con 10 +0 +0

Int 3 −4 −4 Wis 3 −4 −4 Cha 1 −5 −5

Immunities Poison, Psychic; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Blindsight 30 ft.; Passive Perception 6

Languages Understands the languages you know CR None (XP 0; PB equals your Proficiency Bonus)

Actions

Slam. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* Force damage equal to 1d4 + 3 (Medium or smaller), 2d6 + 3 + your spellcasting ability modifier (Large), or 2d12 + 3 + your spellcasting ability modifier (Huge).

Antilife Shell

Level 5 Abjuration (Druid)

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

An aura extends from you in a 10-foot Emanation for the duration. The aura prevents creatures other than Constructs and Undead from passing or reaching through it. An affected creature can cast spells or make attacks with Ranged or Reach weapons through the barrier.

If you move so that an affected creature is forced to pass through the barrier, the spell ends.

Antimagic Field

Level 8 Abjuration (Cleric, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (iron filings)

Duration: Concentration, up to 1 hour

An aura of antimagic surrounds you in 10-foot Emanation. No one can cast spells, take Magic actions, or create other magical effects inside the aura, and those things can't target or otherwise affect anything inside it. Magical properties of magic items don't work inside the aura or on anything inside it.

Areas of effect created by spells or other magic can't extend into the aura, and no one can teleport into or out of it or use planar travel there. Portals close temporarily while in the aura.

Ongoing spells, except those cast by an Artifact or a deity, are suppressed in the area. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

Dispel Magic has no effect on the aura, and the auras created by different *Antimagic Field* spells don't nullify each other.

Antipathy/Sympathy

Level 8 Enchantment (Bard, Druid, Wizard)

Casting Time: 1 hour

Range: 60 feet

Components: V, S, M (a mix of vinegar and honey)

Duration: 10 days

As you cast the spell, choose whether it creates antipathy or sympathy, and target one creature or object that is Huge or smaller. Then specify a kind of creature, such as red dragons, goblins, or vampires. A creature of the chosen kind makes a Wisdom saving throw when it comes within 120 feet of the target. Your choice of antipathy or sympathy determines what happens to a creature when it fails that save:

Antipathy. The creature has the Frightened condition. The Frightened creature must use its movement on its turns to get as far away as possible from the target, moving by the safest route.

Sympathy. The creature has the Charmed condition. The Charmed creature must use its movement on its turns to get as close as possible to the target, moving by the safest route. If the creature is within 5 feet of the target, the creature can't willingly move away. If the target damages the Charmed creature, that creature can make a Wisdom saving throw to end the effect, as described below.

Ending the Effect. If the Frightened or Charmed creature ends its turn more than 120 feet away from the target, the creature makes a Wisdom saving throw. On a successful save, the creature is no longer affected by the target. A creature that successfully saves against this effect is immune to it for 1 minute, after which it can be affected again.

Arcane Eye

Level 4 Divination (Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a bit of bat fur)

Duration: Concentration, up to 1 hour

You create an Invisible, invulnerable eye within range that hovers for the duration. You mentally receive visual information from the eye, which can see in every direction. It also has Darkvision with a range of 30 feet.

As a Bonus Action, you can move the eye up to 30 feet in any direction. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.

Arcane Hand

Level 5 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (an eggshell and a glove)

Duration: Concentration, up to 1 minute

You create a Large hand of shimmering magical energy in an unoccupied space that you can see within range. The hand lasts for the duration, and it moves at your command, mimicking the movements of your own hand.

The hand is an object that has AC 20 and Hit Points equal to your Hit Point maximum. If it drops to 0 Hit Points, the spell ends. The hand doesn't occupy its space.

When you cast the spell and as a Bonus Action on your later turns, you can move the hand up to 60 feet and then cause one of the following effects:

Clenched Fist. The hand strikes a target within 5 feet of it. Make a melee spell attack. On a hit, the target takes 5d8 Force damage.

Forceful Hand. The hand attempts to push a Huge or smaller creature within 5 feet of it. The target must succeed on a Strength saving throw, or the hand pushes the target up to 5 feet plus a number of feet equal to five times your spellcasting ability modifier. The hand moves with the target, remaining within 5 feet of it.

Grasping Hand. The hand attempts to grapple a Huge or smaller creature within 5 feet of it. The target must succeed on a Dexterity saving throw, or the target has the Grappled condition, with an escape DC equal to your spell save DC. While the hand grapples the target, you can take a Bonus Action to cause the hand to crush it, dealing Bludgeoning damage to the target equal to 4d6 plus your spellcasting ability modifier.

Interposing Hand. The hand grants you Half Cover against attacks and other effects that originate from its space or that pass through it. In addition, its space counts as Difficult Terrain for your enemies.

Using a Higher-Level Spell Slot. The damage of the Clenched Fist increases by 2d8 and the damage of the Grasping Hand increases by 2d6 for each spell slot level above 5.

Arcane Lock

Level 2 Abjuration (Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (gold dust worth 25+ GP, which the spell consumes)

Duration: Until dispelled

You touch a closed door, window, gate, container, or hatch and magically lock it for the duration. This lock can't be unlocked by any nonmagical means. You and any creatures you designate when you cast the spell can open and close the object despite the lock. You can also set a password that, when spoken within 5 feet of the object, unlocks it for 1 minute.

Arcane Sword

Level 7 Evocation (Bard, Wizard)

Casting Time: Action

Range: 90 feet

Components: V, S, M (a miniature sword worth 250+ GP)

Duration: Concentration, up to 1 minute

You create a spectral sword that hovers within range. It lasts for the duration.

When the sword appears, you make a melee spell attack against a target within 5 feet of the sword. On a hit, the target takes Force damage equal to 4d12 plus your spellcasting ability modifier.

On your later turns, you can take a Bonus Action to move the sword up to 30 feet to a spot you can see and repeat the attack against the same target or a different one.

Arcanist's Magic Aura

Level 2 Illusion (Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a small square of silk)

Duration: 24 hours

With a touch, you place an illusion on a willing creature or an object that isn't being worn or carried. A creature gains the Mask effect below, and an object gains the False Aura effect below. The effect lasts for the duration. If you cast the spell on the same target every day for 30 days, the illusion lasts until dispelled.

Mask (Creature). Choose a creature type other than the target's actual type. Spells and other magical effects treat the target as if it were a creature of the chosen type.

False Aura (Object). You change the way the target appears to spells and magical effects that detect magical auras, such as *Detect Magic*. You can make a nonmagical object appear magical, make a magic item appear nonmagical, or change the object's aura so that it appears to belong to a school of magic you choose.

Astral Projection

Level 9 Necromancy (Cleric, Warlock, Wizard)

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (for each of the spell's targets, one jacinth worth 1,000+ GP and one silver bar worth 100+ GP, all of which the spell consumes)

Duration: Until dispelled

You and up to eight willing creatures within range project your astral bodies into the Astral Plane (the spell ends instantly if you are already on that plane). Each target's body is left behind in a state of suspended animation; it has the Unconscious condition, doesn't need food or air, and doesn't age.

A target's astral form resembles its body in almost every way, replicating its game statistics and possessions. The principal difference is the addition of a silvery cord that trails from between the shoulder blades of the astral form. The cord fades from view after 1 foot. If the cord is cut—which happens only when an effect states that it does so—the target's body and astral form both die.

A target's astral form can travel through the Astral Plane. The moment an astral form leaves that plane, the target's body and possessions travel along the silver cord, causing the target to re-enter its body on the new plane.

Any damage or other effects that apply to an astral form have no effect on the target's body and vice versa. If a target's body or astral form drops to 0 Hit Points, the spell ends for that target. The spell ends for all the targets if you take a Magic action to dismiss it.

When the spell ends for a target who isn't dead, the target reappears in its body and exits the state of suspended animation.

Augury

Level 2 Divination (Cleric, Druid, Wizard)

Casting Time: 1 minute or Ritual

Range: Self

Components: V, S, M (specially marked sticks, bones, cards, or other divinatory tokens worth 25+ GP)

Duration: Instantaneous

You receive an omen from an otherworldly entity about the results of a course of action that you plan to take within the next 30 minutes. The GM chooses the omen from the Omens table.

Omens

Omen For Results That Will Be …	
Weal	Good
Woe	Bad
Weal and woe	Good and bad
Indifference	Neither good nor bad

The spell doesn't account for circumstances, such as other spells, that might change the results.

If you cast the spell more than once before finishing a Long Rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer.

Aura of Life

Level 4 Abjuration (Cleric, Paladin)

Casting Time: Action

Range: Self

Components: V

Duration: Concentration, up to 10 minutes

An aura radiates from you in a 30-foot Emanation for the duration. While in the aura, you and your allies have Resistance to Necrotic damage, and your Hit Point maximums can't be reduced. If an ally with 0 Hit Points starts its turn in the aura, that ally regains 1 Hit Point.

Awaken

Level 5 Transmutation (Bard, Druid)

Casting Time: 8 hours

Range: Touch

Components: V, S, M (an agate worth 1,000+ GP, which the spell consumes)

Duration: Instantaneous

You spend the casting time tracing magical pathways within a precious gemstone, and then touch the target. The target must be either a Beast or Plant creature with an Intelligence of 3 or less or a natural plant that isn't a creature. The target gains an Intelligence of 10 and the ability to speak one language you know. If the target is a natural plant, it becomes a Plant creature and gains the ability to move its limbs, roots, vines, creepers, and so forth, and it gains senses similar to a human's. The GM chooses statistics appropriate for the awakened Plant, such as the statistics for the Awakened Shrub or Awakened Tree in "Monsters."

The awakened target has the Charmed condition for 30 days or until you or your allies deal damage to it. When that condition ends, the awakened creature chooses its attitude toward you.

Bane

Level 1 Enchantment (Bard, Cleric, Warlock)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a drop of blood)

Duration: Concentration, up to 1 minute

Up to three creatures of your choice that you can see within range must each make a Charisma saving throw. Whenever a target that fails this save makes an attack roll or a saving throw before the spell ends, the target must subtract 1d4 from the attack roll or save.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

Banishment

Level 4 Abjuration (Cleric, Paladin, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a pentacle)

Duration: Concentration, up to 1 minute

One creature you can see within range must make a Charisma saving throw. On a failed save, the creature is transported to a harmless demiplane and has the Incapacitated condition for the duration.

At the end of each of the target's turns, it repeats the saving throw. On a success, the spell ends for that creature and it returns to the space it left, or the nearest unoccupied space.

If the target is an Aberration, Celestial, Elemental, Fey, or Fiend, it returns to its original plane when the spell ends.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 4.

Barkskin

Level 2 Transmutation (Druid, Ranger)

Casting Time: Bonus Action Range: Touch

Component: V, S, M (a handful of bark)
Duration: 1 hour

You touch a willing creature. Until the spell ends, the target's skin assumes a bark-like appearance, and the target has an Armor Class of 17 if its AC is lower than that.

Beacon of Hope

Level 3 Abjuration (Cleric)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose any number of creatures within range. For the duration, each target has Advantage on Wisdom saving throws and regains the maximum number of Hit Points possible from any healing.

Befuddlement

Level 8 Enchantment (Bard, Druid, Warlock, Wizard)

Casting Time: Action

Range: 150 feet

Components: V, S, M (a key ring with no keys)

Duration: Instantaneous

You blast the mind of a creature that you can see within range. The target makes an Intelligence saving throw.

On a failed save, the target takes 10d12 Psychic damage and can't cast spells or take the Magic action. At the end of every 30 days, the target repeats the save, ending the effect on a success. The effect can also be ended by the *Greater Restoration, Heal,* or *Wish* spell.

On a successful save, the target takes half as much damage only.

Bestow Curse

Level 3 Necromancy (Bard, Cleric, Wizard)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a creature, which must succeed on a Wisdom saving throw or become cursed for the duration. Until the curse ends, the target suffers one of the following effects of your choice:

Choose one ability.

- The target has Disadvantage on ability checks and saving throws made with that ability.
- The target has Disadvantage on attack rolls against you.
- In combat, the target must succeed on a Wisdom saving throw at the start of each of its turns or be forced to take the Dodge action on that turn.
- If you deal damage to the target with an attack roll or a spell, the target takes an extra 1d8 Necrotic damage.

Using a Higher-Level Spell Slot. If you cast this spell using a level 4 spell slot, you can maintain Concentration on it for up to 10 minutes. If you use a level 5+ spell slot, the spell doesn't require Concentration, and the duration becomes 8 hours (1level 5–6 slot) or 24 hours (level 7–8 slot). If you use a level 9 spell slot, the spell lasts until dispelled.

Black Tentacles

Level 4 Conjuration (Wizard)

Casting Time: Action

Range: 90 feet

Components: V, S, M (a tentacle)

Duration: Concentration, up to 1 minute

Squirming, ebony tentacles fill a 20-foot square on ground that you can see within range. For the duration, these tentacles turn the ground in that area into Difficult Terrain.

Each creature in that area makes a Strength saving throw. On a failed save, it takes 3d6 Bludgeoning damage, and it has the Restrained condition until the spell ends. A creature also makes that save if it enters the area or ends it turn there. A creature makes that save only once per turn.

A Restrained creature can take an action to make a Athletics check against your spell save DC, ending the condition on itself on a success.

Blade Barrier

Level 6 Evocation (Cleric)

Casting Time: Action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You create a wall of whirling blades made of magical energy. The wall appears within range and lasts for the duration. You make a straight wall up to 100 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 60 feet in diameter, 20 feet high, and 5 feet thick. The wall provides Three-Quarters Cover, and its space is Difficult Terrain.

Any creature in the wall's space makes a Dexterity saving throw, taking 6d10 Force damage on a failed save or half as much damage on a successful one. A creature also makes that save if it enters the wall's space or ends it turn there. A creature makes that save only once per turn.

Bless

Level 1 Enchantment (Cleric, Paladin)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a Holy Symbol worth 5+ GP)

Duration: Concentration, up to 1 minute

You bless up to three creatures within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target adds 1d4 to the attack roll or save.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

Blight

Level 4 Necromancy (Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A creature that you can see within range makes a Constitution saving throw, taking 8d8 Necrotic damage on a failed save or half as much damage on a successful one. A Plant creature automatically fails the save.

Alternatively, target a nonmagical plant that isn't a creature, such as a tree or shrub. It doesn't make a save; it simply withers and dies.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 4.

Blindness/Deafness

Level 2 Transmutation (Bard, Cleric, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V

Duration: 1 minute

One creature that you can see within range must succeed on a Constitution saving throw, or it has the Blinded or Deafened condition (your choice) for the duration. At the end of each of its turns, the target repeats the save, ending the spell on itself on a success.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2.

Blink

Level 3 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: 1 minute

Roll 1d6 at the end of each of your turns for the duration. On a roll of 4–6, you vanish from your current plane of existence and appear in the Ethereal Plane (the spell ends instantly if you are already on that plane). While on the Ethereal Plane, you can perceive the plane you left, which is cast in shades of gray, but you can't see anything there more than 60 feet away. You can affect and be affected only by other creatures on the Ethereal Plane, and creatures on the other plane can't perceive you unless they have a special ability that lets them perceive things on the Ethereal Plane.

You return to the other plane at the start of your next turn and when the spell ends if you are on the Ethereal Plane. You return to an unoccupied space of your choice that you can see within 10 feet of the space you left. If no unoccupied space is available within that range, you appear in the nearest unoccupied space.

Blur

Level 2 Illusion (Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Your body becomes blurred. For the duration, any creature has Disadvantage on attack rolls against you. An attacker is immune to this effect if it perceives you with Blindsight or Truesight.

Burning Hands

Level 1 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: Instantaneous

A thin sheet of flames shoots forth from you. Each creature in a 15-foot Cone makes a Dexterity saving throw, taking 3d6 Fire damage on a failed save or half as much damage on a successful one.

Flammable objects in the Cone that aren't being worn or carried start burning.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

Call Lightning

Level 3 Conjuration (Druid)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

A storm cloud appears at a point within range that you can see above yourself. It takes the shape of a Cylinder that is 10 feet tall with a 60-foot radius.

When you cast the spell, choose a point you can see under the cloud. A lightning bolt shoots from the cloud to that point. Each creature within 5 feet of that point makes a Dexterity saving throw, taking 3d10 Lightning damage on a failed save or half as much damage on a successful one.

Until the spell ends, you can take a Magic action to call down lightning in that way again, targeting the same point or a different one.

If you're outdoors in a storm when you cast this spell, the spell gives you control over that storm instead of creating a new one. Under such conditions, the spell's damage increases by 1d10.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 3.

Calm Emotions

Level 2 Enchantment (Bard, Cleric)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Each Humanoid in a 20-foot-radius Sphere centered on a point you choose within range must succeed on a Charisma saving throw or be affected by one of the following effects (choose for each creature):

The creature has Immunity to the Charmed and Frightened conditions until the spell ends. If the creature was already Charmed or Frightened, those conditions are suppressed for the duration.

The creature becomes Indifferent about creatures of your choice that it's Hostile toward. This indifference ends if the target takes damage or witnesses its allies taking damage. When the spell ends, the creature's attitude returns to normal.

Chain Lightning

Level 6 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 150 feet

Components: V, S, M (three silver pins)

Duration: Instantaneous

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

Each target makes a Dexterity saving throw, taking 10d8 Lightning damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. One additional bolt leaps from the first target to another target for each spell slot level above 6.

Charm Monster

Level 4 Enchantment (Bard, Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: 1 hour

One creature you can see within range makes a Wisdom saving throw. It does so with Advantage if you or your allies are fighting it. On a failed save, the target has the Charmed condition until the spell ends or until you or your allies damage it. The Charmed creature is Friendly to you. When the spell ends, the target knows it was Charmed by you.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 4.

Charm Person

Level 1 Enchantment (Bard, Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: 1 hour

One Humanoid you can see within range makes a Wisdom saving throw. It does so with Advantage if you or your allies are fighting it. On a failed save, the target has the Charmed condition until the spell ends or until you or your allies damage it. The Charmed creature is Friendly to you. When the spell ends, the target knows it was Charmed by you.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

Chill Touch

Necromancy Cantrip (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Instantaneous

Channeling the chill of the grave, make a melee spell attack against a target within reach. On a hit, the target takes 1d10 Necrotic damage, and it can't regain Hit Points until the end of your next turn.

Cantrip Upgrade. The damage increases by 1d10 when you reach levels 5 (2d10), 11 (3d10), and 17 (4d10).

Chromatic Orb

Level 1 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 90 feet Components: V, S, M (a diamond worth 50+ GP)

Duration: Instantaneous

You hurl an orb of energy at a target within range. Choose Acid, Cold, Fire, Lightning, Poison, or Thunder for the type of orb you create, and then make a ranged spell attack against the target. On a hit, the target takes 3d8 damage of the chosen type.

If you roll the same number on two or more of the d8s, the orb leaps to a different target of your choice within 30 feet of the target. Make an attack roll against the new target, and make a new damage roll. The orb can't leap again unless you cast the spell with a level 2+ spell slot.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 1. The orb can leap a maximum number of times equal to the level of the slot expended, and a creature can be targeted only once by each casting of this spell.

Circle of Death

Level 6 Necromancy (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 150 feet

Components: V, S, M (the powder of a crushed black pearl worth 500+ GP)

Duration: Instantaneous

Negative energy ripples out in a 60-foot-radius Sphere from a point you choose within range. Each creature in that area makes a Constitution saving throw, taking 8d8 Necrotic damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The damage increases by 2d8 for each spell slot level above 6.

Clairvoyance

Level 3 Divination (Bard, Cleric, Sorcerer, Wizard)

Casting Time: 10 minutes

Range: 1 mile

Components: V, S, M (a focus worth 100+ GP, either a jeweled horn for hearing or a glass eye for seeing)

Duration: Concentration, up to 10 minutes

You create an Invisible sensor within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The intangible, invulnerable sensor remains in place for the duration.

When you cast the spell, choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As a Bonus Action, you can switch between seeing and hearing.

A creature that sees the sensor (such as a creature benefiting from *See Invisibility* or Truesight) sees a luminous orb about the size of your fist.

Clone

Level 8 Necromancy (Wizard)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a diamond worth 1,000+ GP, which the spell consumes, and a sealable vessel worth 2,000+ GP that is large enough to hold the creature being cloned)

Duration: Instantaneous

You touch a creature or at least 1 cubic inch of its flesh. An inert duplicate of that creature forms inside the vessel used in the spell's casting and finishes growing after 120 days; you choose whether the finished clone is the same age as the creature or younger. The clone remains inert and endures indefinitely while its vessel remains undisturbed.

If the original creature dies after the clone finishes forming, the creature's soul transfers to the clone if the soul is free and willing to return. The clone is physically identical to the original and has the same personality, memories, and abilities, but none of the original's equipment. The creature's original remains, if any, become inert and can't be revived, since the creature's soul is elsewhere.

Cloudkill

Level 5 Conjuration (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You create a 20-foot-radius Sphere of yellow-green fog centered on a point within range. The fog lasts for the duration or until strong wind (such as the one created by *Gust of Wind*) disperses it, ending the spell. Its area is Heavily Obscured.

Each creature in the Sphere makes a Constitution saving throw, taking 5d8 Poison damage on a failed save or half as much damage on a successful one. A creature must also make this save when the Sphere moves into its space and when it enters the Sphere or ends its turn there. A creature makes this save only once per turn.

The Sphere moves 10 feet away from you at the start of each of your turns.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 5.

Color Spray

Level 1 Illusion (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a pinch of colorful sand)

Duration: Instantaneous

You launch a dazzling array of flashing, colorful light. Each creature in a 15-foot Cone originating from you must succeed on a Constitution saving throw or have the Blinded condition until the end of your next turn.

Command

Level 1 Enchantment (Bard, Cleric, Paladin)

Casting Time: Action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. Choose the command from these options:

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Grovel. The target has the Prone condition and then ends its turn.

Halt. On its turn, the target doesn't move and takes no action or Bonus Action.

Using a Higher-Level Spell Slot. You can affect one additional creature for each spell slot level above 1.

Commune

Level 5 Divination (Cleric)

Casting Time: 1 minute or **Ritual Range:** Self **C omponents:** V, S, M (incense)

Duration: 1 minute

You contact a deity or a divine proxy and ask up to three questions that can be answered with yes or no. You must ask your questions before the spell ends. You receive a correct answer for each question.

Divine beings aren't necessarily omniscient, so you might receive "unclear" as an answer if a question pertains to information that lies beyond the deity's knowledge. In a case where a one-word answer could be misleading or contrary to the deity's interests, the GM might offer a short phrase as an answer instead.

If you cast the spell more than once before finishing a Long Rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer.

Commune with Nature

Level 5 Divination (Druid, Ranger)

Casting Time: 1 minute or Ritual

Range: Self

Components: V, S

Duration: Instantaneous

You commune with nature spirits and gain knowledge of the surrounding area. In the outdoors, the spell gives you knowledge of the area within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. The spell doesn't function where nature has been replaced by construction, such as in castles and settlements.

Choose three of the following facts; you learn those facts as they pertain to the spell's area:

- Locations of settlements
- Locations of portals to other planes of existence
- Location of one Challenge Rating 10+ creature (GM's choice) that is a Celestial, an Elemental, a Fey, a Fiend, or an Undead
- The most prevalent kind of plant, mineral, or Beast (you choose which to learn)
- Locations of bodies of water

For example, you could determine the location of a powerful monster in the area, the locations of bodies of water, and the locations of any towns.

Comprehend Languages

Level 1 Divination (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action or Ritual

Range: Self

Components: V, S, M (a pinch of soot and salt)

Duration: 1 hour

For the duration, you understand the literal meaning of any language that you hear or see signed. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text. This spell doesn't decode symbols or secret messages.

Compulsion

Level 4 Enchantment (Bard)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Each creature of your choice that you can see within range must succeed on a Wisdom saving throw or have the Charmed condition until the spell ends.

For the duration, you can take a Bonus Action to designate a direction that is horizontal to you. Each Charmed target must use as much of its movement as possible to move in that direction on its next turn, taking the safest route. After moving in this way, a target repeats the save, ending the spell on itself on a success.

Cone of Cold

Level 5 Evocation (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a small crystal or glass cone)

Duration: Instantaneous

You unleash a blast of cold air. Each creature in a 60-foot Cone originating from you makes a Constitution saving throw, taking 8d8 Cold damage on a failed save or half as much damage on a successful one. A creature killed by this spell becomes a frozen statue until it thaws.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 5.

Confusion

Level 4 Enchantment (Bard, Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 90 feet

Components: V, S, M (three nut shells)

Duration: Concentration, up to 1 minute

Each creature in a 10-foot-radius Sphere centered on a point you choose within range must succeed on a Wisdom saving throw, or that target can't take Bonus Actions or Reactions and must roll 1d10 at the start of each of its turns to determine its behavior for that turn, consulting the table below.

1d10	Behavior for the Turn
1	The target doesn't take an action, and it uses all its movement to move. Roll 1d4 for the direction: 1, north; 2, east; 3, south; or 4, west.
2–6	The target doesn't move or take actions.
7–8	The target doesn't move, and it takes the Attack action to make one melee attack against a random creature within reach. If none are within reach, the target takes no action.
9–10	The target chooses its behavior.

At the end of each of its turns, an affected target repeats the save, ending the spell on itself on a success.

Using a Higher-Level Spell Slot. The Sphere's radius increases by 5 feet for each spell slot level above 4.

Conjure Animals

Level 3 Conjuration (Druid, Ranger)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You conjure nature spirits that appear as a Large pack of spectral, intangible animals in an unoccupied space you can see within range. The pack lasts for the duration, and you choose the spirits' animal form, such as wolves, serpents, or birds.

You have Advantage on Strength saving throws while you're within 5 feet of the pack, and when you move on your turn, you can also move the pack up to 30 feet to an unoccupied space you can see.

Whenever the pack moves within 10 feet of a creature you can see and whenever a creature you can see enters a space within 10 feet of the pack or ends its turn there, you can force that creature to make a Dexterity saving throw. On a failed save, the creature takes 3d10 Slashing damage. A creature makes this save only once per turn.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 3.

Conjure Celestial

Level 7 Conjuration (Cleric)

Casting Time: Action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You conjure a spirit from the Upper Planes, which manifests as a pillar of light in a 10-foot-radius, 40-foot-high Cylinder centered on a point within range. For each creature you can see in the Cylinder, choose which of these lights shines on it:

Healing Light. The target regains Hit Points equal to 4d12 plus your spellcasting ability modifier.

Searing Light. The target makes a Dexterity saving throw, taking 6d12 Radiant damage on a failed save or half as much damage on a successful one.

Until the spell ends, Bright Light fills the Cylinder, and when you move on your turn, you can also move the Cylinder up to 30 feet.

Whenever the Cylinder moves into the space of a creature you can see and whenever a creature you can see enters the Cylinder or ends its turn there, you can bathe it in one of the lights. A creature can be affected by this spell only once per turn.

Using a Higher-Level Spell Slot. The healing and damage increase by 1d12 for each spell slot level above 7.

Conjure Elemental

Level 5 Conjuration (Druid, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You conjure a Large, intangible spirit from the Elemental Planes in an unoccupied space within range. Choose its element: air (Lightning), earth (Thunder), fire (Fire), or water (Cold). The spirit remains for the duration.

Whenever a creature you can see enters the spirit's space or starts its turn within 5 feet of it, you can force that creature to make a Dexterity saving throw. On a failed save, the creature takes 6d8 damage of the spirit's type and has the Restrained condition until the start of its next turn. On a successful save, it takes half as much damage and isn't Restrained.

A creature Restrained by the spirit can repeat the saving throw at the end of each of its turns, ending the condition on itself on a success.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 5.

Conjure Fey

Level 6 Conjuration (Druid)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You conjure a Medium spirit from the Feywild in an unoccupied space you can see within range. The spirit lasts for the duration, and it looks like a Fey creature of your choice. When the spirit appears, you can make one melee spell attack against a creature within 5 feet of it. On a hit, the target takes Psychic damage equal to 3d12 plus your spellcasting ability modifier, and the target has the Frightened condition until the start of your next turn, with both you and the spirit as the source of the fear.

As a Bonus Action on your later turns, you can teleport the spirit to an unoccupied space you can see within 30 feet of the space it left and make the attack against a creature within 5 feet of it.

Using a Higher-Level Spell Slot. The damage increases by 1d12 for each spell slot level above 6.

Conjure Minor Elementals

Level 4 Conjuration (Druid, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You conjure spirits from the Elemental Planes that flit around you in a 15-foot Emanation for the duration. Until the spell ends, when you hit a creature within the Emanation with an attack, the attack deals an extra 1d8 damage. This damage is Acid, Cold, Fire, or Lightning, chosen when you make the attack.

In addition, the ground within the Emanation is Difficult Terrain for your enemies.

Using a Higher-Level Spell Slot. The extra damage increases by 1d8 for each spell slot level above 4.

Conjure Woodland Beings

Level 4 Conjuration (Druid, Ranger)

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You conjure nature spirits that flit around you in a 10-foot Emanation for the duration. Whenever the Emanation enters the space of a creature you can see, or a creature you can see enters the Emanation or ends its turn there, you can force that creature to make a Wisdom saving throw.

The creature takes 3d8 Force damage on a failed save, or half as much damage on a successful one. A creature can be affected by this spell only once per turn.

In addition, you can take the Disengage action as a Bonus Action for the duration.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 4.

Contact Other Plane

Level 5 Divination (Warlock, Wizard)

Casting Time: 1 minute or Ritual

Range: Self

Components: V

Duration: 1 minute

You mentally contact a demigod, the spirit of a long-dead sage, or some other knowledgeable entity from another plane. Contacting this otherworldly intelligence can break your mind. When you cast this spell, make a DC 15 Intelligence saving throw. On a successful save, you can ask the entity up to five questions. You must ask your questions before the spell ends. The GM answers each question with one word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if the entity doesn't know the answer to the question). If a one-word answer would be misleading, the GM might instead offer a short phrase as an answer.

On a failed save, you take 6d6 Psychic damage and have the Incapacitated condition until you finish a Long Rest. A *Greater Restoration* spell cast on you ends this effect.

Contagion

Level 5 Necromancy (Cleric, Druid)

Casting Time: Action

Range: Touch

Component: V, S

Duration: 7 days

Your touch inflicts a magical contagion. The target must succeed on a Constitution saving throw or take 11d8 Necrotic damage and have the Poisoned condition. Also, choose one ability when you cast the spell. While Poisoned, the target has Disadvantage on saving throws made with the chosen ability.

The target must repeat the saving throw at the end of each of its turns until it gets three successes or failures. If the target succeeds on three of these saves, the spell ends on the target. If the target fails three of the saves, the spell lasts for 7 days on it.

Whenever the Poisoned target receives an effect that would end the Poisoned condition, the target must succeed on a Constitution saving throw, or the Poisoned condition doesn't end on it.

Contingency

Level 6 Abjuration (Wizard)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a gem-encrusted statuette of yourself worth 1,500+ GP)

Duration: 10 days

Choose a spell of 3rd level or lower that you can cast, that has a casting time of an Action, and that can target you. You cast that spell as part of casting *Contingency*, expending the spell slots for both spells, but the contingent spell doesn't take effect immediately. Instead, it waits for a trigger that you specify when you cast the spells.

The contingent spell takes effect immediately after its trigger occurs for the first time, whether or not you want it to, and *Contingency* then ends.

The contingent spell affects only you, even if it could normally target other creatures. You can have only one *Contingency* active at a time. If you cast this spell again, the previous *Contingency* ends. The spell also ends if its material component is no longer on your person.

Continual Flame

Level 2 Evocation (Cleric, Druid, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (ruby dust worth 50+ GP, which the spell consumes)

Duration: Until dispelled

A flame springs from an object that you touch. The effect casts Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. It looks like a regular flame, but it creates no heat and consumes no fuel. The flame can be covered or hidden but not smothered or quenched.

Control Water

Level 4 Transmutation (Cleric, Druid, Wizard)

Casting Time: Action

Range: 300 feet

Components: V, S, M (a mixture of water and dust)

Duration: Concentration, up to 10 minutes

Until the spell ends, you control any water inside an area you choose that is a Cube up to 100 feet on a side, using one of the following effects. As a Magic action on your later turns, you can repeat the same effect or choose a different one.

Flood. You cause the water level of all standing water in the area to rise by as much as 20 feet. If you choose an area in a large body of water, you instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing.

The water level remains elevated until the spell ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts.

Part Water. You part water in the area and create a trench. The trench extends across the spell's area, and the separated water forms a wall to either side. The trench remains until the spell ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored.

Redirect Flow. You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the

spell's area, it resumes its flow based on the terrain. The water continues to move in the direction you chose until the spell ends or you choose a different effect.

Whirlpool. You cause a whirlpool to form in the center of the area, which must be at least 50 feet square and 25 feet deep. The whirlpool lasts until you choose a different effect or the spell ends. The whirlpool is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature in the water and within 25 feet of the whirlpool is pulled 10 feet toward it. When a creature enters the whirlpool for the first time on a turn or ends its turn there, it makes a Strength saving throw. On a failed save, the creature takes 2d8 Bludgeoning damage. On a successful save, the creature takes half as much damage. A creature can swim away from the whirlpool only if it first takes an action to pull away and succeeds on a Athletics check against your spell save DC.

Control Weather

Level 8 Transmutation (Cleric, Druid, Wizard)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (burning incense)

Duration: Concentration, up to 8 hours

You take control of the weather within 5 miles of you for the duration. You must be outdoors to cast this spell, and it ends early if you go indoors.

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

When you change the weather conditions, find a current condition on the following tables and change its stage by one, up or down. When changing the wind, you can change its direction.

Precipitation

Stage	Condition
1	Clear
2	Light clouds
3	Overcast or ground fog
4	Rain, hail, or snow
5	Torrential rain, driving hail, or blizzard
Temperature	
Stage	**Condition**
1	Heat wave
2	Hot
3	Warm
4	Cool
5	Cold
6	Freezing
Wind	
Stage	**Condition**
1	Calm
2	Moderate wind
3	Strong wind
4	Gale
5	Storm

Create Food and Water

Level 3 Conjuration (Cleric, Paladin)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You create 45 pounds of food and 30 gallons of fresh water on the ground or in containers within range—both useful in fending off the hazards of malnutrition and dehydration. The food is bland but nourishing and looks like a food of your choice, and the water is clean. The food spoils after 24 hours if uneaten.

Create or Destroy Water

Level 1 Transmutation (Cleric, Druid)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a mix of water and sand)

Duration: Instantaneous

You do one of the following:

Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot Cube within range, extinguishing exposed flames there.

Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot Cube within range.

Using a Higher-Level Spell Slot. You create or destroy 10 additional gallons of water, or the size of the Cube increases by 5 feet, for each spell slot level above 1.

Create Undead

Level 6 Necromancy (Cleric, Warlock, Wizard)

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (one 150+ GP black onyx stone for each corpse)

Duration: Instantaneous

You can cast this spell only at night. Choose up to three corpses of Small or Medium Humanoids within range. Each corpse becomes a Ghoul under your control.

As a Bonus Action on each of your turns, you can mentally command any creature you have created with this spell that is within 120 feet of you. If you control multiple creatures, you can issue the same command to any number of them. If you give no command, a creature takes the Dodge action and moves only to avoid harm.

Each creature remains under your control for 24 hours. To maintain control, you must cast this spell on it again before that period ends.

You can control a maximum of four Undead creatures created by this spell at one time. If you create or gain control of a creature that would exceed this limit, you choose which creatures remain under your control.

Using a Higher-Level Spell Slot. The number and type of Undead you can create or reassert control over increases as follows:

- 7th level: Four Ghouls.
- 8th level: Five Ghouls, or two Ghasts or Wights.
- 9th level: Six Ghouls, three Ghasts or Wights, or two Mummies.

Regardless of the spell slot used, you can never control more than four Undead created by this spell.

Creation

Level 5 Illusion (Sorcerer, Wizard)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a paintbrush)

Duration: Special

You pull wisps of shadow material from the Shadowfell to create an object within range. It is either an object of vegetable matter (soft goods, rope, wood, and the like) or mineral matter (stone, crystal, metal, and the like). The object must be no larger than a 5-foot Cube, and the object must be of a form and material that you have seen.

The spell's duration depends on the object's material, as shown in the Materials table. If the object is composed of multiple materials, use the shortest duration. Using any object created by this spell as another spell's Material component causes the other spell to fail.

Materials

Material	Duration
Vegetable matter	24 hours
Stone or crystal	12 hours
Precious metals	1 hour
Gems	10 minutes
Adamantine or mithral	1 minute

Using a Higher-Level Spell Slot. The Cube increases by 5 feet for each spell slot level above 5.

Cure Wounds

Level 1 Abjuration (Bard, Cleric, Druid, Paladin, Ranger)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of Hit Points equal to 2d8 plus your spellcasting ability modifier.

Using a Higher-Level Spell Slot. The healing increases by 2d8 for each spell slot level above 1.

Dancing Lights

Illusion Cantrip (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a bit of phosphorus)

Duration: Concentration, up to 1 minute

You create up to four torch-size lights within range, making them appear as torches, lanterns, or glowing orbs that hover for the duration. Alternatively, you combine the four lights into one glowing Medium form that is vaguely humanlike. Whichever form you choose, each light sheds Dim Light in a 10-foot radius.

As a Bonus Action, you can move the lights up to 60 feet to a space within range. A light must be within 20 feet of another light created by this spell, and a light vanishes if it exceeds the spell's range.

Darkness

Level 2 Evocation (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, M (bat fur and a piece of coal)

Duration: Concentration, up to 10 minutes

For the duration, magical Darkness spreads from a point within range and fills a 15-foot-radius Sphere. Darkvision can't see through it, and nonmagical light can't illuminate it.

Alternatively, you cast the spell on an object that isn't being worn or carried, causing the Darkness to fill a 15-foot Emanation originating from that object. Covering that object with something opaque, such as a bowl or helm, blocks the Darkness.

If any of this spell's area overlaps with an area of Bright Light or Dim Light created by a spell of level 2 or lower, that other spell is dispelled.

Darkvision

Level 2 Transmutation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a dried carrot)

Duration: 8 hours

For the duration, a willing creature you touch has Darkvision with a range of 150 feet.

Daylight

Level 3 Evocation (Cleric, Druid, Paladin, Ranger, Sorcerer)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: 1 hour

For the duration, sunlight spreads from a point within range and fills a 60-foot-radius Sphere. The sunlight's area is Bright Light and sheds Dim Light for an additional 60 feet.

Alternatively, you cast the spell on an object that isn't being worn or carried, causing the sunlight to fill a 60-foot Emanation originating from that object. Covering that object with something opaque, such as a bowl or helm, blocks the sunlight.

If any of this spell's area overlaps with an area of Darkness created by a spell of level 3 or lower, that other spell is dispelled.

Death Ward

Level 4 Abjuration (Cleric, Paladin)

Casting Time: Action

Range: Touch

Components: V, S

Duration: 8 hours

You touch a creature and grant it a measure of protection from death. The first time the target would drop to 0 Hit Points before the spell ends, the target instead drops to 1 Hit Point, and the spell ends.

If the spell is still in effect when the target is subjected to an effect that would kill it instantly without dealing damage, that effect is negated against the target, and the spell ends.

Delayed Blast Fireball

Level 7 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 150 feet

Components: V, S, M (a ball of bat guano and sulfur)

Duration: Concentration, up to 1 minute

A beam of yellow light flashes from you, then condenses at a chosen point within range as a glowing bead for the duration. When the spell ends, the bead explodes, and each creature in a 20-foot-radius Sphere centered on that point makes a Dexterity saving throw. A creature takes Fire damage equal to the total accumulated damage on a failed save or half as much damage on a successful one.

The spell's base damage is 12d6, and the damage increases by 1d6 whenever your turn ends and the spell hasn't ended.

If a creature touches the glowing bead before the spell ends, that creature makes a Dexterity saving throw. On a failed save, the spell ends, causing the bead to explode. On a successful save, the creature can throw the bead up to 40 feet. If the thrown bead enters a creature's space or collides with a solid object, the spell ends, and the bead explodes.

When the bead explodes, flammable objects in the explosion that aren't being worn or carried start burning.

Using a Higher-Level Spell Slot. The base damage increases by 1d6 for each spell slot level above 7.

Demiplane

Level 8 Conjuration (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 60 feet

Components: S

Duration: 1 hour

You create a shadowy Medium door on a flat solid surface that you can see within range. This door can be opened and closed, and it leads to a demiplane that is an empty room 30 feet in each dimension, made of wood or stone (your choice).

When the spell ends, the door vanishes, and any objects inside the demiplane remain there. Any creatures inside also remain unless they opt to be shunted through the door as it vanishes, landing with the Prone condition in the unoccupied spaces closest to the door's former space.

Each time you cast this spell, you can create a new demiplane or connect the shadowy door to a demiplane you created with a previous casting of this spell. Additionally, if you know the nature and contents of a demiplane created by a casting of this spell by another creature, you can connect the shadowy door to that demiplane instead.

Detect Evil and Good

Level 1 Divination (Cleric, Paladin)

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you sense the location of any Aberration, Celestial, Elemental, Fey, Fiend, or Undead within 30 feet of yourself. You also sense whether the *Hallow* spell is active there and, if so, where.

The spell is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.

Detect Magic

Level 1 Divination (Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard)

Casting Time: Action or Ritual

Range: Self Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of magical effects within 30 feet of yourself. If you sense such effects, you can take the Magic action to see a faint aura around any visible creature or object in the area that bears the magic, and if an effect was created by a spell, you learn the spell's school of magic.

The spell is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.

Detect Poison and Disease

Level 1 Divination (Cleric, Druid, Paladin, Ranger)

Casting Time: Action or Ritual Range: Self

Components: V, S, M (a yew leaf)

Duration: Concentration, up to 10 minutes

For the duration, you sense the location of poisons, poisonous or venomous creatures, and magical contagions within 30 feet of yourself. You sense the kind of poison, creature, or contagion in each case.

The spell is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.

Detect Thoughts

Level 2 Divination (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (1 Copper Piece)
Duration: Concentration, up to 1 minute

You activate one of the effects below. Until the spell ends, you can activate either effect as a Magic action on your later turns.

Sense Thoughts. You sense the presence of thoughts within 30 feet of yourself that belong to creatures that know languages or are telepathic. You don't read the thoughts, but you know that a thinking creature is present.

The spell is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.

Read Thoughts. Target one creature you can see within 30 feet of yourself or one creature within 30 feet of yourself that you detected with the Sense Thoughts option. You learn what is most on the target's mind right now. If the target doesn't know any languages and isn't telepathic, you learn nothing.

As a Magic action on your next turn, you can try to probe deeper into the target's mind. If you probe deeper, the target makes a Wisdom saving throw. On a failed save, you discern the target's reasoning, emotions, and something that looms large in its mind (such as a worry, love, or hate). On a successful save, the spell ends. Either way, the target knows that you are probing into its mind, and until you shift your attention away from the target's mind, the target can take an action on its turn to make an Arcana check against your spell save DC, ending the spell on a success.

Dimension Door

Level 4 Conjuration (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 500 feet

Components: V

Duration: Instantaneous

You teleport to a location within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "300 feet upward to the northwest at a 45-degree angle."

You can also teleport one willing creature. The creature must be within 5 feet of you when you teleport, and it teleports to a space within 5 feet of your destination space. If you, the other creature, or both would arrive in a space occupied by a creature or completely filled by one or more objects, you and any creature traveling with you each take 4d6 Force damage, and the teleportation fails.

Disguise Self

Level 1 Illusion (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: 1 hour

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends. You can seem 1 foot shorter or taller and can appear heavier or lighter. You must adopt a form that has the same basic arrangement of limbs as you have. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing.

To discern that you are disguised, a creature must take the Study action to inspect your appearance and succeed on an Investigation check against your spell save DC.

Disintegrate

Level 6 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a lodestone and dust)

Duration: Instantaneous

You launch a green ray at a target you can see within range. The target can be a creature, a nonmagical object, or a creation of magical force, such as the wall created by *Wall of Force*.

A creature targeted by this spell makes a Dexterity saving throw. On a failed save, the target takes 10d6 + 40 Force damage. If this damage reduces it to 0 Hit Points, it and everything nonmagical it is wearing and carrying are disintegrated into gray dust. The target can be revived only by a *True Resurrection* or a *Wish* spell.

This spell automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If such a target is Huge or larger, this spell disintegrates a 10-foot-Cube portion of it.

Using a Higher-Level Spell Slot. The damage increases by 3d6 for each spell slot level above 6.

Dispel Evil and Good

Level 5 Abjuration (Cleric, Paladin)

Casting Time: Action

Range: Self

Components: V, S, M (powdered silver and iron)

Duration: Concentration, up to 1 minute

For the duration, Celestials, Elementals, Fey, Fiends, and Undead have Disadvantage on attack rolls against you. You can end the spell early by using either of the following special functions.

Break Enchantment. As a Magic action, you touch a creature that is possessed by or has the Charmed or Frightened condition from one or more creatures of the types above. The target is no longer possessed, Charmed, or Frightened by such creatures.

Dismissal. As a Magic action, you target one creature you can see within 5 feet of you that has one of the creature types above. The target must succeed on a Charisma saving throw or be sent back to its home plane if it isn't there already. If they aren't on their home plane, Undead are sent to the Shadowfell, and Fey are sent to the Feywild.

Dispel Magic

Level 3 Abjuration (Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Choose one creature, object, or magical effect within range. Any ongoing spell of level 3 or lower on the target ends. For each ongoing spell of level 4 or higher on the target, make an ability check using your spellcasting ability (DC 10 plus that spell's level). On a successful check, the spell ends.

Using a Higher-Level Spell Slot. You automatically end a spell on the target if the spell's level is equal to or less than the level of the spell slot you use.

Dissonant Whispers

Level 1 Enchantment (Bard)

Casting Time: Action

Range: 60 feet

Components: V

Duration: Instantaneous

One creature of your choice that you can see within range hears a discordant melody in its mind. The target makes a Wisdom saving throw. On a failed save, it takes 3d6 Psychic damage and must immediately use its Reaction, if available, to move as far away from you as it can, using the safest route. On a successful save, the target takes half as much damage only.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

Divination

Level 4 Divination (Cleric, Druid, Wizard)

Casting Time: Action or Ritual Range: Self

Components: V, S, M (incense worth 25+ GP, which the spell consumes)

Duration: Instantaneous

This spell puts you in contact with a god or a god's servants. You ask one question about a specific goal, event, or activity to occur within 7 days. The GM offers a truthful reply, which might be a short phrase or cryptic rhyme. The spell doesn't account for circumstances that might change the answer, such as the casting of other spells.

If you cast the spell more than once before finishing a Long Rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer.

Divine Favor

Level 1 Transmutation (Paladin)

Casting Time: Bonus Action

Range: Self Components: V, S

Duration: 1 minute

Until the spell ends, your attacks with weapons deal an extra 1d4 Radiant damage on a hit.

Divine Word

Level 7 Evocation (Cleric)

Casting Time: Bonus Action

Range: 30 feet

Components: V

Duration: Instantaneous

You utter a word imbued with power from the Upper Planes. Each creature of your choice in range makes a Charisma saving throw. On a failed save, a target that has 50 Hit Points or fewer suffers an effect based on its current Hit Points, as shown in the *Divine Word* Effects table. Regardless of its Hit Points, a Celestial, an Elemental, a Fey, or a Fiend target that fails its save is forced back to its plane of origin (if it isn't there already) and can't return to the current plane for 24 hours by any means short of a *Wish* spell.

Divine Hit Points	Word Effects Effect
0–20	The target dies.
21–30	The target has the Blinded, Deafened, and Stunned conditions for 1 hour.
31–40	The target has the Blinded and Deafened conditions for 10 minutes.
41–50 T	he target has the Deafened condition for 1 minute.

Dominate Beast

Level 4 Enchantment (Druid, Ranger, Sorcerer)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

One Beast you can see within range must succeed on a Wisdom saving throw or have the Charmed condition for the duration. The target has Advantage on the save if you or your allies are fighting it. Whenever the target takes damage, it repeats the save, ending the spell on itself on a success.

You have a telepathic link with the Charmed target while the two of you are on the same plane of existence. On your turn, you can use this link to issue commands to the target (no action required), such as "Attack that creature," "Move over there," or "Fetch that object." The target does its best to obey on its turn. If it completes an order and doesn't receive further direction from you, it acts and moves as it likes, focusing on protecting itself.

You can command the target to take a Reaction but must take your own Reaction to do so.

Using a Higher-Level Spell Slot. Your Concentration can last longer with a spell slot of level 5 (up to 10 minutes), 6 (up to 1 hour), or 7+ (up to 8 hours).

Dominate Monster

Level 8 Enchantment (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

One creature you can see within range must succeed on a Wisdom saving throw or have the Charmed condition for the duration. The target has Advantage on the save if you or your allies are fighting it. Whenever the target takes damage, it repeats the save, ending the spell on itself on a success. You have a telepathic link with the Charmed target while the two of you are on the same plane of existence. On your turn, you can use this link to issue commands to the target (no action required), such as "Attack that creature," "Move over there," or "Fetch that object." The target does its best to obey on its turn. If it completes an order and doesn't receive further direction from you, it acts and moves as it likes, focusing on protecting itself.

You can command the target to take a Reaction but must take your own Reaction to do so.

Using a Higher-Level Spell Slot. Your Concentration can last longer with a level 9 spell slot (up to 8 hours).

Dominate Person

Level 5 Enchantment (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

One Humanoid you can see within range must succeed on a Wisdom saving throw or have the Charmed condition for the duration. The target has Advantage on the save if you or your allies are fighting it. Whenever the target takes damage, it repeats the save, ending the spell on itself on a success.

You have a telepathic link with the Charmed target while the two of you are on the same plane of existence. On your turn, you can use this link to issue commands to the target (no action required), such as "Attack that creature," "Move over there," or "Fetch that object." The target does its best to obey on its turn. If it completes an order and doesn't receive further direction from you, it acts and moves as it likes, focusing on protecting itself.

You can command the target to take a Reaction but must take your own Reaction to do so.

Using a Higher-Level Spell Slot. Your Concentration can last longer with a spell slot of level 6 (up to 10 minutes), 7 (up to 1 hour), or 8+ (up to 8 hours).

Dragon's Breath

Level 2 Transmutation (Sorcerer, Wizard)

Casting Time: Bonus Action

Range: Touch

Components: V, S, M (a hot pepper)

Duration: Concentration, up to 1 minute

You touch one willing creature, and choose Acid, Cold, Fire, Lightning, or Poison. Until the spell ends, the target can take a Magic action to exhale a 15-foot Cone. Each creature in that area makes a Dexterity saving throw, taking 3d6 damage of the chosen type on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 2.

Dream

Level 5 Illusion (Bard, Warlock, Wizard)

Casting Time: 1 minute

Range: Special

Components: V, S, M (a handful of sand)

Duration: 8 hours

You target a creature you know on the same plane of existence. You or a willing creature you touch enters a trance state to act as a dream messenger. While in the trance, the messenger is Incapacitated and has a Speed of 0.

If the target is asleep, the messenger appears in the target's dreams and can converse with the target as long as it remains asleep, through the spell's duration. The messenger can also shape the dream's environment, creating landscapes, objects, and other images. The messenger can emerge from the trance at any time, ending the spell. The target recalls the dream perfectly upon waking.

If the target is awake when you cast the spell, the messenger knows it and can either end the trance (and the spell) or wait for the target to sleep, at which point the messenger enters its dreams.

You can make the messenger terrifying to the target. If you do so, the messenger can deliver a message of no more than ten words, and then the target makes a Wisdom saving throw. On a failed save, the target gains no benefit from its rest, and it takes 3d6 Psychic damage when it wakes up.

Druidcraft

Transmutation Cantrip (Druid)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Whispering to the spirits of nature, you create one of the following effects within range.

Weather Sensor. You create a Tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.

Bloom. You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.

Sensory Effect. You create a harmless sensory effect, such as falling leaves, spectral dancing fairies, a gentle breeze, the sound of an animal, or the faint odor of skunk. The effect must fit in a 5-foot Cube.

Fire Play. You light or snuff out a candle, a torch, or a campfire.

Earthquake

Level 8 Transmutation (Cleric, Druid, Sorcerer)

Casting Time: Action

Range: 500 feet

Components: V, S, M (a fractured rock)

Duration: Concentration, up to 1 minute

Choose a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 100-foot-radius circle centered on that point. The ground there is Difficult Terrain.

When you cast this spell and at the end of each of your turns for the duration, each creature on the ground in the area makes a Dexterity saving throw. On a failed save, a creature has the Prone condition, and its Concentration is broken.

You can also cause the effects below.

Fissures. A total of 1d6 fissures open in the spell's area at the end of the turn you cast it. You choose the fissures' locations, which can't be under structures. Each fissure is 1d10 × 10 feet deep and 10 feet wide, and it extends from one edge of the spell's area to another edge. A creature in the same space as a fissure must succeed on a Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens.

Structures. The tremor deals 50 Bludgeoning damage to any structure in contact with the ground in the area when you cast the spell and at the end of each of your turns until the spell ends. If a structure drops to 0 Hit Points, it collapses.

A creature within a distance from a collapsing structure equal to half the structure's height makes a Dexterity saving throw. On a failed save, the creature takes 12d6 Bludgeoning damage, has the Prone condition, and is buried in the rubble, requiring a DC 20 Athletics check as an action to escape. On a successful save, the creature takes half as much damage only.

Eldritch Blast

Evocation Cantrip (Warlock)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl a beam of crackling energy. Make a ranged spell attack against one creature or object in range. On a hit, the target takes 1d10 Force damage.

Cantrip Upgrade. The spell creates two beams at level 5, three beams at level 11, and four beams at level 17. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

Elementalism

Transmutation Cantrip (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You exert control over the elements, creating one of the following effects within range.

Beckon Air. You create a breeze strong enough to ripple cloth, stir dust, rustle leaves, and close open doors and shutters, all in a 5-foot Cube. Doors and shutters being held open by someone or something aren't affected.

Beckon Earth. You create a thin shroud of dust or sand that covers surfaces in a 5-foot-square area, or you cause a single word to appear in your handwriting in a patch of dirt or sand.

Beckon Fire. You create a thin cloud of harmless embers and colored, scented smoke in a 5-foot Cube. You choose the color and scent, and the embers can light candles, torches, or lamps in that area. The smoke's scent lingers for 1 minute.

Beckon Water. You create a spray of cool mist that lightly dampens creatures and objects in a 5-foot Cube. Alternatively, you create 1 cup of clean water either in an open container or on a surface, and the water evaporates in 1 minute.

Sculpt Element. You cause dirt, sand, fire, smoke, mist, or water that can fit in a 1-foot Cube to assume a crude shape (such as that of a creature) for 1 hour.

Enhance Ability

Level 2 Transmutation (Bard, Cleric, Druid, Ranger, Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (fur or a feather)

Duration: Concentration, up to 1 hour

You touch a creature and choose Strength, Dexterity, Intelligence, Wisdom, or Charisma. For the duration, the target has Advantage on ability checks using the chosen ability.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2. You can choose a different ability for each target.

Enlarge/Reduce

Level 2 Transmutation (Bard, Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a pinch of powdered iron)

Duration: Concentration, up to 1 minute

For the duration, the spell enlarges or reduces a creature or an object you can see within range (see the chosen effect below). A targeted object must be neither worn nor carried. If the target is an unwilling creature, it can make a Constitution saving throw. On a successful save, the spell has no effect.

Everything that a targeted creature is wearing and carrying changes size with it. Any item it drops returns to normal size at once. A thrown weapon or piece of ammunition returns to normal size immediately after it hits or misses a target.

Enlarge. The target's size increases by one category—from Medium to Large, for example. The target also has Advantage on Strength checks and Strength saving throws. The target's attacks with its enlarged weapons or Unarmed Strikes deal an extra 1d4 damage on a hit.

Reduce. The target's size decreases by one category—from Medium to Small, for example. The target also has Disadvantage on Strength checks and Strength saving throws. The target's attacks with its reduced weapons or Unarmed Strikes deal 1d4 less damage on a hit (this can't reduce the damage below 1).

Ensnaring Strike

Level 1 Conjuration (Ranger)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a weapon

Range: Self

Components: V

Duration: Concentration, up to 1 minute

As you hit the target, grasping vines appear on it, and it makes a Strength saving throw. A Large or larger creature has Advantage on this save. On a failed save, the target has the Restrained condition until the spell ends. On a successful save, the vines shrivel away, and the spell ends.

While Restrained, the target takes 1d6 Piercing damage at the start of each of its turns. The target or a creature within reach of it can take an action to make a Athletics check against your spell save DC. On a success, the spell ends.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

Entangle

Level 1 Conjuration (Druid, Ranger)

Casting Time: Action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

Grasping plants sprout from the ground in a 20-foot square within range. For the duration, these plants turn the ground in the area into Difficult Terrain. They disappear when the spell ends.

Each creature (other than you) in the area when you cast the spell must succeed on a Strength saving throw or have the Restrained condition until the spell ends. A Restrained creature can take an action to make an Athletics check against your spell save DC. On a success, it frees itself from the grasping plants and is no longer Restrained by them.

Enthrall

Level 2 Enchantment (Bard, Warlock)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You weave a distracting string of words, causing creatures of your choice that you can see within range to make a Wisdom saving throw. Any creature you or your companions are fighting automatically succeeds on this save. On a failed save, a target has a −10 penalty to Perception checks and Passive Perception until the spell ends.

Etherealness

Level 7 Conjuration (Bard, Cleric, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: Up to 8 hours

You step into the border regions of the Ethereal Plane, where it overlaps with your current plane. You remain in the Border Ethereal for the duration. During this time, you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can perceive the plane you left, which looks gray, and you can't see anything there more than 60 feet away.

While on the Ethereal Plane, you can affect and be affected only by creatures, objects, and effects on that plane. Creatures that aren't on the Ethereal Plane can't perceive or interact with you unless a feature gives them the ability to do so.

When the spell ends, you return to the plane you left in the spot that corresponds to your space in the Border Ethereal. If you appear in an occupied space, you are shunted to the nearest unoccupied space and take Force damage equal to twice the number of feet you are moved.

This spell ends instantly if you cast it while you are on the Ethereal Plane or a plane that doesn't border it, such as one of the Outer Planes.

Using a Higher-Level Spell Slot. You can target up to three willing creatures (including yourself) for each spell slot level above 7. The creatures must be within 10 feet of you when you cast the spell.

Expeditious Retreat

Level 1 Transmutation (Sorcerer, Warlock, Wizard)

Casting Time: Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You take the Dash action, and until the spell ends, you can take that action again as a Bonus Action.

Eyebite

Level 6 Necromancy (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

For the duration, your eyes become an inky void. One creature of your choice within 60 feet of you that you can see must succeed on a Wisdom saving throw or be affected by one of the following effects of your choice for the duration.

On each of your turns until the spell ends, you can take a Magic action to target another creature but can't target a creature again if it has succeeded on a save against this casting of the spell.

Asleep. The target has the Unconscious condition. It wakes up if it takes any damage or if another creature takes an action to shake it awake.

Panicked. The target has the Frightened condition. On each of its turns, the Frightened target must take the Dash action and move away from you by the safest and shortest route available. If the target moves to a space at least 60 feet away from you where it can't see you, this effect ends.

Sickened. The target has the Poisoned condition.

Fabricate

Level 4 Transmutation (Wizard)

Casting Time: 10 minutes

Range: 120 feet

Components: V, S

Duration: Instantaneous

You convert raw materials into products of the same material. For example, you can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, or clothes from flax or wool.

Choose raw materials that you can see within range. You can fabricate a Large or smaller object (contained within a 10-foot Cube or eight connected 5-foot Cubes) given a sufficient quantity of material. If you're working with metal, stone, or another mineral substance, however, the fabricated object can be no larger than Medium (contained within a 5-foot Cube). The quality of any fabricated objects is based on the quality of the raw materials.

Creatures and magic items can't be created by this spell. You also can't use it to create items that require a high degree of skill—such as weapons and armor—unless you have proficiency with the type of Artisan's Tools used to craft such objects.

Faerie Fire

Level 1 Evocation (Bard, Druid)

Casting Time: Action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

Objects in a 20-foot Cube within range are outlined in blue, green, or violet light (your choice). Each creature in the Cube is also outlined if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed Dim Light in a 10-foot radius and can't benefit from the Invisible condition.

Attack rolls against an affected creature or object have Advantage if the attacker can see it.

Faithful Hound

Level 4 Conjuration (Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a silver whistle)

Duration: 8 hours

You conjure a phantom watchdog in an unoccupied space that you can see within range. The hound remains for the duration or until the two of you are more than 300 feet apart from each other.

No one but you can see the hound, and it is intangible and invulnerable. When a Small or larger creature comes within 30 feet of it without first speaking the password that you specify when you cast this spell, the hound starts barking loudly. The hound has Truesight with a range of 30 feet.

At the start of each of your turns, the hound attempts to bite one enemy within 5 feet of it. That enemy must succeed on a Dexterity saving throw or take 4d8 Force damage.

On your later turns, you can take a Magic action to move the hound up to 30 feet.

False Life

Level 1 Necromancy (Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a drop of alcohol)

Duration: Instantaneous

You gain 2d4 + 4 Temporary Hit Points.

Using a Higher-Level Spell Slot. You gain 5 additional Temporary Hit Points for each spell slot level above 1.

Fear

Level 3 Illusion (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a white feather)

Duration: Concentration, up to 1 minute

Each creature in a 30-foot Cone must succeed on a Wisdom saving throw or drop whatever it is holding and have the Frightened condition for the duration.

A Frightened creature takes the Dash action and moves away from you by the safest route on each of its turns unless there is nowhere to move. If the creature ends its turn in a space where it doesn't have line of sight to you, the creature makes a Wisdom saving throw. On a successful save, the spell ends on that creature.

Feather Fall

Level 1 Transmutation (Bard, Sorcerer, Wizard)

Casting Time: Reaction, which you take when you or a creature you can see within 60 feet of you falls

Range: 60 feet

Components: V, M (a small feather or piece of down)

Duration: 1 minute

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If a creature lands before the spell ends, the creature takes no damage from the fall, and the spell ends for that creature.

Find Familiar

Level 1 Conjuration (Wizard)

Casting Time: 1 hour or Ritual Range: 10 feet

Components: V, S, M (burning incense worth 10+ GP, which the spell consumes)

Duration: Instantaneous

You gain the service of a familiar, a spirit that takes an animal form you choose: Bat, Cat, Frog, Hawk, Lizard, Octopus, Owl, Rat, Raven, Spider, Weasel, or another Beast that has a Challenge Rating of 0. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form (see "Monsters"), though it is a Celestial, Fey, or Fiend (your choice) instead of a Beast. Your familiar acts independently of you, but it obeys your commands.

Telepathic Connection. While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as a Bonus Action, you can see through the familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses it has.

Finally, when you cast a spell with a range of touch, your familiar can deliver the touch. Your familiar must be within 100 feet of you, and it must take a Reaction to deliver the touch when you cast the spell.

Combat. The familiar is an ally to you and your allies. It rolls its own Initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

Disappearance of the Familiar. When the familiar drops to 0 Hit Points, it disappears. It reappears after you cast this spell again. As a Magic action, you can temporarily dismiss the familiar to a pocket dimension. Alternatively, you can dismiss it forever. As a Magic action while it is temporarily dismissed, you can cause it to reappear in an unoccupied space within 30 feet of you. Whenever the familiar drops to 0 Hit Points or disappears into the pocket dimension, it leaves behind in its space anything it was wearing or carrying.

One Familiar Only. You can't have more than one familiar at a time. If you cast this spell while you have a familiar, you instead cause it to adopt a new eligible form.

Find Steed

Level 2 Conjuration (Paladin)

Casting Time: Action

Range: 30 feet Component: V, S

Duration: Instantaneous

You summon an otherworldly being that appears as a loyal steed in an unoccupied space of your choice within range. This creature uses the Otherworldly Steed stat block. If you already have a steed from this spell, the steed is replaced by the new one.

The steed resembles a Large, rideable animal of your choice, such as a horse, a camel, a dire wolf, or an elk. Whenever you cast the spell, choose the steed's creature type—Celestial, Fey, or Fiend—which determines certain traits in the stat block.

Combat. The steed is an ally to you and your allies. In combat, it shares your Initiative count, and it functions as a controlled mount while you ride it (as defined in the rules on mounted combat). If you have the Incapacitated condition, the steed takes its turn immediately after yours and acts independently, focusing on protecting you.

Disappearance of the Steed. The steed disappears if it drops to 0 Hit Points or if you die. When it disappears, it leaves behind anything it was wearing or carrying. If you cast this spell again, you decide whether you summon the steed that disappeared or a different one.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

Otherworldly Steed

Large Celestial, Fey, or Fiend (Your Choice), Neutral

AC 10 + 1 per spell level **HP** 5 + 10 per spell level (the steed has a number of Hit Dice [d10s] equal to the spell's level)

Speed 60 ft., Fly 60 ft. (requires level 4+ spell)

MOD SAVE MOD SAVE MOD SAVE

Str 18 +4 +4 Dex 12 +1 +1 Con 14 +2 +2

Int 6 −2 −2 Wis 12 +1 +1 Cha 8 −1 −1

Senses Passive Perception 11 Languages Telepathy 1 mile (works only with you)

CR None (XP 0; PB equals your Proficiency Bonus)

Traits

Life Bond. When you regain Hit Points from a level 1+ spell, the steed regains the same number of Hit Points if you're within 5 feet of it.

Actions

Otherworldly Slam. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d8 plus the spell's level of Radiant (Celestial), Psychic (Fey), or Necrotic (Fiend) damage.

Bonus Actions

Fell Glare (Fiend Only; Recharges after a Long Rest). *Wisdom Saving Throw:* DC equals your spell save DC, one creature within 60 feet the steed can see. *Failure:* The target has the Frightened condition until the end of your next turn.

Fey Step (Fey Only; Recharges after a Long Rest). The steed teleports, along with its rider, to an unoccupied space of your choice up to 60 feet away from itself.

Healing Touch (Celestial Only; Recharges after a Long Rest). One creature within 5 feet of the steed regains a number of Hit Points equal to 2d8 plus the spell's level.

Find the Path

Level 6 Divination (Bard, Cleric, Druid)

Casting Time: 1 minute

Range: Self

Components: V, S, M (a set of divination tools—such as cards or runes—worth 100+ GP)

Duration: Concentration, up to 1 day

You magically sense the most direct physical route to a location you name. You must be familiar with the location, and the spell fails if you name a destination on another plane of existence, a moving destination (such as a mobile fortress), or an unspecific destination (such as "a green dragon's lair").

For the duration, as long as you are on the same plane of existence as the destination, you know how far it is and in what direction it lies. Whenever you face a choice of paths along the way there, you know which path is the most direct.

Find Traps

Level 2 Divination (Cleric, Druid, Ranger)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You sense any trap within range that is within line of sight. A trap, for the purpose of this spell, includes any object or mechanism that was created to cause damage or other danger. Thus, the spell would sense the *Alarm* or *Glyph of Warding* spell or a mechanical pit trap, but it wouldn't reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole.

This spell reveals that a trap is present but not its location. You do learn the general nature of the danger posed by a trap you sense.

Finger of Death

Level 7 Necromancy (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You unleash negative energy toward a creature you can see within range. The target makes a Constitution saving throw, taking 7d8 + 30 Necrotic damage on a failed save or half as much damage on a successful one.

A Humanoid killed by this spell rises at the start of your next turn as a Zombie (see "Monsters") that follows your verbal orders.

Fireball

Level 3 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 150 feet

Components: V, S, M (a ball of bat guano and sulfur)

Duration: Instantaneous

A bright streak flashes from you to a point you choose within range and then blossoms with a low roar into a fiery explosion. Each creature in a 20-foot-radius Sphere centered on that point makes a Dexterity saving throw, taking 8d6 Fire damage on a failed save or half as much damage on a successful one.

Flammable objects in the area that aren't being worn or carried start burning.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 3.

Fire Bolt

Evocation Cantrip (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl a mote of fire at a creature or an object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 Fire damage. A flammable object hit by this spell starts burning if it isn't being worn or carried.

Cantrip Upgrade. The damage increases by 1d10 when you reach levels 5 (2d10), 11 (3d10), and 17 (4d10).

Fire Shield

Level 4 Evocation (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a bit of phosphorus or a firefly)

Duration: 10 minutes

Wispy flames wreathe your body for the duration, shedding Bright Light in a 10-foot radius and Dim Light for an additional 10 feet.

The flames provide you with a warm shield or a chill shield, as you choose. The warm shield grants you Resistance to Cold damage, and the chill shield grants you Resistance to Fire damage.

In addition, whenever a creature within 5 feet of you hits you with a melee attack roll, the shield erupts with flame. The attacker takes 2d8 Fire damage from a warm shield or 2d8 Cold damage from a chill shield.

Fire Storm

Level 7 Evocation (Cleric, Druid, Sorcerer)

Casting Time: Action

Range: 150 feet

Components: V, S

Duration: Instantaneous

A storm of fire appears within range. The area of the storm consists of up to ten 10-foot Cubes, which you arrange as you like. Each Cube must be contiguous with at least one other Cube. Each creature in the area makes a Dexterity saving throw, taking 7d10 Fire damage on a failed save or half as much damage on a successful one.

Flammable objects in the area that aren't being worn or carried start burning.

Flame Blade

Level 2 Evocation (Druid, Sorcerer)

Casting Time: Bonus Action

Range: Self

Components: V, S, M (a sumac leaf)

Duration: Concentration, up to 10 minutes

You evoke a fiery blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke it again as a Bonus Action.

As a Magic action, you can make a melee spell attack with the fiery blade. On a hit, the target takes Fire damage equal to 3d6 plus your spellcasting ability modifier.

The flaming blade sheds Bright Light in a 10-foot radius and Dim Light for an additional 10 feet.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 2.

Flame Strike

Level 5 Evocation (Cleric)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a pinch of sulfur)

Duration: Instantaneous

A vertical column of brilliant fire roars down from above. Each creature in a 10-foot-radius, 40-foot-high Cylinder centered on a point within range makes a Dexterity saving throw, taking 5d6 Fire damage and 5d6 Radiant damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The Fire damage and the Radiant damage increase by 1d6 for each spell slot level above 5.

Flaming Sphere

Level 2 Conjuration (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a ball of wax)

Duration: Concentration, up to 1 minute

You create a 5-foot-diameter sphere of fire in an unoccupied space on the ground within range. It lasts for the duration. Any creature that ends its turn within 5 feet of the sphere makes a Dexterity saving throw, taking 2d6 Fire damage on a failed save or half as much damage on a successful one.

As a Bonus Action, you can move the sphere up to 30 feet, rolling it along the ground. If you move the sphere into a creature's space, that creature makes the save against the sphere, and the sphere stops moving for the turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. Flammable objects that aren't being worn or carried start burning if touched by the sphere, and it sheds Bright Light in a 20-foot radius and Dim Light for an additional 20 feet.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 2.

Flesh to Stone

Level 6 Transmutation (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a cockatrice feather)

Duration: Concentration, up to 1 minute

You attempt to turn one creature that you can see within range into stone. The target makes a Constitution saving throw. On a failed save, it has the Restrained condition for the duration. On a successful save, its Speed is 0 until the start of your next turn. Constructs automatically succeed on the save.

A Restrained target makes another Constitution saving throw at the end of each of its turns With Disadvantage. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is turned to stone and has the Petrified condition for the duration. The successes and failures needn't be consecutive; keep track of both until the target collects three of a kind.

If you maintain your Concentration on this spell for the entire possible duration, the target is Petrified until the condition is ended by *Greater Restoration* or similar magic.

Floating Disk

Level 1 Conjuration (Wizard)

Casting Time: Action or Ritual

Range: 30 feet

Components: V, S, M (a drop of mercury)

Duration: 1 hour

This spell creates a circular, horizontal plane of force, 3 feet in diameter and 1 inch thick, that floats 3 feet above the ground in an unoccupied space of your choice that you can see within range. The disk remains for the duration and can hold up to 500 pounds. If more weight is placed on it, the spell ends, and everything on the disk falls to the ground.

The disk is immobile while you are within 20 feet of it. If you move more than 20 feet away from it, the disk follows you so that it remains within 20 feet of you. It can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot-deep pit, nor could it leave such a pit if it was created at the bottom.

If you move more than 100 feet from the disk (typically because it can't move around an obstacle to follow you), the spell ends.

Fly

Level 3 Transmutation (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a feather)

Duration: Concentration, up to 10 minutes

You touch a willing creature. For the duration, the target gains a Fly Speed of 60 feet and can hover. When the spell ends, the target falls if it is still aloft unless it can stop the fall.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 3.

Fog Cloud

Level 1 Conjuration (Druid, Ranger, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 hour

You create a 20-foot-radius Sphere of fog centered on a point within range. The Sphere is Heavily Obscured. It lasts for the duration or until a strong wind (such as one created by *Gust of Wind*) disperses it.

Using a Higher-Level Spell Slot. The fog's radius increases by 20 feet for each spell slot level above 1.

Forbiddance

Level 6 Abjuration (Cleric)

Casting Time: 10 minutes or Ritual

Range: Touch

Components: V, S, M (ruby dust worth 1,000+ GP)

Duration: 1 day

You create a ward against magical travel that protects up to 40,000 square feet of floor space to a height of 30 feet above the floor. For the duration, creatures can't teleport into the area or use portals, such as those created by the *Gate* spell, to enter the area. The spell proofs the area against planar travel, and therefore prevents creatures from accessing the area by way of the Astral Plane, the Ethereal Plane, the Feywild, the Shadowfell, or the *Plane Shift* spell.

In addition, the spell damages types of creatures that you choose when you cast it. Choose one or more of the following: Aberrations, Celestials, Elementals, Fey, Fiends, and Undead. When a creature of a chosen type enters the spell's area for the first time on a turn or ends its turn there, the creature takes 5d10 Radiant or Necrotic damage (your choice when you cast this spell).

You can designate a password when you cast the spell. A creature that speaks the password as it enters the area takes no damage from the spell.

The spell's area can't overlap with the area of another *Forbiddance* spell. If you cast *Forbiddance* every day for 30 days in the same location, the spell lasts until it is dispelled, and the Material components are consumed on the last casting.

Forcecage

Level 7 Evocation (Bard, Warlock, Wizard)

Casting Time: Action

Range: 100 feet

Components: V, S, M (ruby dust worth 1,500+ GP, which the spell consumes)

Duration: Concentration, up to 1 hour

An immobile, Invisible, Cube-shaped prison of magical force appears around an area you choose within range. You can form the prison as a cage or as a solid box.

A cage can be up to 20 feet on a side and consists of narrow magical bars. A box can be up to 10 feet on a side and forms a solid barrier that prevents matter from passing through and blocks spells cast into or out of the area.

When the prison appears, each creature completely within it must make a Charisma saving throw. On a success, the creature is pushed to the nearest unoccupied space outside the prison. On a failure, it is trapped.

A creature trapped inside can't leave by nonmagical means. If it attempts to escape by teleportation or interplanar travel, it must make a Charisma saving throw. On a success, the magic allows it to escape; on a failure, the attempt fails.

The prison extends into the Ethereal Plane and blocks travel through that plane. The spell can't be dispelled by *Dispel Magic*, but *Disintegrate* destroys it.

Foresight

Level 9 Divination (Bard, Druid, Warlock, Wizard)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a hummingbird feather)

Duration: 1 hour

You touch a willing creature and bestow a limited ability to see into the immediate future. For the duration, the target has Advantage on D20 Tests, and other creatures have Disadvantage on attack rolls against it. The spell ends early if you cast it again.

Freedom of Movement

Level 4 Abjuration (Bard, Cleric, Druid, Ranger)

Casting Time: Action

Range: Touch

Components: V, S, M (a leather strap)

Duration: 1 hour

You touch a willing creature. For the duration, the target's movement is unaffected by Difficult Terrain, and spells and other magical effects can neither reduce the target's Speed nor cause the target to have the Paralyzed or Restrained conditions. The target also has a Swim Speed equal to its Speed.

In addition, the target can spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature imposing the Grappled condition on it.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 4.

Freezing Sphere

Level 6 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 300 feet

Components: V, S, M (a miniature crystal sphere)

Duration: Instantaneous

A frigid globe streaks from you to a point of your choice within range, where it explodes in a 60-foot-radius Sphere. Each creature in that area makes a Constitution saving throw, taking 10d6 Cold damage on failed save or half as much damage on a successful one.

If the globe strikes a body of water, it freezes the water to a depth of 6 inches over an area 30 feet square. This ice lasts for 1 minute. Creatures that were swimming on the surface of frozen water are trapped in the ice and have the Restrained condition. A trapped creature can take an action to make a Athletics check against your spell save DC to break free.

You can refrain from firing the globe after completing the spell's casting. If you do so, a globe about the size of a sling bullet, cool to the touch, appears in your hand. At any time, you or a creature you give the globe to can throw the globe (to a range of 40 feet) or hurl it with a sling (to the sling's normal range). It shatters on impact, with the same effect as a normal casting of the spell. You can also set the globe down without shattering it. After 1 minute, if the globe hasn't already shattered, it explodes.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 6.

Gaseous Form

Level 3 Transmutation (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a bit of gauze)

Duration: Concentration, up to 1 hour

A willing creature you touch shape-shifts, along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends on the target if it drops to 0 Hit Points or if it takes a Magic action to end the spell on itself.

While in this form, the target's only method of movement is a Fly Speed of 10 feet, and it can hover. The target can enter and occupy the space of another creature. The target has Resistance to Bludgeoning, Piercing, and Slashing damage; it has Immunity to the Prone condition; and it has Advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through narrow openings, but it treats liquids as though they were solid surfaces.

The target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. Finally, the target can't attack or cast spells.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 3.

Gate

Level 9 Conjuration (Cleric, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a diamond worth 5,000+ GP)

Duration: Concentration, up to 1 minute

You conjure a portal linking an unoccupied space you can see within range to a precise location on a different plane of existence. The portal is a circular opening, which you can make 5 to 20 feet in diameter. You can orient the portal in any direction you choose. The portal lasts for the duration, and the portal's destination is visible through it.

The portal has a front and a back on each plane where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal.

Deities and other planar rulers can prevent portals created by this spell from opening in their presence or anywhere within their domains.

When you cast this spell, you can speak the name of a specific creature (a pseudonym, title, or nickname doesn't work). If that creature is on a plane other than the one you are on, the portal opens next to the named creature and transports it to the nearest unoccupied space on your side of the portal. You gain no special power over the creature, and it is free to act as the GM deems appropriate. It might leave, attack you, or help you.

Geas

Level 5 Enchantment (Bard, Cleric, Druid, Paladin, Wizard)

Casting Time: 1 minute

Range: 60 feet

Components: V

Duration: 30 days

You give a verbal command to a creature that you can see within range, ordering it to carry out some service or refrain from an action or a course of activity as you decide. The target must succeed on a Wisdom saving throw or have the Charmed condition for the duration. The target automatically succeeds if it can't understand your command.

While Charmed, the creature takes 5d10 Psychic damage if it acts in a manner directly counter to your command. It takes this damage no more than once each day.

You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends.

A *Remove Curse*, *Greater Restoration*, or *Wish* spell ends this spell.

Using a Higher-Level Spell Slot. If you use a level 7 or 8 spell slot, the duration is 365 days. If you use a level 9 spell slot, the spell lasts until it is ended by one of the spells mentioned above.

Gentle Repose

Level 2 Necromancy (Cleric, Paladin, Wizard)

Casting Time: Action or Ritual

Range: Touch

Components: V, S, M (2 Copper Pieces, which the spell consumes)

Duration: 10 days

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become Undead.

The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as *Raise Dead*.

Giant Insect

Level 4 Conjuration (Druid)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You summon a giant centipede, spider, or wasp (chosen when you cast the spell). It manifests in an unoccupied space you can see within range and uses the Giant Insect stat block. The form you choose determines certain details in its stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to you and your allies. In combat, the creature shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger. Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

Giant Insect

Large Beast, Unaligned

AC 11 + the spell's level HP 30 + 10 for each spell level above 4

Speed 40 ft., Climb 40 ft., Fly 40 ft. (Wasp only)

MOD SAVE MOD SAVE MOD SAVE

Str 17 +3 +3 Dex 13 +1 +1 Con 15 +2 +2

Int 4 −3 −3 Wis 14 +2 +2 Cha 3 −4 −4

Senses Darkvision 60 ft.; Passive Perception 12

Languages Understands the languages you know

CR None (XP 0; PB equals your Proficiency Bonus)

Traits

Spider Climb. The insect can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Multiattack. The insect makes a number of attacks equal to half this spell's level (round down).

Poison Jab. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 10 ft. *Hit:* 1d6 + 3 plus the spell's level Piercing damage plus 1d4 Poison damage.

Web Bolt (Spider Only). *Ranged Attack Roll:* Bonus equals your spell attack modifier, range 60 ft. *Hit:* 1d10 + 3 plus the spell's level Bludgeoning damage, and the target's Speed is reduced to 0 until the start of the insect's next turn.

Bonus Actions

Venomous Spew (Centipede Only). Constitution Saving Throw: Your spell save DC, one creature the insect can see within 10 feet. Failure: The target has the Poisoned condition until the start of the insect's next turn.

Glibness

Level 8 Enchantment (Bard, Warlock)

Casting Time: Action

Range: Self

Components: V

Duration: 1 hour

Until the spell ends, when you make a Charisma check, you can replace the number you roll with a 15. Additionally, no matter what you say, magic that would determine if you are telling the truth indicates that you are being truthful.

Globe of Invulnerability

Level 6 Abjuration (Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a glass bead)
Duration: Concentration, up to 1 minute

An immobile, shimmering barrier appears in a 10-foot Emanation around you and remains for the duration.

Any spell of level 5 or lower cast from outside the barrier can't affect anything within it. Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from areas of effect created by such spells.

Using a Higher-Level Spell Slot. The barrier blocks spells of 1 level higher for each spell slot level above 6.

Glyph of Warding

Level 3 Abjuration (Bard, Cleric, Wizard)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (powdered diamond worth 200+ GP, which the spell consumes)

Duration: Until dispelled or triggered

You inscribe a magical glyph that later unleashes a magical effect. You place the glyph on a surface or within an object that can be closed. The glyph can cover an area no larger than 10 feet in diameter.

If the surface or object is moved more than 10 feet from the place where you cast this spell, the glyph is destroyed without being triggered.

The glyph is nearly imperceptible and requires a successful Perception check against your spell save DC to notice.

When you create the glyph, you establish its trigger and choose one of the following effects.

Explosive Rune. When triggered, the glyph erupts in a 20-foot-radius Sphere. Each creature in the area makes a Dexterity saving throw, taking 5d8 damage of a type you choose from Acid, Cold, Fire, Lightning, or Thunder on a failed save, or half as much damage on a successful one.

Spell Glyph. You can store a prepared spell of 3rd level or lower in the glyph by casting it as part of creating the glyph. The stored spell must target a single creature or an area. When the glyph is triggered, the stored spell takes effect.

A spell stored in a *Glyph of Warding* can't require Concentration. A spell with a duration other than Instantaneous ends when the glyph's effect ends.

Using a Higher-Level Spell Slot. The explosive rune's damage increases by 1d8 for each spell slot level above 3. The level of a spell stored in a spell glyph can be equal to the level of the spell slot used to create the glyph.

Goodberry

Level 1 Conjuration (Druid, Ranger)

Casting Time: Action

Range: Self

Components: V, S, M (a sprig of mistletoe)

Duration: 24 hours

Five berries appear in your hand and are infused with magic for the duration.

A creature can take a Bonus Action to eat one berry. Eating a berry restores 1 Hit Point, and the berry provides enough nourishment to sustain a creature for one day.

Uneaten berries disappear when the spell ends.

Grease

Level 1 Conjuration (Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a bit of pork rind or butter)

Duration: 1 minute

Nonflammable grease covers the ground in a 10-foot square centered on a point within range and turns it into Difficult Terrain for the duration.

When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or have the Prone condition. A creature that enters the area or ends its turn there must also succeed on that save or fall Prone.

Greater Invisibility

Level 4 Illusion (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

A creature you touch has the Invisible condition until the spell ends.

Greater Restoration

Level 5 Abjuration (Bard, Cleric, Druid, Paladin, Ranger)

Casting Time: Action

Range: Touch

Components: V, S, M (diamond dust worth 100+ GP, which the spell consumes)

Duration: Instantaneous

You touch a creature and magically remove one of the following effects from it:

- 1 Exhaustion level
- The Charmed or Petrified condition
- A curse, including the target's Attunement to a cursed magic item
- Any reduction to one of the target's ability scores
- Any reduction to the target's Hit Point maximum

Guardian of Faith

Level 4 Conjuration (Cleric)

Casting Time: Action Range: 30 feet Components: V Duration: 8 hours

A Large spectral guardian appears and hovers for the duration in an unoccupied space that you can see within range. The guardian occupies that space and is invulnerable, and it appears in a form appropriate for your deity or pantheon.

Any enemy that moves to a space within 10 feet of the guardian for the first time on a turn or starts its turn there makes a Dexterity saving throw, taking 20 Radiant damage on a failed save or half as much damage on a successful one. The guardian vanishes when it has dealt a total of 60 damage.

Guards and Wards

Level 6 Abjuration (Bard, Wizard)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a silver rod worth 10+ GP)

Duration: 24 hours

You create a ward that protects up to 2,500 square feet of floor space. The warded area can be up to 20 feet tall, and you shape it as one 50-foot square, one hundred 5-foot squares that are contiguous, or twenty-five 10-foot squares that are contiguous.

When you cast this spell, you can specify individuals that are unaffected by the spell's effects. You can also specify a password that, when spoken aloud within 5 feet of the warded area, makes the speaker immune to its effects. The spell creates the effects below within the warded area. *Dispel Magic* has no effect on *Guards and Wards* itself, but each of the following effects can be dispelled. If all four are dispelled, *Guards and Wards* ends. If you cast the spell every day for 365 days on the same area, the spell thereafter lasts until all its effects are dispelled.

Corridors. Fog fills all the warded corridors, making them Heavily Obscured. In addition, at each intersection or branching passage offering a choice of direction, there is a 50 percent chance that a creature other than you believes it is going in the opposite direction from the one it chooses.

Doors. All doors in the warded area are magically locked, as if sealed by the *Arcane Lock* spell. In addition, you can cover up to ten doors with an illusion to make them appear as plain sections of wall.

Stairs. Webs fill all stairs in the warded area from top to bottom, as in the *Web* spell. These strands regrow in 10 minutes if they are destroyed while *Guards and Wards* lasts.

Other Spell Effect. Place one of the following magical effects within the warded area:

- *Dancing Lights* in four corridors, with a simple program that the lights repeat as long as *Guards and Wards* lasts
- *Magic Mouth* in two locations
- *Stinking Cloud* in two locations (the vapors return within 10 minutes if dispersed while *Guards and Wards* lasts)
- *Gust of Wind* in one corridor or room (the wind blows continuously while the spell lasts)
- *Suggestion* in one 5-foot square; any creature that enters that square receives the suggestion mentally

Guidance

Divination Cantrip (Cleric, Druid)

Casting Time: Action

Range: Touch

Component: V, S

Duration: Concentration, up to 1 minute

You touch a willing creature and choose a skill. Until the spell ends, the creature adds 1d4 to any ability check using the chosen skill.

Guiding Bolt

Level 1 Evocation (Cleric)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: 1 round

You hurl a bolt of light toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 4d6 Radiant damage, and the next attack roll made against it before the end of your next turn has Advantage.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

Gust of Wind

Level 2 Evocation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a legume seed)

Duration: Concentration, up to 1 minute

A Line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the duration. Each creature in the Line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the Line. A creature that ends its turn in the Line must make the same save.

Any creature in the Line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and it extinguishes candles and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a Bonus Action on your later turns, you can change the direction in which the Line blasts from you.

Hallow

Level 5 Abjuration (Cleric)

Casting Time: 24 hours Range: Touch Components: V, S, M (incense worth 1,000+ GP, which the spell consumes) Duration: Until dispelled

You touch a point and infuse an area around it with holy or unholy power. The area can have a radius up to 60 feet, and the spell fails if the radius includes an area already under the effect of *Hallow*. The affected area has the following effects.

Hallowed Ward. Choose any of these creature types: Aberration, Celestial, Elemental, Fey, Fiend, or Undead. Creatures of the chosen types can't willingly enter the area, and any creature that is possessed by or that has the Charmed or Frightened condition from such creatures isn't possessed, Charmed, or Frightened by them while in the area.

Extra Effect. You bind an extra effect to the area from the list below:

Courage. Creatures of any types you choose can't gain the Frightened condition while in the area.

Darkness. Darkness fills the area. Normal light, as well as magical light created by spells of a level lower than this spell, can't illuminate the area.

Daylight. Bright light fills the area. Magical Darkness created by spells of a level lower than this spell can't extinguish the light.

Peaceful Rest. Dead bodies interred in the area can't be turned into Undead.

Extradimensional Interference. Creatures of any types you choose can't enter or exit the area using teleportation or interplanar travel.

Fear. Creatures of any types you choose have the Frightened condition while in the area.

Resistance. Creatures of any types you choose have Resistance to one damage type of your choice while in the area.

Silence. No sound can emanate from within the area, and no sound can reach into it.

Tongues. Creatures of any types you choose can communicate with any other creature in the area even if they don't share a common language.

Vulnerability. Creatures of any types you choose have Vulnerability to one damage type of your choice while in the area.

Hallucinatory Terrain

Level 4 Illusion (Bard, Druid, Warlock, Wizard)

Casting Time: 10 minutes

Range: 300 feet

Components: V, S, M (a mushroom)

Duration: 24 hours

You make natural terrain in a 150-foot Cube in range look, sound, and smell like another sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within the area aren't changed.

The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to notice the illusion. If the difference isn't obvious by touch, a creature examining the illusion can take the Study action to make an Investigation check against your spell save DC to disbelieve it. If a creature discerns that the terrain is illusory, the creature sees a vague image superimposed on the real terrain.

Harm

Level 6 Necromancy (Cleric)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You unleash virulent magic on a creature you can see within range. The target makes a Constitution saving throw. On a failed save, it takes 14d6 Necrotic damage, and its Hit Point maximum is reduced by an amount equal to the Necrotic damage it took. On a successful save, it takes half as much damage only. This spell can't reduce a target's Hit Point maximum below 1.

Haste

Level 3 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a shaving of licorice root)

Duration: Concentration, up to 1 minute

Choose a willing creature that you can see within range. Until the spell ends, the target's Speed is doubled, it gains a +2 bonus to Armor Class, it has Advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used to take only the Attack (one attack only), Dash, Disengage, Hide, or Utilize action.

When the spell ends, the target is Incapacitated and has a Speed of 0 until the end of its next turn, as a wave of lethargy washes over it.

Heal

Level 6 Abjuration (Cleric, Druid)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Choose a creature that you can see within range. Positive energy washes through the target, restoring 70 Hit Points. This spell also ends the Blinded, Deafened, and Poisoned conditions on the target.

Using a Higher-Level Spell Slot. The healing increases by 10 for each spell slot level above 6.

Healing Word

Level 1 Abjuration (Bard, Cleric, Druid)

Casting Time: Bonus Action

Range: 60 feet

Components: V

Duration: Instantaneous

A creature of your choice that you can see within range regains Hit Points equal to 2d4 plus your spellcasting ability modifier.

Using a Higher-Level Spell Slot. The healing increases by 2d4 for each spell slot level above 1.

Heat Metal

Level 2 Transmutation (Bard, Druid)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a piece of iron and a flame)

Duration: Concentration, up to 1 minute

Choose a manufactured metal object, such as a metal weapon or a suit of Heavy or Medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 Fire damage when you cast the spell. Until the spell ends, you can take a Bonus Action on each of your later turns to deal this damage again if the object is within range.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has Disadvantage on attack rolls and ability checks until the start of your next turn.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 2.

Hellish Rebuke

Level 1 Evocation (Warlock)

Casting Time: Reaction, which you take in response to taking damage from a creature that you can see within 60 feet of yourself

Range: 60 feet

Components: V, S

Duration: Instantaneous

The creature that damaged you is momentarily surrounded by green flames. It makes a Dexterity saving throw, taking 2d10 Fire damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 1.

Heroes' Feast

Level 6 Conjuration (Bard, Cleric, Druid)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a gem-encrusted bowl worth 1,000+ GP, which the spell consumes)

Duration: Instantaneous

You conjure a feast that appears on a surface in an unoccupied 10-foot Cube next to you. The feast takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don't set in until this hour is over. Up to twelve creatures can partake of the feast.

A creature that partakes gains several benefits, which last for 24 hours. The creature has Resistance to Poison damage, and it has Immunity to the Frightened and Poisoned conditions. Its Hit Point maximum also increases by 2d10, and it gains the same number of Hit Points.

Heroism

Level 1 Enchantment (Bard, Paladin)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to the Frightened condition and gains Temporary Hit Points equal to your spellcasting ability modifier at the start of each of its turns.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

Hex

Level 1 Enchantment (Warlock)

Casting Time: Bonus Action

Range: 90 feet

Components: V, S, M (the petrified eye of a newt)

Duration: Concentration, up to 1 hour

You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 Necrotic damage to the target whenever you hit it with an attack roll. Also, choose one ability when you cast the spell. The target has Disadvantage on ability checks made with the chosen ability.

If the target drops to 0 Hit Points before this spell ends, you can take a Bonus Action on a later turn to curse a new creature.

Using a Higher-Level Spell Slot. Your Concentration can last longer with a spell slot of level 2 (up to 4 hours), 3–4 (up to 8 hours), or 5+ (24 hours).

Hideous Laughter

Level 1 Enchantment (Bard, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a tart and a feather)

Duration: Concentration, up to 1 minute

One creature of your choice that you can see within range makes a Wisdom saving throw. On a failed save, it has the Prone and Incapacitated conditions for the duration. During that time, it laughs uncontrollably if it's capable of laughter, and it can't end the Prone condition on itself.

At the end of each of its turns and each time it takes damage, it makes another Wisdom saving throw. The target has Advantage on the save if the save is triggered by damage. On a successful save, the spell ends.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

Hold Monster

Level 5 Enchantment (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 90 feet

Components: V, S, M (a straight piece of iron)

Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or have the Paralyzed condition for the duration. At the end of each of its turns, the target repeats the save, ending the spell on itself on a success.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 5.

Hold Person

Level 2 Enchantment (Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 60 feet Components: V, S, M (a straight piece of iron)

Duration: Concentration, up to 1 minute

Choose a Humanoid that you can see within range. The target must succeed on a Wisdom saving throw or have the Paralyzed condition for the duration. At the end of each of its turns, the target repeats the save, ending the spell on itself on a success.

Using a Higher-Level Spell Slot. You can target one additional Humanoid for each spell slot level above 2.

Holy Aura

Level 8 Abjuration (Cleric)

Casting Time: Action

Range: Self

Components: V, S, M (a reliquary worth 1,000+ GP)

Duration: Concentration, up to 1 minute

For the duration, you emit an aura in a 30-foot Emanation. While in the aura, creatures of your choice have Advantage on all saving throws, and other creatures have Disadvantage on attack rolls against them. In addition, when a Fiend or an Undead hits an affected creature with a melee attack roll, the attacker must succeed on a Constitution saving throw or have the Blinded condition until the end of its next turn.

Hunter's Mark

Level 1 Divination (Ranger)

Casting Time: Bonus Action

Range: 90 feet

Components: V

Duration: Concentration, up to 1 hour

You magically mark one creature you can see within range as your quarry. Until the spell ends, you deal an extra 1d6 Force damage to the target whenever you hit it with an attack roll. You also have Advantage on any Perception or Surviva) check you make to find it.

If the target drops to 0 Hit Points before this spell ends, you can take a Bonus Action to move the mark to a new creature you can see within range.

Using a Higher-Level Spell Slot. Your Concentration can last longer with a spell slot of level 3–4 (up to 8 hours) or 5+ (up to 24 hours).

Hypnotic Pattern

Level 3 Illusion (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 120 feet

Components: S, M (a pinch of confetti)

Duration: Concentration, up to 1 minute

You create a twisting pattern of colors in a 30-foot Cube within range. The pattern appears for a moment and vanishes.

Each creature in the area that can see the pattern must succeed on a Wisdom saving throw or become Charmed for the duration. While Charmed in this way, a creature is Incapacitated and has a Speed of 0.

At the end of each affected creature's turn, it can repeat the Wisdom saving throw, ending the spell on itself on a success.

The spell also ends for an affected creature if it takes damage or another creature uses an Action to shake it out of its stupor.

Ice Knife

Level 1 Conjuration (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: S, M (a drop of water or a piece of ice)

Duration: Instantaneous

You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 Piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 2d6 Cold damage.

Using a Higher-Level Spell Slot. The Cold damage increases by 1d6 for each spell slot level above 1.

Ice Storm

Level 4 Evocation (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 300 feet

Components: V, S, M (a mitten)

Duration: Instantaneous

Hail falls in a 20-foot-radius, 40-foot-high Cylinder centered on a point within range. Each creature in the Cylinder makes a Dexterity saving throw. A creature takes 2d10 Bludgeoning damage and 4d6 Cold damage on a failed save or half as much damage on a successful one.

Hailstones turn ground in the Cylinder into Difficult Terrain until the end of your next turn. Using a Higher-Level Spell Slot. The Bludgeoning damage increases by 1d10 for each spell slot level above 4.

Identify

Level 1 Divination (Bard, Wizard)

Casting Time: 1 minute or Ritual

Range: Touch

Components: V, S, M (a pearl worth 100+ GP)

Duration: Instantaneous

You touch an object throughout the spell's casting. If the object is a magic item or some other magical object, you learn its properties and how to use them, whether it requires Attunement, and how many charges it has, if any. You learn whether any ongoing spells are affecting the item and what they are. If the item was created by a spell, you learn that spell's name.

If you instead touch a creature throughout the casting, you learn which ongoing spells, if any, are currently affecting it.

Illusory Script

Level 1 Illusion (Bard, Warlock, Wizard)

Casting Time: 1 minute or Ritual

Range: Touch

Components: S, M (ink worth 10+ GP, which the spell consumes)

Duration: 10 days

You write on parchment, paper, or another suitable material and imbue it with an illusion that lasts for the duration. To you and any creatures you designate when you cast the spell, the writing appears normal, seems to be written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible. Alternatively, the illusion can alter the meaning, handwriting, and language of the text, though the language must be one you know.

If the spell is dispelled, the original script and the illusion both disappear.

A creature that has Truesight can read the hidden message.

Imprisonment

Level 9 Abjuration (Warlock, Wizard)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a statuette of the target worth 5,000+ GP)

Duration: Until dispelled

You create a magical restraint to hold a creature that you can see within range. The target must make a Wisdom saving throw. On a successful save, the target is unaffected, and it is immune to this spell for the next 24 hours. On a failed save, the target is imprisoned. While imprisoned, the target doesn't need to breathe, eat, or drink, and it doesn't age. Divination spells can't locate or perceive the imprisoned target, and the target can't teleport.

Until the spell ends, the target is also affected by one of the following effects of your choice:

Burial. The target is entombed beneath the earth in a hollow globe of magical force that is just large enough to contain the target. Nothing can pass into or out of the globe.

Chaining. Chains firmly rooted in the ground hold the target in place. The target has the Restrained condition and can't be moved by any means.

Hedged Prison. The target is trapped in a demiplane that is warded against teleportation and planar travel. The demiplane is your choice of a labyrinth, a cage, a tower, or the like.

Minimus Containment. The target becomes 1 inch tall and is trapped inside an indestructible gemstone or a similar object. Light can pass through the gemstone (allowing the target to see out and other creatures to see in), but nothing else can pass through by any means.

Slumber. The target has the Unconscious condition and can't be awoken.

Ending the Spell. When you cast the spell, specify a trigger that will end it. The trigger can be as simple or as elaborate as you choose, but the GM must agree that it has a high likelihood of happening within the next decade. The trigger must be an observable action, such as someone making a particular offering at the temple of your god, saving your true love, or defeating a specific monster.

A *Dispel Magic* spell can end the spell only if it is cast with a level 9 spell slot, targeting either the prison or the component used to create it.

Incendiary Cloud

Level 8 Conjuration (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 150 feet

Components: V, S

Duration: Concentration, up to 1 minute

A swirling cloud of embers and smoke fills a 20-foot-radius Sphere centered on a point within range. The cloud's area is Heavily Obscured. It lasts for the duration or until a strong wind (like that created by *Gust of Wind*) disperses it.

When the cloud appears, each creature in it makes a Dexterity saving throw, taking 10d8 Fire damage on a failed save or half as much damage on a successful one. A creature must also make this save when the Sphere moves into its space and when it enters the Sphere or ends its turn there. A creature makes this save only once per turn. The cloud moves 10 feet away from you in a direction you choose at the start of each of your turns.

Inflict Wounds

Level 1 Necromancy (Cleric)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch makes a Constitution saving throw, taking 2d10 Necrotic damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 1.

Insect Plague

Level 5 Conjuration (Cleric, Druid, Sorcerer)

Casting Time: Action

Range: 300 feet

Components: V, S, M (a locust)

Duration: Concentration, up to 10 minutes

Swarming locusts fill a 20-foot-radius Sphere centered on a point you choose within range. The Sphere remains for the duration, and its area is Lightly Obscured and Difficult Terrain.

When the swarm appears, each creature in it makes a Constitution saving throw, taking 4d10 Piercing damage on a failed save or half as much damage on a successful one. A creature also makes this save when it enters the spell's area for the first time on a turn or ends its turn there. A creature makes this save only once per turn.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 5.

Instant Summons

Level 6 Conjuration (Wizard)

Casting Time: 1 minute or Ritual

Range: Touch

Components: V, S, M (a sapphire worth 1,000+ GP)

Duration: Until dispelled

You touch the sapphire used in the casting and an object weighing 10 pounds or less whose longest dimension is 6 feet or less. The spell leaves an Invisible mark on that object and invisibly inscribes the object's name on the sapphire. Each time you cast this spell, you must use a different sapphire.

Thereafter, you can take a Magic action to speak the object's name and crush the sapphire. The object instantly appears in your hand regardless of physical or planar distances, and the spell ends.

If another creature is holding or carrying the object, crushing the sapphire doesn't transport it, but instead you learn who that creature is and where that creature is currently located.

Irresistible Dance

Level 6 Enchantment (Bard, Wizard)

Casting Time: Action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 minute

One creature that you can see within range must make a Wisdom saving throw. On a successful save, the target dances comically until the end of its next turn, during which it must spend all its movement to dance in place.

On a failed save, the target has the Charmed condition for the duration. While Charmed, the target dances comically, must use all its movement to dance in place, and has Disadvantage on Dexterity saving throws and attack rolls, and other creatures have Advantage on attack rolls against it. On each of its turns, the target can take an action to collect itself and repeat the save, ending the spell on itself on a success.

I**nvisibility**

Level 2 Illusion (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (an eyelash in gum arabic)

Duration: Concentration, up to 1 hour

A creature you touch has the Invisible condition until the spell ends. The spell ends early immediately after the target makes an attack roll, deals damage, or casts a spell.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2.

Jump

Level 1 Transmutation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: Bonus Action

Range: Touch

Component: V, S, M (a grasshopper's hind leg)

Duration: 1 minute

You touch a willing creature. Once on each of its turns until the spell ends, that creature can jump up to 30 feet by spending 10 feet of movement.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

Knock

Level 2 Transmutation (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V

Duration: Instantaneous Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

If the target is held shut by *Arcane Lock*, that spell is suppressed for 10 minutes, during which time the target can be opened and closed.

When you cast the spell, a loud knock, audible up to 300 feet away, emanates from the target.

Legend Lore

Level 5 Divination (Bard, Cleric, Wizard)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (incense worth 250+ GP, which the spell consumes, and four ivory strips worth 50+ GP each)

Duration: Instantaneous

Name or describe a famous person, place, or object. The spell brings to your mind a brief summary of the significant lore about that famous thing, as described by the GM.

The lore might consist of important details, amusing revelations, or even secret lore that has never been widely known. The more information you already know about the thing, the more precise and detailed the information you receive is. That information is accurate but might be couched in figurative language or poetry, as determined by the GM.

If the famous thing you chose isn't actually famous, you hear sad musical notes played on a trombone, and the spell fails.

Lesser Restoration

Level 2 Abjuration (Bard, Cleric, Druid, Paladin, Ranger)

Casting Time: Bonus Action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature and end one condition on it: Blinded, Deafened, Paralyzed, or Poisoned.

Levitate

Level 2 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a metal spring)

Duration: Concentration, up to 10 minutes

One creature or loose object of your choice that you can see within range rises vertically up to 20 feet and remains suspended there for the duration. The spell can levitate an object that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected.

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can take a Magic action to move the target, which must remain within the spell's range.

When the spell ends, the target floats gently to the ground if it is still aloft.

Light

Evocation Cantrip (Bard, Cleric, Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, M (a firefly or phosphorescent moss)

Duration: 1 hour

You touch one Large or smaller object that isn't being worn or carried by someone else. Until the spell ends, the object sheds Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. The light can be colored as you like.

Covering the object with something opaque blocks the light. The spell ends if you cast it again.

Lightning Bolt

Level 3 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a bit of fur and a crystal rod)

Duration: Instantaneous

A stroke of lightning forming a 100-foot-long, 5-foot-wide Line blasts out from you in a direction you choose. Each creature in the Line makes a Dexterity saving throw, taking 8d6 Lightning damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 3.

Locate Animals or Plants

Level 2 Divination (Bard, Druid, Ranger)

Casting Time: Action or Ritual

Range: Self

Components: V, S, M (fur from a bloodhound)

Duration: Instantaneous

Describe or name a specific kind of Beast, Plant creature, or nonmagical plant. You learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.

Locate Creature

Level 4 Divination (Bard, Cleric, Druid, Paladin, Ranger, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (fur from a bloodhound)

Duration: Concentration, up to 1 hour

Describe or name a creature that is familiar to you. You sense the direction to the creature's location if that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement.

The spell can locate a specific creature known to you or the nearest creature of a specific kind (such as a human or a unicorn) if you have seen such a creature up close—within 30 feet—at least once. If the creature you described or named is in a different form, such as under the effects of a *Flesh to Stone* or *Polymorph* spell, this spell doesn't locate the creature.

This spell can't locate a creature if any thickness of lead blocks a direct path between you and the creature.

Locate Object

Level 2 Divination (Bard, Cleric, Druid, Paladin, Ranger, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a forked twig)

Duration: Concentration, up to 10 minutes

Describe or name an object that is familiar to you. You sense the direction to the object's location if that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement.

The spell can locate a specific object known to you if you have seen it up close—within 30 feet—at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon.

This spell can't locate an object if any thickness of lead blocks a direct path between you and the object.

Longstrider

Level 1 Transmutation (Bard, Druid, Ranger, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a pinch of dirt)

Duration: 1 hour

You touch a creature. The target's Speed increases by 10 feet until the spell ends.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

Mage Armor

Level 1 Abjuration (Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a piece of cured leather)

Duration: 8 hours

You touch a willing creature who isn't wearing armor. Until the spell ends, the target's base AC becomes 13 plus its Dexterity modifier. The spell ends early if the target dons armor.

Mage Hand

Conjuration Cantrip (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

When you cast the spell, you can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial.

As a Magic action on your later turns, you can control the hand thus again. As part of that action, you can move the hand up to 30 feet.

The hand can't attack, activate magic items, or carry more than 10 pounds.

Magic Circle

Level 3 Abjuration (Cleric, Paladin, Warlock, Wizard)

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (salt and powdered silver worth 100+ GP, which the spell consumes)

Duration: 1 hour

You create a 10-foot-radius, 20-foot-tall Cylinder of magical energy centered on a point on the ground that you can see within range. Glowing runes appear wherever the Cylinder intersects with the floor or other surface.

Choose one or more of the following types of creatures: Celestials, Elementals, Fey, Fiends, or Undead. The circle affects a creature of the chosen type in the following ways:

- The creature can't willingly enter the Cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a Charisma saving throw.
- The creature has Disadvantage on attack rolls against targets within the Cylinder.
- Targets within the Cylinder can't be possessed by or gain the Charmed or Frightened condition from the creature.

Each time you cast this spell, you can cause its magic to operate in the reverse direction, preventing a creature of the specified type from leaving the Cylinder and protecting targets outside it.

Using a Higher-Level Spell Slot. The duration increases by 1 hour for each spell slot level above 3.

Magic Jar

Level 6 Necromancy (Wizard)

Casting Time: 1 minute

Range: Self

Components: V, S, M (a gem, crystal, or reliquary worth 500+ GP)

Duration: Until dispelled

Your body falls into a catatonic state as your soul leaves it and enters the container you used for the spell's Material component. While your soul inhabits the container, you are aware of your surroundings as if you were in the container's space. You can't move or take Reactions. The only action you can take is to project your soul up to 100 feet out of the container, either returning to your living body (and ending the spell) or attempting to possess a Humanoid's body.

You can attempt to possess any Humanoid within 100 feet of you that you can see (creatures warded by a *Protection from Evil and Good* or *Magic Circle* spell can't be possessed). The target makes a Charisma saving throw. On a failed save, your soul enters the target's body, and the target's soul becomes trapped in the container. On a successful save, the target resists your efforts to possess it, and you can't attempt to possess it again for 24 hours.

Once you possess a creature's body, you control it. Your Hit Points, Hit Point Dice, Strength, Dexterity, Constitution, Speed, and senses are replaced by the creature's. You otherwise keep your game statistics.

Meanwhile, the possessed creature's soul can perceive from the container using its own senses, but it can't move and it is Incapacitated.

While possessing a body, you can take a Magic action to return from the host body to the container if it is within 100 feet of you, returning the host creature's soul to its body. If the host body dies while you're in it, the creature dies, and you make a Charisma saving throw against your own spellcasting DC. On a success, you return to the container if it is within 100 feet of you. Otherwise, you die.

If the container is destroyed or the spell ends, your soul returns to your body. If your body is more than 100 feet away from you or if your body is dead, you die. If another creature's soul is in the container when it is destroyed, the creature's soul returns to its body if the body is alive and within 100 feet. Otherwise, that creature dies.

When the spell ends, the container is destroyed.

Magic Missile

Level 1 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create three glowing darts of magical force. Each dart strikes a creature of your choice that you can see within range. A dart deals 1d4 + 1 Force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

Using a Higher-Level Spell Slot. The spell creates one more dart for each spell slot level above 1.

Magic Mouth

Level 2 Illusion (Bard, Wizard)

Casting Time: 1 minute or Ritual

Range: 30 feet

Components: V, S, M (jade dust worth 10+ GP, which the spell consumes)

Duration: Until dispelled

You implant a message within an object in range—a message that is uttered when a trigger condition is met. Choose an object that you can see and that isn't being worn or carried by another creature. Then speak the message, which must be 25 words or fewer, though it can be delivered over as long as 10 minutes. Finally, determine the circumstance that will trigger the spell to deliver your message.

When that trigger occurs, a magical mouth appears on the object and recites the message in your voice and at the same volume you spoke. If the object you chose has a mouth or something that looks like a mouth (for example, the mouth of a statue), the magical mouth appears there, so the words appear to come from the object's mouth. When you cast this spell, you can have the spell end after it delivers its message, or it can remain and repeat its message whenever the trigger occurs.

The trigger can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the object. For example, you could instruct the mouth to speak when any creature moves within 30 feet of the object or when a silver bell rings within 30 feet of it.

Magic Weapon

Level 2 Transmutation (Paladin, Ranger, Sorcerer, Wizard)

Casting Time: Bonus Action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls. The spell ends early if you cast it again.

Using a Higher-Level Spell Slot. The bonus increases to +2 with a level 3–5 spell slot. The bonus increases to +3 with a level 6+ spell slot.

Magnificent Mansion

Level 7 Conjuration (Bard, Wizard)

Casting Time: 1 minute

Range: 300 feet

Components: V, S, M (a miniature door worth 15+ GP)

Duration: 24 hours

You conjure a shimmering door in range that lasts for the duration. The door leads to an extradimensional dwelling and is 5 feet wide and 10 feet tall. You and any creature you designate when you cast the spell can enter the extradimensional dwelling as long as the door remains open. You can open or close it (no action required) if you are within 30 feet of it. While closed, the door is imperceptible.

Beyond the door is a magnificent foyer with numerous chambers beyond. The dwelling's atmosphere is clean, fresh, and warm.

You can create any floor plan you like for the dwelling, but it can't exceed 50 contiguous 10-foot Cubes. The place is furnished and decorated as you choose. It contains sufficient food to serve a nine-course banquet for up to 100 people. Furnishings and other objects created by this spell dissipate into smoke if removed from it.

A staff of 100 near-transparent servants attends all who enter. You determine the appearance of these servants and their attire. They are invulnerable and obey your commands. Each servant can perform tasks that a human could perform, but they can't attack or take any action that would directly harm another creature. Thus the servants can fetch things, clean, mend, fold clothes, light fires, serve food, pour wine, and so on. The servants can't leave the dwelling.

When the spell ends, any creatures or objects left inside the extradimensional space are expelled into the unoccupied spaces nearest to the entrance.

Major Image

Level 3 Illusion (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a bit of fleece)

Duration: Concentration, up to 10 minutes

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot Cube. The image appears at a spot that you can see within range and lasts for the duration. It seems real, including sounds, smells, and temperature appropriate to the thing depicted, but it can't deal damage or cause conditions.

If you are within range of the illusion, you can take a Magic action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

Physical interaction with the image reveals it to be an illusion, for things can pass through it. A creature that takes a Study action to examine the image can determine that it is an illusion with a successful Investigation check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

Using a Higher-Level Spell Slot. The spell lasts until dispelled, without requiring Concentration, if cast with a level 4+ spell slot.

Mass Cure Wounds

Level 5 Abjuration (Bard, Cleric, Druid)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A wave of healing energy washes out from a point you can see within range. Choose up to six creatures in a 30-foot-radius Sphere centered on that point. Each target regains Hit Points equal to 5d8 plus your spellcasting ability modifier.

Using a Higher-Level Spell Slot. The healing increases by 1d8 for each spell slot level above 5.

Mass Heal

Level 9 Abjuration (Cleric)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A flood of healing energy flows from you into creatures around you. You restore up to 700 Hit Points, divided as you choose among any number of creatures that you can see within range. Creatures healed by this spell also have the Blinded, Deafened, and Poisoned conditions removed from them.

Mass Healing Word

Level 3 Abjuration (Bard, Cleric)

Casting Time: Bonus Action

Range: 60 feet

Components: V

Duration: Instantaneous

Up to six creatures of your choice that you can see within range regain Hit Points equal to 2d4 plus your spellcasting ability modifier.

Using a Higher-Level Spell Slot. The healing increases by 1d4 for each spell slot level above 3.

Mass Suggestion

Level 6 Enchantment (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, M (a snake's tongue)

Duration: 24 hours

You suggest a course of activity—described in no more than 25 words—to twelve or fewer creatures you can see within range that can hear and understand you. The suggestion must sound achievable and not involve anything that would obviously deal damage to any of the targets or their allies. For example, you could say, "Walk to the village down that road, and help the villagers there harvest crops until sunset." Or you could say, "Now is not the time for violence. Drop your weapons, and dance! Stop in an hour."

Each target must succeed on a Wisdom saving throw or have the Charmed condition for the duration or until you or your allies deal damage to the target. Each Charmed target pursues the suggestion to the best of its ability. The suggested activity can continue for the entire duration, but if the suggested activity can be completed in a shorter time, the spell ends for a target upon completing it.

Using a Higher-Level Spell Slot. The duration is longer with a spell slot of level 7 (10 days), 8 (30 days), or 9 (366 days).

Maze

Level 8 Conjuration (Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You banish a creature you can see within range into a labyrinthine demiplane. The target must succeed on an Intelligence saving throw or be trapped in the maze.

While there, the target can take a Study action to attempt to escape. It makes a DC 20 Investigation check; on a success, it escapes and the spell ends.

When the spell ends, the target returns to the space it left or, if that space is occupied, the nearest unoccupied space.

Meld into Stone

Level 3 Transmutation (Cleric, Druid, Ranger)

Casting Time: Action or Ritual

Range: Touch

Components: V, S

Duration: 8 hours

You step into a stone object or surface large enough to fully contain your body, merging yourself and your equipment with the stone for the duration. You must touch the stone to do so. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While merged with the stone, you can't see what occurs outside it, and any Perception checks you make to hear sounds outside it are made with Disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use 5 feet of movement to leave the stone where you entered it, which ends the spell. You otherwise can't move.

Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 Force damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 Force damage to you. If expelled, you move into an unoccupied space closest to where you first entered and have the Prone condition.

Mending

Transmutation Cantrip (Bard, Cleric, Druid, Sorcerer, Wizard)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (two lodestones)

Duration: Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item, but it can't restore magic to such an object.

Message

Transmutation Cantrip (Bard, Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: S, M (a copper wire)

Duration: 1 round

You point toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence; 1 foot of stone, metal, or wood; or a thin sheet of lead blocks the spell.

Meteor Swarm

Level 9 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 1 mile

Components: V, S

Duration: Instantaneous

Blazing orbs of fire plummet to the ground at four different points you can see within range. Each creature in a 40-foot-radius Sphere centered on each of those points makes a Dexterity saving throw. A creature takes 20d6 Fire damage and 20d6 Bludgeoning damage on a failed save or half as much damage on a successful one. A creature in the area of more than one fiery Sphere is affected only once.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area, and the object starts burning if it's flammable.

Mind Blank

Level 8 Abjuration (Bard, Wizard)

Casting Time: Action

Range: Touch

Components: V, S

Duration: 24 hours

Until the spell ends, one willing creature you touch has Immunity to Psychic damage and the Charmed condition. The target is also unaffected by anything that would sense its emotions or alignment, read its thoughts, or magically detect its location, and no spell—not even *Wish*—can gather information about the target, observe it remotely, or control its mind.

Mind Spike

Level 2 Divination (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 120 feet

Components: S

Duration: Concentration, up to 1 hour

You drive a spike of psionic energy into the mind of one creature you can see within range. The target makes a Wisdom saving throw, taking 3d8 Psychic damage on a failed save or half as much damage on a successful one. On a failed save, you also always know the target's location until the spell ends, but only while the two of you are on the same plane of existence. While you have this knowledge, the target can't become hidden from you, and if it has the Invisible condition, it gains no benefit from that condition against you.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 2.

Minor Illusion

Illusion Cantrip (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: S, M (a bit of fleece)

Duration: 1 minute

You create a sound or an image of an object within range that lasts for the duration. See the descriptions below for the effects of each. The illusion ends if you cast this spell again.

If a creature takes a Study action to examine the sound or image, the creature can determine that it is an illusion with a successful Investigation check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Sound. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

Image. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot Cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, since things can pass through it.

Mirage Arcane

Level 7 Illusion (Bard, Druid, Wizard)

Casting Time: 10 minutes

Range: Sight

Components: V, S

Duration: 10 days

You make terrain in an area up to 1 mile square look, sound, smell, and even feel like some other sort of terrain. Open fields or a road could be made to resemble a swamp, hill, crevasse, or some other rough or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road.

Similarly, you can alter the appearance of structures or add them where none are present. The spell doesn't disguise, conceal, or add creatures.

The illusion includes audible, visual, tactile, and olfactory elements, so it can turn clear ground into Difficult Terrain (or vice versa) or otherwise impede movement through the area. Any piece of the illusory terrain (such as a rock or stick) that is removed from the spell's area disappears immediately.

Creatures with Truesight can see through the illusion to the terrain's true form; however, all other elements of the illusion remain, so while the creature is aware of the illusion's presence, the creature can still physically interact with the illusion.

Mirror Image

Level 2 Illusion (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: 1 minute

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real.

Each time a creature hits you with an attack roll during the spell's duration, roll a d6 for each of your remaining duplicates. If any of the d6s rolls a 3 or higher, one of the duplicates is hit instead of you, and the duplicate is destroyed. The duplicates otherwise ignore all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature is unaffected by this spell if it has the Blinded condition, Blindsight, or Truesight.

Spells and effects that end magical effects, such as *Dispel Magic*, can be thwarted by this spell. Each image counts as its own target. Therefore, if the caster's d20 roll is successful, only the magic of that image is dispelled and that image disappears. If the roll is unsuccessful and the spell successfully targets the caster, all images vanish.

Mislead

Level 5 Illusion (Bard, Warlock, Wizard)

Casting Time: Action

Range: Self

Components: S

Duration: Concentration, up to 1 hour

You gain the Invisible condition at the same time that an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends immediately after you make an attack roll, deal damage, or cast a spell.

As a Magic action, you can move the illusory double up to twice your Speed and make it gesture, speak, and behave in whatever way you choose. It is intangible and invulnerable.

You can see through its eyes and hear through its ears as if you were located where it is.

Misty Step

Level 2 Conjuration (Sorcerer, Warlock, Wizard)

Casting Time: Bonus Action

Range: Self

Components: V

Duration: Instantaneous

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space you can see.

Modify Memory

Level 5 Enchantment (Bard, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to reshape another creature's memories. One creature that you can see within range makes a Wisdom saving throw. If you are fighting the creature, it has Advantage on the save. On a failed save, the target has the Charmed condition for the duration. While Charmed in this way, the target also has the Incapacitated condition and is unaware of its surroundings, though it can hear you. If it takes any damage or is targeted by another spell, this spell ends, and no memories are modified.

While this charm lasts, you can affect the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity, change its memory of the event's details, or create a memory of some other event.

You must speak to the target to describe how its memories are affected, and it must be able to understand your language for the modified memories to take root. Its mind fills in any gaps in the details of your description. If the spell ends before you finish describing the modified memories, the creature's memory isn't altered. Otherwise, the modified memories take hold when the spell ends.

A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs. An illogical modified memory, such as a false memory of how much the creature enjoyed swimming in acid, is dismissed as a bad dream. The GM might deem a modified memory too nonsensical to affect a creature.

A *Remove Curse* or *Greater Restoration* spell cast on the target restores the creature's true memory.

Using a Higher-Level Spell Slot. You can alter the target's memories of an event that took place up to 7 days ago (level 6 spell slot), 30 days ago (level 7 spell slot), 365 days ago (level 8 spell slot), or any time in the creature's past (level 9 spell slot).

Moonbeam

Level 2 Evocation (Druid)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a moonseed leaf)

Duration: Concentration, up to 1 minute

A silvery beam of pale light shines down in a 5-foot-radius, 40-foot-high Cylinder centered on a point within range. Until the spell ends, Dim Light fills the Cylinder, and you can take a Magic action on later turns to move the Cylinder up to 60 feet.

When the Cylinder appears, each creature in it makes a Constitution saving throw. On a failed save, a creature takes 2d10 Radiant damage, and if the creature is shape-shifted (as a result of the *Polymorph* spell, for example), it reverts to its true form and can't shape-shift until it leaves the Cylinder. On a successful save, a creature takes half as much damage only. A creature also makes this save when the spell's area moves into its space and when it enters the spell's area or ends its turn there. A creature makes this save only once per turn.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 2.

Move Earth

Level 6 Transmutation (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a miniature shovel)

Duration: Concentration, up to 2 hours

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

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

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

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

Nondetection

Level 3 Abjuration (Bard, Ranger, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a pinch of diamond dust worth 25+ GP, which the spell consumes)

Duration: 8 hours

For the duration, you hide a target that you touch from Divination spells. The target can be a willing creature, or it can be a place or an object no larger than 10 feet in any dimension. The target can't be targeted by any Divination spell or perceived through magical scrying sensors.

Passwall

Level 5 Transmutation (Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a pinch of sesame seeds)

Duration: 1 hour

A passage appears at a point that you can see on a wooden, plaster, or stone surface (such as a wall, ceiling, or floor) within range and lasts for the duration. You choose the opening's dimensions: up to 5 feet wide, 8 feet tall, and 20 feet deep. The passage creates no instability in a structure surrounding it.

When the opening disappears, any creatures or objects still in the passage created by the spell are safely ejected to an unoccupied space nearest to the surface on which you cast the spell.

Pass without Trace

Level 2 Abjuration (Druid, Ranger)

Casting Time: Action

Range: Self

Components: V, S, M (ashes from burned mistletoe)

Duration: Concentration, up to 1 hour

You radiate a concealing aura in a 30-foot Emanation for the duration. While in the aura, you and each creature you choose have a +10 bonus to Stealth checks and leave no tracks.

Phantasmal Force

Level 2 Illusion (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a bit of fleece)

Duration: Concentration, up to 1 minute

You attempt to craft an illusion in the mind of a creature you can see within range. The target makes an Intelligence saving throw. On a failed save, you create a phantasmal object, creature, or other phenomenon that is no larger than a 10-foot Cube and that is perceivable only to the target for the duration. The phantasm includes sound, temperature, and other stimuli.

The target can take a Study action to examine the phantasm with an Investigation check against your spell save DC. If the check succeeds, the target realizes that the phantasm is an illusion, and the spell ends.

While affected by the spell, the target treats the phantasm as if it were real and rationalizes any illogical outcomes from interacting with it. For example, if the target steps through a phantasmal bridge and survives the fall, it believes the bridge exists and something else caused it to fall.

An affected target can even take damage from the illusion if the phantasm represents a dangerous creature or hazard. On each of your turns, such a phantasm can deal 2d8 Psychic damage to the target if it is in the phantasm's area or within 5 feet of the phantasm. The target perceives the damage as a type appropriate to the illusion.

Phantasmal Killer

Level 4 Illusion (Bard, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You tap into the nightmares of a creature you can see within range and create an illusion of its deepest fears, visible only to that creature. The target makes a Wisdom saving throw. On a failed save, the target takes 4d10 Psychic damage and has Disadvantage on ability checks and attack rolls for the duration. On a successful save, the target takes half as much damage, and the spell ends.

For the duration, the target makes a Wisdom saving throw at the end of each of its turns. On a failed save, it takes the Psychic damage again. On a successful save, the spell ends.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 4.

Phantom Steed

Level 3 Illusion (Wizard)

Casting Time: 1 minute or **Ritual Range:** 30 feet

Components: V, S

Duration: 1 hour

A Large, quasi-real, horselike creature appears on the ground in an unoccupied space of your choice within range. You decide the creature's appearance, and it is equipped with a saddle, bit, and bridle. Any of the equipment created by the spell vanishes in a puff of smoke if it is carried more than 10 feet away from the steed.

For the duration, you or a creature you choose can ride the steed. The steed uses the Riding Horse stat block (see "Monsters"), except it has a Speed of 100 feet and can travel 13 miles in an hour. When the spell ends, the steed gradually fades, giving the rider 1 minute to dismount. The spell ends early if the steed takes any damage.

Planar Ally

Level 6 Conjuration (Cleric)

Casting Time: 10 minutes

Range: 60 feet

Components: V, S

Duration: Instantaneous

You beseech an otherworldly entity for aid. The being must be known to you: a god, a demon prince, or some other being of cosmic power. That entity sends a Celestial, an Elemental, or a Fiend loyal to it to aid you, making the creature appear in an unoccupied space within range. If you know a specific creature's name, you can speak that name when you cast this spell to request that creature, though you might get a different creature anyway (GM's choice).

When the creature appears, it is under no compulsion to behave a particular way. You can ask it to perform a service in exchange for payment, but it isn't obliged to do so. The requested task could range from simple (fly us across the chasm, or help us fight a battle) to complex (spy on our enemies, or protect us during our foray into the dungeon). You must be able to communicate with the creature to bargain for its services.

Payment can take a variety of forms. A Celestial might require a sizable donation of gold or magic items to an allied temple, while a Fiend might demand a living sacrifice or a gift of treasure. Some creatures might exchange their service for a quest undertaken by you.

A task that can be measured in minutes requires a payment worth 100 GP per minute. A task measured in hours requires 1,000 GP per hour. And a task measured in days (up to 10 days) requires 10,000 GP per day. The GM can adjust these payments based on the circumstances under which you cast the spell. If the task is aligned with the creature's ethos, the payment might be halved or even waived. Nonhazardous tasks typically require only half the suggested payment, while especially dangerous tasks might require a greater gift. Creatures rarely accept tasks that seem suicidal.

After the creature completes the task, or when the agreed-upon duration of service expires, the creature returns to its home plane after reporting back to you if possible. If you are unable to agree on a price for the creature's service, the creature immediately returns to its home plane.

Planar Binding

Level 5 Abjuration (Bard, Cleric, Druid, Warlock, Wizard)

Casting Time: 1 hour

Range: 60 feet

Components: V, S, M (a jewel worth 1,000+ GP, which the spell consumes)

Duration: 24 hours

You attempt to bind a Celestial, Elemental, Fey, or Fiend to your service. The creature must remain within range for the entire casting. At the end of the casting, the target makes a Charisma saving throw. On a failed save, it is bound to serve you for the duration.

If the creature was summoned or created by another spell, that spell's duration is not extended by *Planar Binding*.

A bound creature must follow your commands to the best of its ability. You might command it to accompany you, guard a location, deliver a message, or perform another task. A Hostile creature follows your commands but looks for opportunities to twist them toward its own purposes.

If the creature completes your commands before the spell ends, it returns to you if you are on the same plane. Otherwise, it returns to the place where it was bound.

Using a Higher-Level Spell Slot. The duration increases to 10 days with a 6th-level slot, 30 days with a 7th-level slot, or 90 days with an 8th- or 9th-level slot.

Plane Shift

Level 7 Conjuration (Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a forked, metal rod worth 250+ GP and attuned to a plane of existence)

Duration: Instantaneous

You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. You can specify a target destination in general terms, such as a specific city on the Elemental Plane of Fire or palace on the second level of the Nine Hells, and you appear in or near that destination, as determined by the GM.

Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this spell can take you to that circle. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle.

Plant Growth

Level 3 Transmutation (Bard, Druid, Ranger)

Casting Time: Action (Overgrowth) or 8 hours (Enrichment)

Range: 150 feet

Components: V, S

Duration: Instantaneous

This spell channels vitality into plants. The casting time you use determines whether the spell has the Overgrowth or the Enrichment effect below.

Overgrowth. Choose a point within range. All normal plants in a 100-foot-radius Sphere centered on that point become thick and overgrown. A creature moving through that area must spend 4 feet of movement for every 1 foot it moves. You can exclude one or more areas of any size within the spell's area from being affected.

Enrichment. All plants in a half-mile radius centered on a point within range become enriched for 365 days. The plants yield twice the normal amount of food when harvested. They can benefit from only one *Plant Growth* per year.

Poison Spray

Necromancy Cantrip (Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You spray toxic mist at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d12 Poison damage.

Cantrip Upgrade. The damage increases by 1d12 when you reach levels 5 (2d12), 11 (3d12), and 17 (4d12).

Polymorph

Level 4 Transmutation (Bard, Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a caterpillar cocoon)

Duration: Concentration, up to 1 hour

You attempt to transform a creature you can see within range into a Beast. The target must succeed on a Wisdom saving throw or assume the form of a Beast for the duration.

The chosen Beast can have a Challenge Rating no greater than half the target's level or Challenge Rating, as appropriate, rounded down.

The target's statistics are replaced by those of the Beast, but it retains its alignment, personality, creature type, Hit Points, and Hit Point Dice. The target gains Temporary Hit Points equal to the Beast's Hit Points. These Temporary Hit Points vanish if any remain when the spell ends, and the spell ends early if the target has no Temporary Hit Points remaining.

The target is limited by the anatomy of its new form and can't speak or cast spells. Its equipment melds into the new form and can't be used.

A hostile target can repeat the Wisdom saving throw at the end of each of its turns, ending the spell on itself on a success.

Power Word Heal

Level 9 Enchantment (Bard, Cleric)

Casting Time: Action

Range: 60 feet

Component: V

Duration: Instantaneous

A wave of healing energy washes over one creature you can see within range. The target regains all its Hit Points. If the creature has the Charmed, Frightened, Paralyzed, Poisoned, or Stunned condition, the condition ends. If the creature has the Prone condition, it can use its Reaction to stand up.

Power Word Kill

Level 9 Enchantment (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 60 feet

Component: V

Duration: Instantaneous

You compel one creature you can see within range to die. If the target has 100 Hit Points or fewer, it dies. Otherwise, it takes 12d12 Psychic damage.

Power Word Stun

Level 8 Enchantment (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 60 feet

Components: V

Duration: Instantaneous

You overwhelm the mind of one creature you can see within range. If the target has 150 Hit Points or fewer, it has the Stunned condition. Otherwise, its Speed is 0 until the start of your next turn.

The Stunned target makes a Constitution saving throw at the end of each of its turns, ending the condition on itself on a success.

Prayer of Healing

Level 2 Abjuration (Cleric, Paladin)

Casting Time: 10 minutes

Range: 30 feet

Components: V

Duration: Instantaneous

Up to five creatures of your choice who remain within range for the spell's entire casting gain the benefits of a Short Rest and also regain 2d8 Hit Points. A creature can't be affected by this spell again until that creature finishes a Long Rest.

Using a Higher-Level Spell Slot. The healing increases by 1d8 for each spell slot level above 2.

Prestidigitation

Transmutation Cantrip (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 10 feet

Components: V, S

Duration: Up to 1 hour

You create a magical effect within range. Choose the effect from the options below. If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time.

Sensory Effect. You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.

Fire Play. You instantaneously light or snuff out a candle, a torch, or a small campfire.

Clean or Soil. You instantaneously clean or soil an object no larger than 1 cubic foot.

Minor Sensation. You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.

Magic Mark. You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.

Minor Creation. You create a nonmagical trinket or an illusory image that can fit in your hand. It lasts until the end of your next turn. A trinket can deal no damage and has no monetary worth.

Prismatic Spray

Level 7 Evocation (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: Instantaneous

Eight rays of light flash from you in a 60-foot Cone. Each creature in the Cone makes a Dexterity saving throw. For each target, roll 1d8 to determine which color ray affects it, consulting the Prismatic Rays table.

Prismatic Rays

1d8 Ray

1 **Red.** *Failed Save:* 12d6 Fire damage.

Successful Save: Half as much damage.

2 **Orange.** *Failed Save:* 12d6 Acid damage. *Successful Save:* Half as much damage.

3 **Yellow.** *Failed Save:* 12d6 Lightning damage. *Successful Save:* Half as much damage.

4 **Green.** *Failed Save:* 12d6 Poison damage. *Successful Save:* Half as much damage.

5 **Blue.** *Failed Save:* 12d6 Cold damage. *Successful Save:* Half as much damage.

6 **Indigo.** *Failed Save:* The target has the Restrained condition and makes a Constitution saving throw at the end of each of its turns. If it successfully saves three times, the condition ends. If it fails three times, it has the Petrified condition until it is freed by an effect like the **Greater Restoration** spell. The successes and failures needn't be consecutive; keep track of both until the target collects three of a kind.

7 **Violet.** *Failed Save:* The target has the Blinded condition and makes a Wisdom saving throw at the start of your next turn. On a successful save, the condition ends. On a failed save, the condition ends, and the creature teleports to another plane of existence (GM's choice).

8 **Special.** The target is struck by two rays. Roll twice, rerolling any 8.

Prismatic Wall

Level 9 Abjuration (Bard, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: 10 minutes

A shimmering, multicolored plane of light forms a vertical opaque wall—up to 90 feet long, 30 feet high, and 1 inch thick—centered on a point within range. Alternatively, you shape the wall into a globe up to 30 feet in diameter centered on a point within range. The wall lasts for the duration. If you position the wall in a space occupied by a creature, the spell ends instantly without effect.

The wall sheds Bright Light within 100 feet and Dim Light for an additional 100 feet. You and creatures you designate when you cast the spell can pass through and be near the wall without harm. If another creature that can see the wall moves within 20 feet of it or starts its turn there, the creature must succeed on a Constitution saving throw or have the Blinded condition for 1 minute.

The wall consists of seven layers, each with a different color. When a creature reaches into or passes through the wall, it does so one layer at a time through all the layers. Each layer forces the creature to make a Dexterity saving throw or be affected by that layer's properties as described in the Prismatic Layers table.

The wall, which has AC 10, can be destroyed one layer at a time, in order from red to violet, by means specific to each layer. If a layer is destroyed, it is gone for the duration. *Antimagic Field* has no effect on the wall, and *Dispel Magic* can affect only the violet layer.

Prismatic Layers

Order Effects

1 **Red.** *Failed Save:* 12d6 Fire damage.

Successful Save: Half as much damage.

Additional Effects: Nonmagical ranged attacks can't pass through this layer, which is destroyed if it takes at least 25

Cold damage.

2 **Orange.** *Failed Save:* 12d6 Acid damage. *Successful Save:* Half as much damage. *Additional Effects:* Magical ranged attacks can't pass through this layer, which is destroyed by a strong wind (such as the one created by *Gust of Wind*).

3 **Yellow.** *Failed Save:* 12d6 Lightning damage. *Successful Save:* Half as much damage. *Additional Effects:* The layer is destroyed if it takes at least 60 Force damage.

4 **Green.** *Failed Save:* 12d6 Poison damage. *Successful Save:* Half as much damage. *Additional Effects:* A

Passwall spell, or another spell of equal or greater level that can open a portal on a solid surface, destroys this layer.

5 **Blue.** *Failed Save:* 12d6 Cold damage. *Successful Save:* Half as much damage. *Additional Effects:* The layer is destroyed if it takes at least 25 Fire damage.

6 **Indigo.** *Failed Save:* The target has the Restrained condition and makes a Constitution saving throw at the end of each of its turns. If it successfully saves three times, the condition ends. If it fails three times, it has the Petrified condition until it is freed by an effect like the **Greater Restoration** spell. The successes and failures needn't be consecutive; keep track of both until the target collects three of a kind. *Additional Effects:* Spells can't be cast through this layer, which is destroyed by Bright Light shed by the **Daylight** spell.

7 **Violet.** *Failed Save:* The target has the Blinded condition and makes a Wisdom saving throw at the start of your next turn. On a successful save, the condition ends. On a failed save, the condition ends, and the creature teleports to another plane of existence (GM's choice). *Additional Effects:* This layer is destroyed by **Dispel Magic**.

Private Sanctum

Level 4 Abjuration (Wizard)

Casting Time: 10 minutes

Range: 120 feet

Components: V, S, M (a thin sheet of lead)

Duration: 24 hours

You make an area within range magically secure. The area is a Cube that can be as small as 5 feet to as large as 100 feet on each side. The spell lasts for the duration.

When you cast the spell, you decide what sort of security the spell provides, choosing any of the following properties:

Sound can't pass through the barrier at the edge of the warded area.

The barrier of the warded area appears dark and foggy, preventing vision (including Darkvision) through it.

Sensors created by Divination spells can't appear inside the protected area or pass through the barrier at its perimeter.

Creatures in the area can't be targeted by Divination spells.

Nothing can teleport into or out of the warded area.

Planar travel is blocked within the warded area.

Casting this spell on the same spot every day for 365 days makes the spell last until dispelled.

Using a Higher-Level Spell Slot. You can increase the size of the Cube by 100 feet for each spell slot level above 4.

Produce Flame

Conjuration Cantrip (Druid)

Casting Time: Bonus Action

Range: Self

Components: V, S

Duration: 10 minutes

A flickering flame appears in your hand and remains there for the duration. While there, the flame emits no heat and ignites nothing, and it sheds Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. The spell ends if you cast it again.

Until the spell ends, you can take a Magic action to hurl fire at a creature or an object within 60 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 Fire damage.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

Programmed Illusion

Level 6 Illusion (Bard, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (jade dust worth 25+ GP)

Duration: Until dispelled

You create an illusion of an object, a creature, or some other visible phenomenon within range that activates when a specific trigger occurs. The illusion is imperceptible until then. It must be no larger than a 30-foot Cube, and you decide when you cast the spell how the illusion behaves and what sounds it makes. This scripted performance can last up to 5 minutes.

When the trigger you specify occurs, the illusion springs into existence and performs in the manner you described. Once the illusion finishes performing, it disappears and remains dormant for 10 minutes, after which the illusion can be activated again.

The trigger can be as general or as detailed as you like, though it must be based on visual or audible phenomena that occur within 30 feet of the area. For example, you could create an illusion of yourself to appear and warn off others who attempt to open a trapped door.

Physical interaction with the image reveals it to be illusory, since things can pass through it. A creature that takes the Study action to examine the image can determine that it is an illusion with a successful Investigation check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

Project Image

Level 7 Illusion (Bard, Wizard)

Casting Time: Action

Range: 500 miles

Components: V, S, M (a statuette of yourself worth 5+ GP)

Duration: Concentration, up to 1 day

You create an illusory copy of yourself that lasts for the duration. The copy can appear at any location within range that you have seen before, regardless of intervening obstacles. The illusion looks and sounds like you, but it is intangible. If the illusion takes any damage, it disappears, and the spell ends.

You can see through the illusion's eyes and hear through its ears as if you were in its space. As a Magic action, you can move it up to 60 feet and make it gesture, speak, and behave in whatever way you choose. It mimics your mannerisms perfectly.

Physical interaction with the image reveals it to be illusory, since things can pass through it. A creature that takes the Study action to examine the image can determine that it is an illusion with a successful Investigation check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

Protection from Energy

Level 3 Abjuration (Cleric, Druid, Ranger, Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

For the duration, the willing creature you touch has Resistance to one damage type of your choice: Acid, Cold, Fire, Lightning, or Thunder.

Protection from Evil and Good

Level 1 Abjuration (Cleric, Druid, Paladin, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a flask of Holy Water worth 25+ GP, which the spell consumes)

Duration: Concentration, up to 10 minutes

Until the spell ends, one willing creature you touch is protected against creatures that are Aberrations, Celestials, Elementals, Fey, Fiends, or Undead.

The protection grants several benefits. Creatures of those types have Disadvantage on attack rolls against the target. The target also can't be possessed by or gain the Charmed or Frightened conditions from them. If the target is already possessed, Charmed, or Frightened by such a creature, the target has Advantage on any new saving throw against the relevant effect.

Protection from Poison

Level 2 Abjuration (Cleric, Druid, Paladin, Ranger)

Casting Time: Action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a creature and end the Poisoned condition on it. For the duration, the target has Advantage on saving throws to avoid or end the Poisoned condition, and it has Resistance to Poison damage.

Purify Food and Drink

Level 1 Transmutation (Cleric, Druid, Paladin)

Casting Time: Action or Ritual

Range: 10 feet

Components: V, S

Duration: Instantaneous

You remove poison and rot from nonmagical food and drink in a 5-foot-radius Sphere centered on a point within range.

Raise Dead

Level 5 Necromancy (Bard, Cleric, Paladin)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a diamond worth 500+ GP, which the spell consumes)

Duration: Instantaneous

With a touch, you revive a dead creature if it has been dead no longer than 10 days and it wasn't Undead when it died.

The creature returns to life with 1 Hit Point. This spell also neutralizes any poisons that affected the creature at the time of death.

This spell closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival—its head, for instance—the spell automatically fails.

Coming back from the dead is an ordeal. The target takes a −4 penalty to D20 Tests. Every time the target finishes a Long Rest, the penalty is reduced by 1 until it becomes 0.

Ray of Enfeeblement

Level 2 Necromancy (Warlock, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

A beam of enervating energy shoots from you toward a creature within range. The target must make a Constitution saving throw. On a successful save, the target has Disadvantage on the next attack roll it makes until the start of your next turn.

On a failed save, the target has Disadvantage on Strength-based D20 Tests for the duration. During that time, it also subtracts 1d8 from all its damage rolls. The target repeats the save at the end of each of its turns, ending the spell on a success.

Ray of Frost

Evocation Cantrip (Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 Cold damage, and its Speed is reduced by 10 feet until the start of your next turn.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

Regenerate

Level 7 Transmutation (Bard, Cleric, Druid)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a prayer wheel)

Duration: 1 hour

A creature you touch regains 4d8 + 15 Hit Points. For the duration, the target regains 1 Hit Point at the start of each of its turns, and any severed body parts regrow after 2 minutes.

Ray of Sickness

Level 1 Necromancy (Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You shoot a greenish ray at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 Poison damage and has the Poisoned condition until the end of your next turn.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 1.

Reincarnate

Level 5 Necromancy (Druid)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (rare oils worth 1,000+ GP, which the spell consumes)

Duration: Instantaneous

You touch a dead Humanoid or a piece of one. If the creature has been dead no longer than 10 days, the spell forms a new body for it and calls the soul to enter that body. Roll 1d10 and consult the table below to determine the body's species, or the GM chooses another playable species.

1d10	Species	1d10	Species
1	Roll again.	6	Minotaur
2	Half-elf	7	Halfling
3	Dwarf	8	Human
4	Elf	9	Half-orc
5	Gnome	10	Haboryn

The reincarnated creature makes any choices that a species' description offers, and the creature recalls its former life. It retains the capabilities it had in its original form, except it loses the traits of its previous species and gains the traits of its new one.

Remove Curse

Level 3 Abjuration (Cleric, Paladin, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Instantaneous

At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's Attunement to the object so it can be removed or discarded.

Resilient Sphere

Level 4 Abjuration (Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a glass sphere)

Duration: Concentration, up to 1 minute

A shimmering sphere encloses a Large or smaller creature or object within range. An unwilling creature must succeed on a Dexterity saving throw or be enclosed for the duration.

Nothing—not physical objects, energy, or other spell effects—can pass through the barrier, in or out, though a creature in the sphere can breathe there. The sphere is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the sphere damage anything outside it.

The sphere is weightless and just large enough to contain the creature or object inside. An enclosed creature can take an action to push against the sphere's walls and thus roll the sphere at up to half the creature's Speed. Similarly, the globe can be picked up and moved by other creatures.

A *Disintegrate* spell targeting the globe destroys it without harming anything inside.

Resistance

Abjuration Cantrip (Cleric, Druid)

Casting Time: Action

Range: Touch

Component: V, S

Duration: Concentration, up to 1 minute

You touch a willing creature and choose a damage type: Acid, Bludgeoning, Cold, Fire, Lightning, Necrotic, Piercing, Poison, Radiant, Slashing, or Thunder. When the creature takes damage of the chosen type before the spell ends, the creature reduces the total damage taken by 1d4. A creature can benefit from this spell only once per turn.

Resurrection

Level 7 Necromancy (Bard, Cleric)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a diamond worth 1,000+ GP, which the spell consumes)

Duration: Instantaneous

With a touch, you revive a dead creature that has been dead for no more than a century, didn't die of old age, and wasn't Undead when it died.

The creature returns to life with all its Hit Points. This spell also neutralizes any poisons that affected the creature at the time of death. This spell closes all mortal wounds and restores any missing body parts.

Coming back from the dead is an ordeal. The target takes a −4 penalty to D20 Tests. Every time the target finishes a Long Rest, the penalty is reduced by 1 until it becomes 0.

Casting this spell to revive a creature that has been dead for 365 days or longer taxes you. Until you finish a Long Rest, you can't cast spells again, and you have Disadvantage on D20 Tests.

Reverse Gravity

Level 7 Transmutation (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 100 feet

Components: V, S, M (a lodestone and iron filings)

Duration: Concentration, up to 1 minute

This spell reverses gravity in a 50-foot-radius, 100-foot-high Cylinder centered on a point within range.

Each creature and object in the area that isn't anchored to the ground falls upward to the top of the Cylinder. Creatures can make a Dexterity saving throw to grab hold of something to prevent themselves from falling upward. On a successful save, it remains where it is.

If a creature or object strikes a ceiling or other solid obstruction during the upward fall, it takes falling damage as normal. A creature or object that reaches the top without striking anything remains there, hovering for the duration.

When the spell ends, affected creatures and objects fall downward normally.

Revivify

Level 3 Necromancy (Cleric, Druid, Paladin, Ranger)

Casting Time: Action

Range: Touch

Components: V, S, M (a diamond worth 300+ GP, which the spell consumes)

Duration: Instantaneous

You touch a creature that has died within the last minute. That creature revives with 1 Hit Point. This spell can't revive a creature that has died of old age, nor does it restore any missing body parts.

Rope Trick

Level 2 Transmutation (Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a segment of rope)

Duration: 1 hour

You touch a rope. One end of it hovers upward until the rope hangs perpendicular to the ground or the rope reaches a ceiling. At the rope's upper end, an Invisible 3-foot-by-5-foot portal opens to an extradimensional space that lasts until the spell ends. That space can be reached by climbing the rope, which can be pulled into or dropped out of it.

The space can hold up to eight Medium or smaller creatures. Attacks, spells, and other effects can't pass into or out of the space, but creatures inside it can see through the portal. Anything inside the space drops out when the spell ends.

Sacred Flame

Evocation Cantrip (Cleric)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 Radiant damage. The target gains no benefit from Half Cover or Three-Quarters Cover for this save.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

Sanctuary

Level 1 Abjuration (Cleric)

Casting Time: Bonus Action

Range: 30 feet

Components: V, S, M (a shard of glass from a mirror)

Duration: 1 minute

You ward a creature within range. Until the spell ends, any creature who targets the warded creature with an attack roll or a damaging spell must succeed on a Wisdom saving throw or either choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from areas of effect. The spell ends if the warded creature makes an attack roll, casts a spell, or deals damage.

Scorching Ray

Level 2 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl three fiery rays. You can hurl them at one target within range or at several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 Fire damage.

Using a Higher-Level Spell Slot. You create one additional ray for each spell slot level above 2.

Scrying

Level 5 Divination (Bard, Cleric, Druid, Warlock, Wizard)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a focus worth 1,000+ GP, such as a crystal ball, mirror, or water-filled font)

Duration: Concentration, up to 10 minutes

You can see and hear a creature you choose that is on the same plane of existence as you. The target makes a Wisdom saving throw, which is modified (see the tables below) by how well you know the target and the sort of physical connection you have to it. The target doesn't know what it is making the save against, only that it feels uneasy.

- Your Knowledge of the Target Is … Save Modifier
- Secondhand (heard of the target) +5
- Firsthand (met the target) +0
- Extensive (know the target well) −5
- You Have the Target's … Save Modifier
- Picture or other likeness −2
- Garment or other possession −4
- Body part, lock of hair, or bit of nail −10
- On a successful save, the target isn't affected, and you can't use this spell on it again for 24 hours.

On a failed save, the spell creates an Invisible, intangible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration. If something can see the sensor, it appears as a luminous orb about the size of your fist.

Instead of targeting a creature, you can target a location you have seen. When you do so, the sensor appears at that location and doesn't move.

Searing Smite

Level 1 Evocation (Paladin)

Casting Time: Bonus Action, which you take immediately after hitting a target with a Melee weapon or an Unarmed Strike

Range: Self

Component: V

Duration: 1 minute

As you hit the target, it takes an extra 1d6 Fire damage from the attack. At the start of each of its turns until the spell ends, the target takes 1d6 Fire damage and then makes a Constitution saving throw. On a failed save, the spell continues. On a successful save, the spell ends.

Using a Higher-Level Spell Slot. All the damage increases by 1d6 for each spell slot level above 1.

Secret Chest

Level 4 Conjuration (Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a chest, 3 feet by 2 feet by 2 feet, constructed from rare materials worth 5,000+ GP, and a Tiny replica of the chest made from the same materials worth 50+ GP)

Duration: Until dispelled

You hide a chest and all its contents on the Ethereal Plane. You must touch the chest and the miniature replica that serve as Material components for the spell. The chest can contain up to 12 cubic feet of nonliving material (3 feet by 2 feet by 2 feet).

While the chest remains on the Ethereal Plane, you can take a Magic action and touch the replica to recall the chest. It appears in an unoccupied space on the ground within 5 feet of you. You can send the chest back to the Ethereal Plane by taking a Magic action to touch the chest and the replica.

After 60 days, there is a cumulative 5 percent chance at the end of each day that the spell ends. The spell also ends if you cast this spell again or if the Tiny replica chest is destroyed. If the spell ends and the larger chest is on the Ethereal Plane, the chest remains there for you or someone else to find.

See Invisibility

Level 2 Divination (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a pinch of talc)

Duration: 1 hour

For the duration, you see creatures and objects that have the Invisible condition as if they were visible, and you can see into the Ethereal Plane. Creatures and objects there appear ghostly.

Seeming

Level 5 Illusion (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: 8 hours

You give an illusory appearance to each creature of your choice that you can see within range. An unwilling target can make a Charisma saving throw, and if it succeeds, it is unaffected by this spell.

You can give the same appearance or different ones to the targets. The spell can change the appearance of the targets' bodies and equipment. You can make each creature seem 1 foot shorter or taller and appear heavier or lighter. A target's new appearance must have the same basic arrangement of limbs as the target, but the extent of the illusion is otherwise up to you. The spell lasts for the duration.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to a creature's outfit, objects pass through the hat.

A creature that takes the Study action to examine a target can make an Investigation check against your spell save DC. If it succeeds, it becomes aware that the target is disguised.

Sending

Level 3 Divination (Bard, Cleric, Wizard)

Casting Time: Action

Range: Unlimited

Components: V, S, M (a copper wire)

Duration: Instantaneous

You send a short message of 25 words or fewer to a creature you have met or a creature described to you by someone who has met it. The target hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables targets to understand the meaning of your message.

You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive. You know if the delivery fails.

Upon receiving your message, a creature can block your ability to reach it again with this spell for 8 hours. If you try to send another message during that time, you learn that you are blocked, and the spell fails.

Sequester

Level 7 Transmutation (Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (gem dust worth 5,000+ GP, which the spell consumes)

Duration: Until dispelled

With a touch, you magically sequester an object or a willing creature. For the duration, the target has the Invisible condition and can't be targeted by Divination spells, detected by magic, or viewed remotely with magic.

If the target is a creature, it enters a state of suspended animation; it has the Unconscious condition, doesn't age, and doesn't need food, water, or air.

You can set a condition for the spell to end early. The condition can be anything you choose, but it must occur or be visible within 1 mile of the target. Examples include "after 1,000 years" or "when the tarrasque awakens." This spell also ends if the target takes any damage.

Shapechange

Level 9 Transmutation (Druid, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a jade circlet worth 1,500+ GP)

Duration: Concentration, up to 1 hour

You shape-shift into another creature for the duration or until you take a Magic action to shape-shift into a different eligible form. The new form must be of a creature that has a Challenge Rating no higher than your level or Challenge Rating. You must have seen the sort of creature before, and it can't be a Construct or an Undead.

When you cast the spell, you gain a number of Temporary Hit Points equal to the Hit Points of the first form into which you shape-shift. These Temporary Hit Points vanish if any remain when the spell ends.

Your game statistics are replaced by the stat block of the chosen form, but you retain your creature type; alignment; personality; Intelligence, Wisdom, and Charisma scores; Hit Points; Hit Point Dice; proficiencies; and ability to communicate. If you have the Spellcasting feature, you retain it too.

Upon shape-shifting, you determine whether your equipment drops to the ground or changes in size and shape to fit the new form while you're in it.

Shatter

Level 2 Evocation (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a chip of mica)

Duration: Instantaneous

A loud noise erupts from a point of your choice within range. Each creature in a 10-foot-radius Sphere centered there makes a Constitution saving throw, taking 3d8 Thunder damage on a failed save or half as much damage on a successful one. A Construct has Disadvantage on the save.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 2.

Shield

Level 1 Abjuration (Sorcerer, Wizard)

Casting Time: Reaction, which you take when you are hit by an attack roll or targeted by the *Magic Missile* spell
Range: Self

Components: V, S

Duration: 1 round

An imperceptible barrier of magical force protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from *Magic Missile*.

Shield of Faith

Level 1 Abjuration (Cleric, Paladin)

Casting Time: Bonus Action

Range: 60 feet

Components: V, S, M (a prayer scroll)
Duration: Concentration, up to 10 minutes

A shimmering field surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Shillelagh

Transmutation Cantrip (Druid)

Casting Time: Bonus Action

Range: Self

Components: V, S, M (mistletoe)

Duration: 1 minute

A Club or Quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. If the attack deals damage, it can be Force damage or the weapon's normal damage type (your choice).

The spell ends early if you cast it again or if you let go of the weapon.

Cantrip Upgrade. The damage die changes when you reach levels 5 (d10), 11 (d12), and 17 (2d6).

Shining Smite

Level 2 Transmutation (Paladin)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a Melee weapon or an Unarmed Strike

Range: Self

Component: V

Duration: Concentration, up to 1 minute

The target hit by the strike takes an extra 2d6 Radiant damage from the attack. Until the spell ends, the target sheds Bright Light in a 5-foot radius, attack rolls against it have Advantage, and it can't benefit from the Invisible condition.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 2.

Shocking Grasp

Evocation Cantrip (Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Instantaneous

Lightning springs from you to a creature that you try to touch. Make a melee spell attack against the target. On a hit, the target takes 1d8 Lightning damage, and it can't make Opportunity Attacks until the start of its next turn.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

Silence

Level 2 Illusion (Bard, Cleric, Ranger)

Casting Time: Action or Ritual

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, no sound can be created within or pass through a 20-foot-radius Sphere centered on a point you choose within range. Any creature or object entirely inside the Sphere has Immunity to Thunder damage, and creatures have the Deafened condition while entirely inside it. Casting a spell that includes a Verbal component is impossible there.

Silent Image

Level 1 Illusion (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a bit of fleece)

Duration: Concentration, up to 10 minutes

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot Cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects.

As a Magic action, you can cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

Physical interaction with the image reveals it to be an illusion, since things can pass through it. A creature that takes a Study action to examine the image can determine that it is an illusion with a successful Investigation check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

Simulacrum

Level 7 Illusion (Wizard)

Casting Time: 12 hours

Range: Touch

Components: V, S, M (powdered ruby worth 1,500+ GP, which the spell consumes)

Duration: Until dispelled

You create a simulacrum of one Beast or Humanoid that remains within 10 feet of you throughout the casting. At the completion of the spell, a pile of ice or snow of the creature's size becomes the simulacrum.

The simulacrum uses the original creature's game statistics when the spell is cast, except that it is a Construct, its Hit Point maximum is half the original's, and it can't cast Simulacrum.

The simulacrum is Friendly to you and creatures you designate. It obeys your commands and acts on your turn in combat. It can't gain levels or take Short or Long Rests.

The simulacrum can't cast spells of 5th level or higher.

If the simulacrum takes damage, its Hit Points can be restored only by repairing it during a Long Rest. The repair requires components worth 100 GP per Hit Point restored, and the simulacrum must remain within 5 feet of you during the repair.

The simulacrum lasts until it drops to 0 Hit Points, at which point it reverts to snow and melts away. If you cast *Simulacrum* again, any simulacrum you previously created with this spell is destroyed.

Sleep

Level 1 Enchantment (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a pinch of sand or rose petals)

Duration: Concentration, up to 1 minute

Each creature of your choice in a 5-foot-radius Sphere centered on a point within range must succeed on a Wisdom saving throw or have the Incapacitated condition until the end of its next turn, at which point it must repeat the save. If the target fails the second save, the target has the Unconscious condition for the duration. The spell ends on a target if it takes damage or someone within 5 feet of it takes an action to shake it out of the spell's effect.

Creatures that don't sleep, such as elves, or that have Immunity to the Exhaustion condition automatically succeed on saves against this spell.

Sleet Storm

Level 3 Conjuration (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 150 feet

Components: V, S, M (a miniature umbrella)

Duration: Concentration, up to 1 minute

Until the spell ends, sleet falls in a 40-foot-tall, 20-foot-radius Cylinder centered on a point you choose within range. The area is Heavily Obscured, and exposed flames in the area are doused.

Ground in the Cylinder is Difficult Terrain. When a creature enters the Cylinder for the first time on a turn or starts its turn there, it must succeed on a Dexterity saving throw or have the Prone condition and lose Concentration.

Slow

Level 3 Transmutation (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a drop of molasses)

Duration: Concentration, up to 1 minute

You alter time around up to six creatures of your choice in a 40-foot Cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration.

An affected target's Speed is halved, it takes a −2 penalty to AC and Dexterity saving throws, and it can't take Reactions. On its turns, it can take either an action or a Bonus Action, not both, and it can make only one attack if it takes the Attack action. If it casts a spell with a Somatic component, there is a 25 percent chance the spell fails as a result of the target making the spell's gestures too slowly.

An affected target repeats the save at the end of each of its turns, ending the spell on itself on a success.

orcerous Burst

Evocation Cantrip (Sorcerer)

Casting Time: Action

Range: 120 feet

Component: V, S

Duration: Instantaneous

You cast sorcerous energy at one creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 damage of a type you choose: Acid, Cold, Fire, Lightning, Poison, Psychic, or Thunder.

If you roll an 8 on a d8 for this spell, you can roll another d8, and add it to the damage. When you cast this spell, the maximum number of these d8s you can add to the spell's damage equals your spellcasting ability modifier.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

Spare the Dying

Necromancy Cantrip (Cleric, Druid)

Casting Time: Action

Range: 15 feet

Components: V, S

Duration: Instantaneous

Choose a creature within range that has 0 Hit Points and isn't dead. The creature becomes Stable.

Cantrip Upgrade. The range doubles when you reach levels 5 (30 feet), 11 (60 feet), and 17 (120 feet).

Speak with Animals

Level 1 Divination (Bard, Druid, Ranger, Warlock)

Casting Time: Action or Ritual

Range: Self

Components: V, S

Duration: 10 minutes

For the duration, you can comprehend and verbally communicate with Beasts, and you can use any of the Influence action's skill options with them.

Most Beasts have little to say about topics that don't pertain to survival or companionship, but at minimum, a Beast can give you information about nearby locations and monsters, including whatever it has perceived within the past day.

Speak with Dead

Level 3 Necromancy (Bard, Cleric, Wizard)

Casting Time: Action

Range: 10 feet

Components: V, S, M (burning incense)

Duration: 10 minutes

You grant the semblance of life to a corpse of your choice within range, allowing it to answer questions you pose. The corpse must have a mouth, and this spell fails if the deceased creature was Undead when it died. The spell also fails if the corpse was the target of this spell within the past 10 days.

Until the spell ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are antagonistic toward it or it recognizes you as an enemy. This spell doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

Speak with Plants

Level 3 Transmutation (Bard, Druid, Ranger)

Casting Time: Action

Range: Self

Components: V, S

Duration: 10 minutes

You imbue plants in an immobile 30-foot Emanation with limited sentience and animation, giving them the ability to communicate with you and follow your simple commands. You can question plants about events in the spell's area within the past day, gaining information about creatures that have passed, weather, and other circumstances.

You can also turn Difficult Terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or you can turn ordinary terrain where plants are present into Difficult Terrain that lasts for the duration.

The spell doesn't enable plants to uproot themselves and move about, but they can move their branches, tendrils, and stalks for you.

If a Plant creature is in the area, you can communicate with it as if you shared a common language.

Spider Climb

Level 2 Transmutation (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a drop of bitumen and a spider)

Duration: Concentration, up to 1 hour

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and along ceilings, while leaving its hands free. The target also gains a Climb Speed equal to its Speed.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2.

Spike Growth

Level 2 Transmutation (Druid, Ranger)

Casting Time: Action

Range: 150 feet

Components: V, S, M (seven thorns)

Duration: Concentration, up to 10 minutes

The ground in a 20-foot-radius Sphere centered on a point within range sprouts hard spikes and thorns. The area becomes Difficult Terrain for the duration.

Whenever a creature moves into or within the area, it takes 2d4 Piercing damage for every 5 feet it travels. A creature can take damage from this spell only once per turn.

The altered ground is camouflaged to appear natural. A creature that couldn't see the area when the spell was cast must take the Search action and succeed on a Survival or Perception check against your spell save DC to recognize the danger before entering it

Spirit Guardians

Level 3 Conjuration (Cleric)

Casting Time: Action

Range: Self

Components: V, S, M (a prayer scroll)
Duration: Concentration, up to 1 minute

You call forth spirits to protect you. They flit around you to a distance of 15 feet for the duration. If you are good or neutral, their spectral form appears angelic or fey (your choice). If you are evil, they appear fiendish.

When you cast this spell, and when any creature first enters the spell's area on a turn, that creature must make a Wisdom saving throw. On a failed save, the creature takes 3d8 Radiant damage (if you are good or neutral) or 3d8 Necrotic damage (if you are evil), and its speed is halved while it remains within the aura. On a successful save, the creature takes half as much damage and its speed is not reduced. A creature that leaves the aura and re-enters it on the same turn does not trigger this effect again. A creature that leaves the aura and re-enters it on a subsequent turn must make the saving throw again.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

Spiritual Weapon

Level 2 Evocation (Cleric)

Casting Time: Bonus Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a floating, spectral force that resembles a weapon of your choice and lasts for the duration. The force appears within range in a space of your choice, and you can immediately make one melee spell attack against one creature within 5 feet of the force. On a hit, the target takes Force damage equal to 1d8 plus your spellcasting ability modifier.

As a Bonus Action on your later turns, you can move the force up to 20 feet and repeat the attack against a creature within 5 feet of it.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for every slot level above 2.

Starry Wisp

Evocation Cantrip (Bard, Druid)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You launch a mote of light at one creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 Radiant damage, and until the end of your next turn, it emits Dim Light in a 10-foot radius and can't benefit from the Invisible condition.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

Stinking Cloud

Level 3 Conjuration (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 90 feet

Components: V, S, M (a rotten egg)

Duration: Concentration, up to 1 minute

You create a 20-foot-radius Sphere of yellow, nauseating gas centered on a point within range. The cloud is Heavily Obscured. The cloud lingers in the air for the duration or until a strong wind (such as the one created by *Gust of Wind*) disperses it.

Each creature that starts its turn in the Sphere must succeed on a Constitution saving throw or have the Poisoned condition until the end of the current turn. While Poisoned in this way, the creature can't take an action or a Bonus Action.

Stone Shape

Level 4 Transmutation (Cleric, Druid, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (soft clay)

Duration: Instantaneous

You touch a stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape you like. For example, you could shape a large rock into a weapon, statue, or coffer, or you could make a small passage through a wall that is 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

Stoneskin

Level 4 Transmutation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (diamond dust worth 100+ GP, which the spell consumes)

Duration: Concentration, up to 1 hour

Until the spell ends, one willing creature you touch has Resistance to Bludgeoning, Piercing, and Slashing damage.

Storm of Vengeance

Level 9 Conjuration (Druid)

Casting Time: Action

Range: 1 mile

Components: V, S

Duration: Concentration, up to 1 minute

A churning storm cloud forms for the duration, centered on a point within range and spreading to a radius of 300 feet. Each creature under the cloud when it appears must succeed on a Constitution saving throw or take 2d6 Thunder damage and have the Deafened condition for the duration.

At the start of each of your later turns, the storm produces different effects, as detailed below.

Turn 2. Acidic rain falls. Each creature and object under the cloud takes 4d6 Acid damage.

Turn 3. You call six bolts of lightning from the cloud to strike six different creatures or objects beneath it. Each target makes a Dexterity saving throw, taking 10d6 Lightning damage on a failed save or half as much damage on a successful one. Turn 4. Hailstones rain down. Each creature under the cloud takes 2d6 Bludgeoning damage.

Turns 5–10. Gusts and freezing rain assail the area under the cloud. Each creature there takes 1d6 Cold damage. Until the spell ends, the area is Difficult Terrain and Heavily Obscured, ranged attacks with weapons are impossible there, and strong wind blows through the area.

Suggestion

Level 2 Enchantment (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, M (a drop of honey)

Duration: Concentration, up to 8 hours

You suggest a course of activity—described in no more than 25 words—to one creature you can see within range that can hear and understand you. The suggestion must sound achievable and not involve anything that would obviously deal damage to the target or its allies. For example, you could say, "Fetch the key to the cult's treasure vault, and give the key to me." Or you could say, "Stop fighting, leave this library peacefully, and don't return."

The target must succeed on a Wisdom saving throw or have the Charmed condition for the duration or until you or your allies deal damage to the target. The Charmed target pursues the suggestion to the best of its ability. The suggested activity can continue for the entire duration, but if the suggested activity can be completed in a shorter time, the spell ends for the target upon completing it.

Summon Dragon

Level 5 Conjuration (Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (an object with the image of a dragon engraved on it worth 500+ GP)

Duration: Concentration, up to 1 hour

You call forth a Dragon spirit. It manifests in an unoccupied space that you can see within range and uses the Draconic Spirit stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to you and your allies. In combat, the creature shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

Draconic Spirit

Large Dragon, Neutral

AC 14 + the spell's level HP 50 + 10 for each spell level above 5

Speed 30 ft., Fly 60 ft., Swim 30 ft.

MOD SAVE MOD SAVE MOD SAVE

Str 19 +4 +4 Dex 14 +2 +2 Con 17 +3 +3

Int 10 +0 +0 Wis 14 +2 +2 Cha 14 +2 +2

Resistances Acid, Cold, Fire, Lightning, Poison Immunities Charmed, Frightened, Poisoned

Senses Blindsight 30 ft., Darkvision 60 ft.; Passive Perception 12

Languages Draconic, understands the languages you know

CR None (XP 0; PB equals your Proficiency Bonus)

Traits

Shared Resistances. When you summon the spirit, choose one of its Resistances. You have Resistance to the chosen damage type until the spell ends.

Actions

Multiattack. The spirit makes a number of Rend attacks equal to half the spell's level (round down), and it uses Breath Weapon.

Rend. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 10 feet. *Hit:* 1d6 + 4 + the spell's level Piercing damage.

Breath Weapon. *Dexterity Saving Throw:* DC equals your spell save DC, each creature in a 30-foot Cone. *Failure:* 2d6 damage of a type this spirit has Resistance to (your choice when you cast the spell). *Success:* Half damage.

Sunbeam

Level 6 Evocation (Cleric, Druid, Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a magnifying glass)

Duration: Concentration, up to 1 minute

You launch a sunbeam in a 5-foot-wide, 60-foot-long Line. Each creature in the Line makes a Constitution saving throw. On a failed save, a creature takes 6d8 Radiant damage and has the Blinded condition until the start of your next turn. On a successful save, it takes half as much damage only.

Until the spell ends, you can take a Magic action to create a new Line of radiance.

For the duration, a mote of brilliant radiance shines above you. It sheds Bright Light in a 30-foot radius and Dim Light for an additional 30 feet. This light is sunlight.

Sunburst

Level 8 Evocation (Cleric, Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 150 feet

Components: V, S, M (a piece of sunstone)

Duration: Instantaneous

Brilliant sunlight flashes in a 60-foot-radius Sphere centered on a point you choose within range. Each creature in the Sphere makes a Constitution saving throw. On a failed save, a creature takes 12d6 Radiant damage and has the Blinded condition for 1 minute. On a successful save, it takes half as much damage only.

A creature Blinded by this spell makes another Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

This spell dispels Darkness in its area that was created by any spell.

Symbol

Level 7 Abjuration (Bard, Cleric, Druid, Wizard)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (powdered diamond worth 1,000+ GP, which the spell consumes)

Duration: Until dispelled or triggered

You inscribe a harmful glyph either on a surface (such as a section of floor or wall) or within an object that can be closed (such as a book or chest). The glyph can cover an area no larger than 10 feet in diameter. If you choose an object, it must remain in place; if it is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

The glyph is nearly imperceptible and requires a successful Perception check against your spell save DC to notice.

When you inscribe the glyph, you set its trigger and choose which effect the symbol bears: Death, Discord, Fear, Pain, Sleep, or Stunning. Each one is explained below.

Set the Trigger. You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, common triggers include touching or stepping on the glyph, removing another object covering it, or approaching within a certain distance of it. For glyphs inscribed within an object, common triggers include opening that object or seeing the glyph.

You can refine the trigger so that only creatures of certain types activate it (for example, the glyph could be set to affect Aberrations). You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password.

Once triggered, the glyph glows, filling a 60-foot-radius Sphere with Dim Light for 10 minutes, after which time the spell ends. Each creature in the Sphere when the glyph activates is targeted by its effect, as is a creature that enters the Sphere for the first time on a turn or ends its turn there. A creature is targeted only once per turn.

Death. Each target makes a Constitution saving throw, taking 10d10 Necrotic damage on a failed save or half as much damage on a successful save.

Discord. Each target makes a Wisdom saving throw. On a failed save, a target argues with other creatures for 1 minute. During this time, it is incapable of meaningful communication and has Disadvantage on attack rolls and ability checks.

Fear. Each target must succeed on a Wisdom saving throw or have the Frightened condition for 1 minute. While Frightened, the target must move at least 30 feet away from the glyph on each of its turns, if able.

Pain. Each target must succeed on a Constitution saving throw or have the Incapacitated condition for 1 minute.

Sleep. Each target must succeed on a Wisdom saving throw or have the Unconscious condition for 10 minutes. A creature awakens if it takes damage or if someone takes an action to shake it awake.

Stunning. Each target must succeed on a Wisdom saving throw or have the Stunned condition for 1 minute.

Telekinesis

Level 5 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You gain the ability to move or manipulate creatures or objects by thought. When you cast the spell and as a Magic action on your later turns before the spell ends, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell.

Creature. You can try to move a Huge or smaller creature. The target must succeed on a Strength saving throw, or you move it up to 30 feet in any direction within the spell's range. Until the end of your next turn, the creature has the Restrained condition, and if you lift it into the air, it is suspended there. It falls at the end of your next turn unless you use this option on it again and it fails the save.

Object. You can try to move a Huge or smaller object. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction within the spell's range. If the object is worn or carried by a creature, that creature must succeed on a Strength saving throw, or you pull the object away and move it up to 30 feet in any direction within the spell's range.

You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

Telepathic Bond

Level 5 Divination (Bard, Wizard)

Casting Time: Action or Ritual

Range: 30 feet

Components: V, S, M (two eggs)

Duration: 1 hour

You forge a telepathic link among up to eight willing creatures of your choice within range, psychically linking each creature to all the others for the duration. Creatures that can't communicate in any languages aren't affected by this spell.

Until the spell ends, the targets can communicate telepathically through the bond whether or not they share a language. The communication is possible over any distance, though it can't extend to other planes of existence.

Teleport

Level 7 Conjuration (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 10 feet

Components: V

Duration: Instantaneous

This spell instantly transports you and up to eight willing creatures that you can see within range, or a single object that you can see within range, to a destination you select. If you target an object, it must be Large or smaller, and it can't be held or carried by an unwilling creature.

The destination you choose must be known to you, and it must be on the same plane of existence as you. Your familiarity with the destination determines whether you arrive there successfully. The GM rolls 1d100 and consults the Teleportation Outcome table and the explanations after it.

Teleportation Familiarity	Outcome Mishap	Similar Area	Off Target	On Target
Permanent circle	—	—	—	01–00
Linked object	—	—	—	01–00
Very familiar	01–05	06–13	14–24	25–00
Seen casually	01–33	34–43	44–53	54–00
Viewed once				
or described	01–43	44–53	54–73	74–00
False				
destination	01–50	51–00	—	—

Familiarity. Here are the meanings of the terms in the table's Familiarity column:

- "Permanent circle" means a permanent teleportation circle whose sigil sequence you know.
- "Linked object" means you possess an object taken from the desired destination within the last six months, such as a book from a wizard's library.
- "Very familiar" is a place you have visited often, a place you have carefully studied, or a place you can see when you cast the spell.
- "Seen casually" is a place you have seen more than once but with which you aren't very familiar.
- "Viewed once or described" is a place you have seen once, possibly using magic, or a place you know through someone else's description, perhaps from a map.
- "False destination" is a place that doesn't exist. Perhaps you tried to scry an enemy's sanctum but instead viewed an illusion, or you are attempting to teleport to a location that no longer exists.

Mishap. The spell's unpredictable magic results in a difficult journey. Each teleporting creature (or the target object) takes 3d10 Force damage, and the GM rerolls on the table to see where you wind up (multiple mishaps can occur, dealing damage each time).

Similar Area. You and your group (or the target object) appear in a different area that's visually or thematically similar to the target area. You appear in the closest similar place. If you are heading for your home laboratory, for example, you might appear in another person's laboratory in the same city.

Off Target. You and your group (or the target object) appear 2d12 miles away from the destination in a random direction. Roll 1d8 for the direction: 1, east; 2, southeast; 3, south; 4, southwest; 5, west; 6, northwest; 7, north; or 8, northeast.

On Target. You and your group (or the target object) appear where you intended.

Teleportation Circle

Level 5 Conjuration (Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 minute

Range: 10 feet

Components: V, M (rare inks worth 50+ GP, which the spell consumes)

Duration: 1 round

As you cast the spell, you draw a 5-foot-radius circle on the ground inscribed with sigils that link your location to a permanent teleportation circle of your choice whose sigil sequence you know and that is on the same plane of existence as you. A shimmering portal opens within the circle you drew and remains open until the end of your next turn. Any creature that enters the portal instantly appears within 5 feet of the destination circle or in the nearest unoccupied space if that space is occupied.

Many major temples, guildhalls, and other important places have permanent teleportation circles. Each circle includes a unique sigil sequence—a string of runes arranged in a particular pattern.

When you first gain the ability to cast this spell, you learn the sigil sequences for two destinations on the Material Plane, determined by the GM. You might learn additional sigil sequences during your adventures. You can commit a new sigil sequence to memory after studying it for 1 minute.

You can create a permanent teleportation circle by casting this spell in the same location every day for 365 days.

Thaumaturgy

Transmutation Cantrip (Cleric)

Casting Time: Action

Range: 30 feet

Components: V

Duration: Up to 1 minute

You manifest a minor wonder within range. You create one of the effects below within range. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time.

Altered Eyes. You alter the appearance of your eyes for 1 minute.

Booming Voice. Your voice booms up to three times as loud as normal for 1 minute. For the duration, you have Advantage on Intimidation checks.

Fire Play. You cause flames to flicker, brighten, dim, or change color for 1 minute.

Invisible Hand. You instantaneously cause an unlocked door or window to fly open or slam shut.

Phantom Sound. You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.

Tremors. You cause harmless tremors in the ground for 1 minute.

Thunderwave

Level 1 Evocation (Bard, Druid, Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: Instantaneous

You unleash a wave of thunderous energy. Each creature in a 15-foot Cube originating from you makes a Constitution saving throw. On a failed save, a creature takes 2d8 Thunder damage and is pushed 10 feet away from you. On a successful save, a creature takes half as much damage only.

In addition, unsecured objects that are entirely within the Cube are pushed 10 feet away from you, and a thunderous boom is audible within 300 feet.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 1.

Time Stop

Level 9 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: Self Components: V

Duration: Instantaneous

You briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 1d4 + 1 turns in a row, during which you can use actions and move as normal.

This spell ends if one of the actions you use during this period, or any effects that you create during it, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 1,000 feet from the location where you cast it.

Tiny Hut

Level 3 Evocation (Bard, Wizard)

Casting Time: 1 minute or Ritual

Range: Self

Components: V, S, M (a crystal bead)

Duration: 8 hours

A 10-foot Emanation springs into existence around you and remains stationary for the duration. The spell fails when you cast it if the Emanation isn't big enough to fully encapsulate all creatures in its area.

Creatures and objects within the Emanation when you cast the spell can move through it freely. All other creatures and objects are barred from passing through it. Spells of level 3 or lower can't be cast through it, and the effects of such spells can't extend into it.

The atmosphere inside the Emanation is comfortable and dry, regardless of the weather outside. Until the spell ends, you can command the interior to have Dim Light or Darkness (no action required). The Emanation is opaque from the outside and of any color you choose, but it's transparent from the inside.

The spell ends early if you leave the Emanation or if you cast it again.

Tongues

Level 3 Divination (Bard, Cleric, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, M (a miniature ziggurat)

Duration: 1 hour

This spell grants the creature you touch the ability to understand any spoken or signed language that it hears or sees. Moreover, when the target communicates by speaking or signing, any creature that knows at least one language can understand it if that creature can hear the speech or see the signing.

Transport via Plants

Level 6 Conjuration (Druid)

Casting Time: Action

Range: 10 feet

Components: V, S

Duration: 1 minute

This spell creates a magical link between a Large or larger inanimate plant within range and another plant, at any distance, on the same plane of existence. You must have seen or touched the destination plant at least once before. For the duration, any creature can step into the target plant and exit from the destination plant by using 5 feet of movement.

Tree Stride

Level 5 Conjuration (Druid, Ranger)

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You gain the ability to enter a tree and move from inside it to inside another tree of the same kind within 500 feet. Both trees must be living and at least the same size as you. You must use 5 feet of movement to enter a tree. You instantly know the location of all other trees of the same kind within 500 feet and, as part of the move used to enter the tree, can either pass into one of those trees or step out of the tree you're in. You appear in a spot of your choice within 5 feet of the destination tree, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the tree you entered.

You can use this transportation ability only once on each of your turns. You must end each turn outside a tree.

True Polymorph

Level 9 Transmutation (Bard, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a drop of mercury, a dollop of gum arabic, and a wisp of smoke)

Duration: Concentration, up to 1 hour

Choose one creature or nonmagical object that you can see within range. The creature shape-shifts into a different creature or a nonmagical object, or the object shape-shifts into a creature (the object must be neither worn nor carried). The transformation lasts for the duration or until the target dies or is destroyed, but if you maintain Concentration on this spell for the full duration, the spell lasts until dispelled.

An unwilling creature can make a Wisdom saving throw, and if it succeeds, it isn't affected by this spell.

Creature into Creature. If you turn a creature into another kind of creature, the new form can be any kind you choose that has a Challenge Rating equal to or less than the target's Challenge Rating or level. The target's game statistics are replaced by the stat block of the new form, but it retains its Hit Points, Hit Point Dice, alignment, and personality.

The target gains a number of Temporary Hit Points equal to the Hit Points of the new form. These Temporary Hit Points vanish if any remain when the spell ends.

The target is limited in the actions it can perform by the anatomy of its new form, and it can't speak or cast spells.

The target's gear melds into the new form. The creature can't use or otherwise benefit from any of that equipment.

Object into Creature. You can turn an object into any kind of creature, as long as the creature's size is no larger than the object's size and the creature has a Challenge Rating of 9 or lower. The creature is Friendly to you and your allies. In combat, it takes its turns immediately after yours, and it obeys your commands.

If the spell lasts more than an hour, you no longer control the creature. It might remain Friendly to you, depending on how you have treated it.

Creature into Object. If you turn a creature into an object, it transforms along with whatever it is wearing and carrying into that form, as long as the object's size is no larger than the creature's size. The creature's statistics become those of the object, and the creature has no memory of time spent in this form after the spell ends and it returns to normal.

True Resurrection

Level 9 Necromancy (Cleric, Druid)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (diamonds worth 25,000+ GP, which the spell consumes)

Duration: Instantaneous

You touch a creature that has been dead for no longer than 200 years and that died for any reason except old age. The creature is revived with all its Hit Points.

This spell closes all wounds, neutralizes any poison, cures all magical contagions, and lifts any curses affecting the creature when it died. The spell replaces damaged or missing organs and limbs. If the creature was Undead, it is restored to its non-Undead form.

The spell can provide a new body if the original no longer exists, in which case you must speak the creature's name. The creature then appears in an unoccupied space you choose within 10 feet of you.

True Seeing

Level 6 Divination (Bard, Cleric, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (mushroom powder worth 25+ GP, which the spell consumes)

Duration: 1 hour

For the duration, the willing creature you touch has Truesight with a range of 120 feet.

True Strike

Divination Cantrip (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Self

Components: S, M (a weapon with which you have proficiency and that is worth 1+ CP)

Duration: Instantaneous

Guided by a flash of magical insight, you make one attack with the weapon used in the spell's casting. The attack uses your spellcasting ability for the attack and damage rolls instead of using Strength or Dexterity. If the attack deals damage, it can be Radiant damage or the weapon's normal damage type (your choice).

Cantrip Upgrade. Whether you deal Radiant damage or the weapon's normal damage type, the attack deals extra Radiant damage when you reach levels 5 (1d6), 11 (2d6), and 17 (3d6).

Tsunami

Level 8 Conjuration (Druid)

Casting Time: 1 minute

Range: 1 mile

Components: V, S

Duration: Concentration, up to 6 rounds

A wall of water springs into existence at a point you choose within range. You can make the wall up to 300 feet long, 300 feet high, and 50 feet thick. The wall lasts for the duration.

When the wall appears, each creature in its area makes a Strength saving throw, taking 6d10 Bludgeoning damage on a failed save or half as much damage on a successful one.

At the start of each of your turns after the wall appears, the wall, along with any creatures in it, moves 50 feet away from you. Any Huge or smaller creature inside the wall or whose space the wall enters when it moves must succeed on a Strength saving throw or take 5d10 Bludgeoning damage. A creature can take this damage only once per round. At the end of the turn, the wall's height is reduced by 50 feet, and the damage the wall deals on later rounds is reduced by 1d10. When the wall reaches 0 feet in height, the spell ends.

A creature caught in the wall can move by swimming. Because of the wave's force, though, the creature must succeed on a Athletics check against your spell save DC to move at all. If it fails the check, it can't move. A creature that moves out of the wall falls to the ground.

Unseen Servant

Level 1 Conjuration (Bard, Warlock, Wizard)

Casting Time: Action or Ritual

Range: 60 feet

Components: V, S, M (a bit of string and of wood)

Duration: 1 hour

This spell creates an Invisible, mindless, shapeless, Medium force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 Hit Point, and a Strength of 2, and it can't attack. If it drops to 0 Hit Points, the spell ends.

Once on each of your turns as a Bonus Action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring drinks. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.

If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

Vampiric Touch

Level 3 Necromancy (Sorcerer, Warlock, Wizard)

Casting Time: Action Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

The touch of your shadow-wreathed hand can siphon life force from others to heal your wounds. Make a melee spell attack against one creature within reach. On a hit, the target takes 3d6 Necrotic damage, and you regain Hit Points equal to half the amount of Necrotic damage dealt.

Until the spell ends, you can make the attack again on each of your turns as a Magic action, targeting the same creature or a different one.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 3.

Vicious Mockery

Enchantment Cantrip (Bard)

Casting Time: Action

Range: 60 feet

Components: V

Duration: Instantaneous

You unleash a string of insults laced with subtle enchantments at one creature you can see or hear within range. The target must succeed on a Wisdom saving throw or take 1d6 Psychic damage and have Disadvantage on the next attack roll it makes before the end of its next turn.

Cantrip Upgrade. The damage increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

Vitriolic Sphere

Level 4 Evocation (Sorcerer, Wizard)

Casting Time: Action

Range: 150 feet

Components: V, S, M (a drop of bile)

Duration: Instantaneous

You point at a location within range, and a glowing, 1-foot-diameter ball of acid streaks there and explodes in a 20-foot-radius Sphere. Each creature in that area makes a Dexterity saving throw. On a failed save, a creature takes 10d4 Acid damage and another 5d4 Acid damage at the end of its next turn. On a successful save, a creature takes half the initial damage only.

Using a Higher-Level Spell Slot. The initial damage increases by 2d4 for each spell slot level above 4.

Wall of Fire

Level 4 Evocation (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a piece of charcoal)

Duration: Concentration, up to 1 minute

You create a wall of fire on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration.

When the wall appears, each creature in its area makes a Dexterity saving throw, taking 5d8 Fire damage on a failed save or half as much damage on a successful one.

One side of the wall, selected by you when you cast this spell, deals 5d8 Fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 4.

Wall of Force

Level 5 Evocation (Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a shard of glass)

Duration: Concentration, up to 10 minutes

An Invisible *wall of force* springs into existence at a point you choose within range. You can shape it as a horizontal or vertical barrier, at an angle, or as a hemispherical dome or globe with a radius of up to 10 feet. Alternatively, you can form a flat surface consisting of up to ten contiguous 10-foot-by-10-foot panels.

If the wall appears in a creature's space, the creature is pushed to one side of the wall, your choice.

The wall is 1/4 inch thick and lasts for the duration. Nothing can physically pass through it. The wall extends into the Ethereal Plane and blocks ethereal travel.

Each 10-foot-by-10-foot panel has AC 20 and 30 Hit Points. The wall is immune to Poison and Psychic damage and has Resistance to all other damage. A creature can attack a panel to create an opening through the wall.

Disintegrate destroys the wall instantly.

Wall of Ice

Level 6 Evocation (Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a piece of quartz)

Duration: Concentration, up to 10 minutes

You create a wall of ice on a solid surface within range. You can form it into a hemispherical dome or a globe with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-square panels. Each panel must be contiguous with another panel. In any form, the wall is 1 foot thick and lasts for the duration.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (you choose which side) and makes a Dexterity saving throw, taking 10d6 Cold damage on a failed save or half as much damage on a successful one.

The wall is an object that can be damaged and thus breached. It has AC 12 and 30 Hit Points per 10-foot section, and it has Immunity to Cold, Poison, and Psychic damage and Vulnerability to Fire damage. Reducing a 10-foot section of wall to 0 Hit Points destroys it and leaves behind a sheet of frigid air in the space the wall occupied.

A creature moving through the sheet of frigid air for the first time on a turn makes a Constitution saving throw, taking 5d6 Cold damage on a failed save or half as much damage on a successful one. Using a Higher-Level Spell Slot. The damage the wall deals when it appears increases by 2d6 and the damage from passing through the sheet of frigid air increases by 1d6 for each spell slot level above 6.

Wall of Stone

Level 5 Evocation (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a cube of granite)

Duration: Concentration, up to 10 minutes

A nonmagical wall of solid stone springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (you choose which side). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its Reaction to move up to its Speed so that it is no longer enclosed by the wall.

The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on a firm foundation. It must, however, merge with and be solidly supported by existing stone. Thus, you can use this spell to bridge a chasm or create a ramp.

If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create battlements and the like.

The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 30 Hit Points per inch of thickness, and it has Immunity to Poison and Psychic damage. Reducing a panel to 0 Hit Points destroys it and might cause connected panels to collapse at the GM's discretion.

If you maintain your Concentration on this spell for its full duration, the wall becomes permanent and can't be dispelled. Otherwise, the wall disappears when the spell ends.

Wall of Thorns

Level 6 Conjuration (Druid)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a handful of thorns)

Duration: Concentration, up to 10 minutes

You create a wall of tangled brush bristling with needle-sharp thorns. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight.

When the wall appears, each creature in its area makes a Dexterity saving throw, taking 7d8 Piercing damage on a failed save or half as much damage on a successful one.

A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters a space in the wall on a turn or ends its turn there, the creature makes a Dexterity saving throw, taking 7d8 Slashing damage on a failed save or half as much damage on a successful one. A creature makes this save only once per turn.

Using a Higher-Level Spell Slot. Both types of damage increase by 1d8 for each spell slot level above 6.

Warding Bond

Level 2 Abjuration (Cleric, Paladin)

Casting Time: Action

Range: Touch

Components: V, S, M (a pair of platinum rings worth 50+ GP each, which you and the target must wear for the duration)

Duration: 1 hour

You touch another creature that is willing and create a mystic connection between you and the target until the spell ends. While the target is within 60 feet of you, it gains a +1 bonus to AC and saving throws, and it has Resistance to all damage. Also, each time it takes damage, you take the same amount of damage.

The spell ends if you drop to 0 Hit Points or if you and the target become separated by more than 60 feet. It also ends if the spell is cast again on either of the connected creatures.

Water Breathing

Level 3 Transmutation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: Action or Ritual Range: 30 feet Components: V, S, M (a short reed) Duration: 24 hours

This spell grants up to ten willing creatures of your choice within range the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of respiration.

Water Walk

Level 3 Transmutation (Cleric, Druid, Ranger, Sorcerer)

Casting Time: Action or Ritual

Range: 30 feet

Components: V, S, M (a piece of cork)

Duration: 1 hour

This spell grants the ability to move across any liquid surface—such as water, acid, mud, snow, quicksand, or lava—as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures of your choice within range gain this ability for the duration.

An affected target must take a Bonus Action to pass from the liquid's surface into the liquid itself and vice versa, but if the target falls into the liquid, the target passes through the surface into the liquid below.

Web

Level 2 Conjuration (Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a bit of spiderweb)

Duration: Concentration, up to 1 hour

You conjure a mass of sticky webbing at a point within range. The webs fill a 20-foot Cube for the duration. The webs are Difficult Terrain, and the area is Lightly Obscured.

The webs must be anchored between solid surfaces or spread across a floor, wall, or ceiling. Otherwise, they collapse and the spell ends at the start of your next turn.

The first time a creature enters the webs on a turn or starts its turn there, it must succeed on a Dexterity saving throw or have the Restrained condition while in the webs.

A Restrained creature can take an Action to make an Athletics check against your spell save DC, ending the condition on itself on a success. At the end of its turn, a Restrained creature can also repeat the Dexterity saving throw, ending the condition on itself on a success.

The webs are flammable. Each 5-foot Cube exposed to fire burns away in 1 round, dealing 2d4 Fire damage to a creature that starts its turn in the burning webs.

Weird

Level 9 Illusion (Warlock, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You try to create illusory terrors in others' minds. Each creature of your choice in a 30-foot-radius Sphere centered on a point within range makes a Wisdom saving throw. On a failed save, a target takes 10d10 Psychic damage and has the Frightened condition for the duration. On a successful save, a target takes half as much damage only.

A Frightened target makes a Wisdom saving throw at the end of each of its turns. On a failed save, it takes 5d10 Psychic damage. On a successful save, the spell ends on that target.

Wind Walk

Level 6 Transmutation (Druid)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a candle)

Duration: 8 hours

You and up to ten willing creatures of your choice within range assume gaseous forms for the duration, appearing as wisps of cloud. While in this cloud form, a target has a Fly Speed of 300 feet and can hover; it has Immunity to the Prone condition; and it has Resistance to Bludgeoning, Piercing, and Slashing damage. The only actions a target can take in this form are the Dash action or a Magic action to begin reverting to its normal form. Reverting takes 1 minute, during which the target has the Stunned condition. Until the spell ends, the target can revert to cloud form, which also requires a Magic action followed by a 1-minute transformation.

If a target is in cloud form and flying when the effect ends, the target descends 60 feet per round for 1 minute until it lands, which it does safely. If it can't land after 1 minute, it falls the remaining distance.

Wind Wall

Level 3 Evocation (Druid, Ranger)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a fan and a feather)

Duration: Concentration, up to 1 minute

A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration.

When the wall appears, each creature in its area makes a Strength saving throw, taking 4d8 Bludgeoning damage on a failed save or half as much damage on a successful one.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and miss automatically. Boulders hurled by Giants or siege engines, and similar projectiles, are unaffected. Creatures in gaseous form can't pass through it.

Wish

Level 9 Conjuration (Sorcerer, Wizard)

Casting Time: Action

Range: Self

Components: V

Duration: Instantaneous

Wish is the mightiest spell a mortal can cast. By simply speaking aloud, you can alter reality itself.

The basic use of this spell is to duplicate any other spell of level 8 or lower. If you use it this way, you don't need to meet any requirements to cast that spell, including costly components. The spell simply takes effect.

Alternatively, you can create one of the following effects of your choice:

Object Creation. You create one object of up to 25,000 GP in value that isn't a magic item. The object can be no more than 300 feet in any dimension, and it appears in an unoccupied space that you can see on the ground.

Instant Health. You allow yourself and up to twenty creatures that you can see to regain all Hit Points, and you end all effects on them listed in the *Greater Restoration* spell.

Resistance. You grant up to ten creatures that you can see Resistance to one damage type that you choose. This Resistance is permanent.

Spell Immunity. You grant up to ten creatures you can see immunity to a single spell or other magical effect for 8 hours.

Sudden Learning. You replace one of your feats with another feat for which you are eligible. You lose all the benefits of the old feat and gain the benefits of the new one. You can't replace a feat that is a prerequisite for any of your other feats or features.

Roll Redo. You undo a single recent event by forcing a reroll of any die roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a *Wish* spell could undo an ally's failed saving throw or a foe's Critical Hit. You can force the reroll to be made with Advantage or Disadvantage, and you choose whether to use the reroll or the original roll.

Reshape Reality. You may wish for something not included in any of the other effects. To do so, state your wish to the GM as precisely as possible. The GM has great latitude in ruling what occurs in such an instance; the greater the wish, the greater the likelihood that something goes wrong. This spell might simply fail, the effect you desire might be achieved only in part, or you might suffer an unforeseen consequence as a result of how you worded the wish. For example, wishing that a villain were dead might propel you forward in time to a period when that villain is no longer alive, effectively removing you from the game.

Similarly, wishing for a Legendary magic item or an Artifact might instantly transport you to the presence of the item's current owner. If your wish is granted and its effects have consequences for a whole community, region, or world, you are likely to attract powerful foes. If your wish would affect a god, the god's divine servants might instantly intervene to prevent it or to encourage you to craft the wish in a particular way. If your wish would undo the multiverse itself, your wish fails.

The stress of casting *Wish* to produce any effect other than duplicating another spell weakens you. After enduring that stress, each time you cast a spell until you finish a Long Rest, you take 1d10 Necrotic damage per level of that spell. This damage can't be reduced or prevented in any way. In addition, your Strength score becomes 3 for 2d4 days. For each of those days that you spend resting and doing nothing more than light activity, your remaining recovery time decreases by 2 days. Finally, there is a 33 percent chance that you are unable to cast *Wish* ever again if you suffer this stress.

Word of Recall

Level 6 Conjuration (Cleric)

Casting Time: Action

Range: 5 feet

Components: V

Duration: Instantaneous

You and up to five willing creatures within 5 feet of you instantly teleport to a previously designated sanctuary. You and any creatures that teleport with you appear in the nearest unoccupied space to the spot you designated when you prepared your sanctuary (see below). If you cast this spell without first preparing a sanctuary, the spell has no effect.

You must designate a location, such as a temple, as a sanctuary by casting this spell there.

Zone of Truth

Level 2 Enchantment (Bard, Cleric, Paladin)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: 10 minutes

You create a magical zone that guards against deception in a 15-foot-radius Sphere centered on a point within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there makes a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether a creature succeeds or fails on this save.

An affected creature is aware of the spell and can avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive yet must be truthful.

Rules Glossary

Glossary Conventions

The glossary uses the following conventions:

Tags in Brackets. Some entries have a tag in brackets after the entry's name, as in "Attack [Action]." A tag—Action, Area of Effect, Attitude, Condition, or Hazard—indicates that a rule is part of a family of rules. The tags also have glossary entries.

"You." The game's rules—in this glossary and elsewhere—often talk about something happening to you in the game world. That "you" refers to the creature or object that the rule applies to in a particular moment of play. For example, the "you" in the Prone condition is a creature that currently has that condition.

"See Also." Some glossary entries include a See also section that points to other entries in the glossary, to other parts of this document, or both.

No Obsolete Terms. The glossary contains definitions of current rules terms only. If you're looking for a term from an earlier version of the fifth edition rules, consult the index.

Abbreviations. The abbreviations listed below appear in this glossary and elsewhere in the rules.

AC	Armor Class	**M**	Material
C	Concentration		component
CE	Chaotic Evil	**N**	Neutral
CG	Chaotic Good	**NE**	Neutral Evil
Cha.	Charisma	**NG**	Neutral Good
CN	Chaotic Neutral	**NPC**	Nonplayer
Con.	Constitution		character
CP	Copper Piece(s)	**PB**	Proficiency Bonus
CR	Challenge Rating	**PP**	Platinum Piece(s)
DC	Difficulty Class	**R**	Ritual
Dex.	Dexterity	**S**	Somatic component
EP	Electrum Piece(s)	**SP**	Silver Piece(s)
GM	Game Master		
GP	Gold Piece(s)	**Str.**	Strength
HP	Hit Point(s)	**V**	Verbal component
Int.	Intelligence	**Wis**.	Wisdom
LE	Lawful Evil	**XP**	Experience
LG	Lawful Good		Point(s)
LN	Lawful Neutral		

Rules Definitions

Here are definitions of various rules.

Ability Check

An ability check is a D20 Test that represents using one of the six abilities—or a specific skill associated with an ability—to overcome a challenge. See also "Playing the Game" ("D20 Tests" and "Proficiency").

Ability Score and Modifier

A creature has six ability scores—Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma—each of which has a corresponding modifier. Add the modifier when you make a D20 Test with the corresponding ability or when a rule asks you to do so. See also "Playing the Game" ("The Six Abilities").

Action

On your turn, you can take one action. Choose which action to take from those below or from the special actions provided by your features. See also "Playing the Game" ("Actions"). These actions are defined elsewhere in this glossary:

Attack	Dodge	Influence	Search

Dash	Help	Magic	Study
Disengage	Hide	Ready	Utilize

Advantage

If you have Advantage on a D20 Test, roll two d20s, and use the higher roll. A roll can't be affected by more than one Advantage, and Advantage and Disadvantage on the same roll cancel each other. See also "Playing the Game" ("D20 Tests").

Adventure

An adventure is a series of encounters. A story emerges through playing them. See also "Encounter."

Alignment

A creature's alignment broadly describes its ethical attitudes and ideals. Alignment is a combination of two factors: one identifies morality (good, evil, or neutral), and the other describes attitudes toward order (lawful, chaotic, or neutral). These factors allow for nine possible combinations, such as Lawful Good and Neutral Evil. See also "Character Creation" ("Create Your Character").

Ally

A creature is your ally if it is a member of your adventuring party, your friend, on your side in combat, or a creature that the rules or the GM designates as your ally.

Area of Effect

The descriptions of many spells and other features specify that they have an area of effect, which typically has one of six shapes. These shapes are defined elsewhere in this glossary:

Cone	Cylinder	Line
Cube	Emanation	Sphere

An area of effect has a point of origin, a location from which the effect's energy erupts. The rules for each shape specify how to position its point of origin. If all straight lines extending from the point of origin to a location in the area of effect are blocked, that location isn't included in the area of effect. To block a line, an obstruction must provide Total Cover. See also "Cover."

If the creator of an area of effect places it at an unseen point and an obstruction—such as a wall—is between the creator and that point, the point of origin comes into being on the near side of the obstruction.

Armor Class

An Armor Class (AC) is the target number for an attack roll. AC represents how difficult it is to hit a target.

Your base AC calculation is 10 plus your Dexterity modifier. If a rule gives you another base AC calculation, you choose which calculation to use; you can't use more than one. See also "Attack Roll."

Armor Training

Armor training allows you to use armor of a certain category without the following drawbacks. If you wear Light, Medium, or Heavy armor and lack training with it, you have Disadvantage on any D20 Test that involves Strength or Dexterity, and you can't cast spells. If you use a Shield and lack training with it, you don't gain its AC bonus. See also "Disadvantage" and "Equipment" ("Armor").

Attack [Action]

When you take the Attack action, you can make one attack roll with a weapon or an Unarmed Strike.

Equipping and Unequipping Weapons. You can either equip or unequip one weapon when you make an attack as part of this action. You do so either before or after the attack. If you equip a weapon before an attack, you don't need to use it for that attack. Equipping a weapon includes drawing it from a sheath or picking it up. Unequipping a weapon includes sheathing, stowing, or dropping it.

Moving between Attacks. If you move on your turn and have a feature, such as Extra Attack, that gives you more than one attack as part of the Attack action, you can use some or all of that movement to move between those attacks.

Attack Roll

An attack roll is a D20 Test that represents making an attack with a weapon, an Unarmed Strike, or a spell. See also "Playing the Game" ("D20 Tests").

Attitude

A monster has a starting attitude toward a player character: Friendly, Hostile, or Indifferent. See also "Friendly," "Hostile," "Indifferent," and "Influence."

Attunement

Some magic items require a creature to form a bond—called Attunement—with them before the creature can use an item's magical properties. A creature can have Attunement with no more than three magic items at a time. See also "Equipment" ("Magic Items").

Blinded [Condition]

While you have the Blinded condition, you experience the following effects.

Can't See. You can't see and automatically fail any ability check that requires sight.

Attacks Affected. Attack rolls against you have Advantage, and your attack rolls have Disadvantage.

Blindsight

If you have Blindsight, you can see within a specific range without relying on physical sight. Within that range, you can see anything that isn't behind Total Cover even if you have the Blinded condition or are in Darkness. Moreover, in that range, you can see something that has the Invisible condition.

Bloodied

A creature is Bloodied while it has half its Hit Points or fewer remaining.

Bonus Action

A Bonus Action is a special action that you can take on the same turn that you take an action. You can't take more than one Bonus Action on a turn, and you have a Bonus Action to take only if a rule explicitly says so. See also "Playing the Game" ("Actions").

Breaking Objects

Objects can be harmed by attacks and by some spells, using the rules below. If an object is exceedingly fragile, the GM may allow a creature to break it automatically with the Attack or Utilize action.

Armor Class. The Object Armor Class table suggests ACs for various substances.

Object AC	Armor Class Substance	AC	Substance
11	Cloth, paper, rope	19	Iron, steel
13	Crystal, glass, ice	21	Mithral
15	Wood	23	Adamantine
17	Stone		

Hit Points. An object is destroyed when it has 0 Hit Points. The Object Hit Points table suggests Hit Points for fragile and resilient objects that are Large or smaller. To track Hit Points for a Huge or Gargantuan object, divide it into Large or smaller sections, and track each section's Hit Points separately. The GM determines whether destroying part of an object causes the whole thing to collapse.

Object Hit Points

Size	Fragile Resilient
Tiny (bottle, lock)	2 (1d4) 5 (2d4)
Small (chest, lute)	3 (1d6) 10 (3d6)
Medium (barrel, chandelier)	4 (1d8) 18 (4d8)
Large (cart, dining table)	5 (1d10) 27 (5d10)

Damage Types and Objects. Objects have Immunity to Poison and Psychic damage. The GM might decide that some damage types are more or less effective against an object. For example, Bludgeoning damage works well for smashing things but not for cutting. Paper or cloth objects might have Vulnerability to Fire damage.

Damage Threshold. Big objects, such as castle walls, often have extra resilience represented by a damage threshold. See also "Damage Threshold."

No Ability Scores. An object lacks ability scores unless a rule assigns scores to the object. Without ability scores, an object can't make ability checks, and it fails all saving throws.

Bright Light

Bright Light is normal illumination. See also "Playing the Game" ("Exploration").

Burning [Hazard]

A burning creature or object takes 1d4 Fire damage at the start of each of its turns. As an action, you can extinguish fire on yourself by giving yourself the Prone condition and rolling on the ground. The fire also goes out if it is doused, submerged, or suffocated.

Burrow Speed

A creature that has a Burrow Speed can use that speed to move through sand, earth, mud, or ice. The creature can't burrow through solid rock unless the creature has a trait that allows it to do so. See also "Speed."

Campaign

A campaign is a series of adventures. See also "Adventure."

Cantrip

A cantrip is a level 0 spell, which is cast without a spell slot. See also "Spells."

Carrying Capacity

Your size and Strength score determine the maximum weight in pounds that you can carry, as shown in the Carrying Capacity table. The table also shows the maximum weight you can drag, lift, or push.

While dragging, lifting, or pushing weight in excess of the maximum weight you can carry, your Speed can be no more than 5 feet.

Carrying Capacity

Creature Size	Carry Drag/Lift/Push
Tiny Str. × 7.5 lb.	Str. × 15 lb.
Small/Medium	Str. × 15 lb. Str. × 30 lb.
Large Str. × 30 lb.	Str. × 60 lb.
Huge Str. × 60 lb.	Str. × 120 lb.
Gargantuan	Str. × 240 lb.
Str. × 120 lb.	

Challenge Rating

Challenge Rating (CR) summarizes the threat a monster poses to a group of four player characters. Compare a monster's CR to the characters' level. If the CR is higher, the monster is likely a danger. If the CR is lower, the monster likely poses little threat. But circumstances and the number of player characters can significantly alter how threatening a monster is in actual play. "Gameplay Toolbox" ("Combat Encounters") provides guidance to the GM on using CR while planning potential combat encounters. See also "Stat Block."

Character Sheet

A character sheet is a paper or digital record that you use to track your character's information. See also "Character Creation."

Charmed [Condition]

While you have the Charmed condition, you experience the following effects.

Can't Harm the Charmer. You can't attack the charmer or target the charmer with damaging abilities or magical effects.

Social Advantage. The charmer has Advantage on any ability check to interact with you socially.

Climbing

While you're climbing, each foot of movement costs 1 extra foot (2 extra feet in Difficult Terrain). You ignore this extra cost if you have a Climb Speed and use it to climb. At the GM's option, climbing a slippery surface or one with few handholds might require a successful DC 15 Athletics check.

Climb Speed

A Climb Speed can be used in place of Speed to traverse a vertical surface without expending the extra movement normally associated with climbing. See also "Climbing" and "Speed."

Concentration

Some spells and other effects require Concentration to remain active, as specified in their descriptions. If the effect's creator loses Concentration, the effect ends. If the effect has a maximum duration, the effect's description specifies how long the creator can concentrate on it: up to 1 minute, 1 hour, or some other duration. The creator can end Concentration at any time (no action required). The following factors break Concentration.

Another Concentration Effect. You lose Concentration on an effect the moment you start casting a spell that requires Concentration or activate another effect that requires Concentration.

Damage. If you take damage, you must succeed on a Constitution saving throw to maintain Concentration. The DC equals 10 or half the damage taken (round down), whichever number is higher, up to a maximum DC of 30.

Incapacitated or Dead. Your Concentration ends if you have the Incapacitated condition or you die.

Condition

A condition is a temporary game state. The definition of a condition says how it affects its recipient, and various rules define how to end a condition. This glossary defines these conditions:

Blinded	Grappled	Poisoned
Charmed	Incapacitated	Prone
Deafened	Invisible	Restrained
Exhaustion	Paralyzed	Stunned
Frightened	Petrified	Unconscious

A condition doesn't stack with itself; a recipient either has a condition or doesn't. The Exhaustion condition is an exception to that rule.

Cone [Area of Effect]

A Cone is an area of effect that extends in straight lines from a point of origin in a direction its creator chooses. A Cone's width at any point along its length is equal to that point's distance from the point of origin. For example, a Cone is 15 feet wide at a point along its length that is 15 feet from the point of origin. The effect that creates a Cone specifies its maximum length.

A Cone's point of origin isn't included in the area of effect unless its creator decides otherwise.

Cover

Cover provides a degree of protection to a target behind it. There are three degrees of cover, each of which provides a different benefit to a target: Half Cover (+2 bonus to AC and Dexterity saving throws), Three-Quarters Cover (+5 bonus to AC and Dexterity saving throws), and Total Cover (can't be targeted directly). If behind more than one degree of cover, a target benefits only from the most protective degree. See also "Playing the Game" ("Combat").

Crawling

While you're crawling, each foot of movement costs 1 extra foot (2 extra feet in Difficult Terrain). See also "Speed."

Creature

Any being in the game, including a player's character, is a creature. See also "Creature Type."

Creature Type

Every creature, including every player character, has a tag in the rules that identifies the type of creature it is. Most player characters are of the Humanoid type. These are the game's creature types:

Aberration	Elemental	Monstrosity
Beast	Fey	Ooze
Celestial	Fiend	Plant
Construct	Giant	Undead
Dragon	Humanoid	

The types don't have rules themselves, but some rules in the game affect creatures of certain types in different ways.

Critical Hit

If you roll a 20 on the d20 for an attack roll, you score a Critical Hit, and the attack hits regardless of any modifiers or the target's AC. A Critical Hit lets you roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers. See also "Playing the Game" ("Damage and Healing").

Cube [Area of Effect]

A Cube is an area of effect that extends in straight lines from a point of origin located anywhere on a face of the Cube. The effect that creates a Cube specifies its size, which is the length of each side.

A Cube's point of origin isn't included in the area of effect unless its creator decides otherwise.

Curses

Some game effects curse a creature or an object. The effect that confers a curse defines what the curse does. Curses can be removed by the *Remove Curse* and *Greater Restoration* spells or other magic that explicitly ends curses.

Cylinder [Area of Effect]

A Cylinder is an area of effect that extends in straight lines from a point of origin located at the center of the circular top or bottom of the Cylinder. The effect that creates a Cylinder specifies the radius of the Cylinder's base and the Cylinder's height.

A Cylinder's point of origin is included in the area of effect.

D20 Test

D20 Tests encompass the three main d20 rolls of the game: ability checks, attack rolls, and saving throws. If something in the game affects D20 Tests, it affects all three of these rolls. The GM determines whether a D20 Test is warranted in a given circumstance. See also "Playing the Game" ("D20 Tests").

Damage

Damage represents harm that causes a creature or an object to lose Hit Points.

Damage Roll

A damage roll is a die roll, adjusted by any applicable modifiers, that deals damage to a target. See also "Playing the Game" ("Damage and Healing").

Damage Threshold

A creature or an object that has a damage threshold has Immunity to all damage unless it takes an amount of damage from a single attack or effect equal to or greater than its damage threshold, in which case it takes that entire instance of damage. Any damage that fails to meet or exceed the damage threshold is superficial and doesn't reduce Hit Points. For example, if an object has a damage threshold of 10, the object takes no damage if 9 damage is dealt to it, since that damage fails to exceed the threshold. If the same object is dealt 11 damage, it takes all of that damage.

Damage Types

Attacks and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as Resistance, rely on the types. The Damage Types table offers examples to help a GM assign a type to a new effect.

Damage Types

Type	Examples
Acid	Corrosive liquids, digestive enzymes
Bludgeoning	Blunt objects, constriction, falling
Cold	Freezing water, icy blasts
Fire	Flames, unbearable heat
Force	Pure magical energy
Lightning	Electricity
Necrotic	Life-draining energy
Piercing	Fangs, puncturing objects
Poison	Toxic gas, venom
Psychic	Mind-rending energy
Radiant	Holy energy, searing radiation
Slashing	Claws, cutting objects
Thunder	Concussive sound

- Note that Necrotic damage can only be healed via magical means. Long and Short Rests do not heal Necrotic damage. Only spells like Cure Wounds, Prayer of Healing, etc., and class abilities that use Divine magic or Radiant energy heals Necrotic Damage.

Darkness

An area of Darkness is Heavily Obscured. See also "Heavily Obscured" and "Playing the Game" ("Exploration").

Darkvision

If you have Darkvision, you can see in Dim Light within a specified range as if it were Bright Light and in Darkness within that range as if it were Dim Light. You discern colors in that Darkness only as shades of gray. See also "Playing the Game" ("Exploration").

Dash [Action]

When you take the Dash action, you gain extra movement for the current turn. The increase equals your Speed after applying any modifiers. With a Speed of 30 feet, for example, you can move up to 60 feet on your turn if you Dash. If your Speed of 30 feet is reduced to 15 feet, you can move up to 30 feet this turn if you Dash.

If you have a special speed, such as a Fly Speed or Swim Speed, you can use that speed instead of your Speed when you take this action. You choose which speed to use each time you take it. See also "Speed."

Dead

A dead creature has no Hit Points and can't regain them unless it is first revived by magic such as the *Raise Dead* or *Revivify* spell. When such a spell is cast, the spirit knows who is casting it and can refuse. The spirit of a dead creature has left the body and departed for the Outer Planes, and reviving the creature requires calling the spirit back.

If the creature returns to life, the revival effect determines the creature's current Hit Points. Unless otherwise stated, the creature returns to life with any conditions, magical contagions, or curses that were affecting it at death if the durations of those effects are still ongoing. If the creature died with any Exhaustion levels, it returns with 1 fewer level. If the creature had Attunement to one or more magic items, it is no longer attuned to them.

Deafened [Condition]

While you have the Deafened condition, you experience the following effect.

Can't Hear. You can't hear and automatically fail any ability check that requires hearing.

Dehydration [Hazard]

A creature requires an amount of water per day based on its size, as shown in the Water Needs per Day table. A creature that drinks less than half the required water for a day gains 1 Exhaustion level at the day's end. Exhaustion caused by dehydration can't be removed until the creature drinks the full amount of water required for a day. See also "Exhaustion."

Water Needs Size Water	per Day	Size	Water
Tiny	1/4 gallon	Large	4 gallons
Small	1 gallon	Huge	16 gallons
Medium	1 gallon	Gargantuan	64 gallons

Difficult Terrain

If a space is Difficult Terrain, every foot of movement in that space costs 1 extra foot. For example, moving 5 feet through Difficult Terrain costs 10 feet of movement. Difficult Terrain isn't cumulative; either a space is Difficult Terrain or it isn't.

A space is Difficult Terrain if the space contains any of the following or something similar:

- A creature that isn't Tiny or your ally
- Furniture that is sized for creatures of your size or larger
- Heavy snow, ice, rubble, or undergrowth
- Liquid that's between shin- and waist-deep
- A narrow opening sized for a creature one size smaller than you
- A slope of 20 degrees or more

Difficulty Class

A Difficulty Class (DC) is the target number for an ability check or a saving throw. See also "Playing the Game" ("D20 Tests").

Dim Light

An area with Dim Light is Lightly Obscured. See also "Lightly Obscured" and "Playing the Game" ("Exploration").

Disadvantage

If you have Disadvantage on a D20 Test, roll two d20s and use the lower roll. A roll can't be affected by more than one Disadvantage, and Advantage and Disadvantage on the same roll cancel each other. See also "Playing the Game" ("D20 Tests").

Disengage [Action]

If you take the Disengage action, your movement doesn't provoke Opportunity Attacks for the rest of the current turn.

Dodge [Action]

If you take the Dodge action, you gain the following benefits: until the start of your next turn, any attack roll made against you has Disadvantage if you can see the attacker, and you make Dexterity saving throws with Advantage.

You lose these benefits if you have the Incapacitated condition or if your Speed is 0.

Emanation [Area of Effect]

An Emanation is an area of effect that extends in straight lines from a creature or an object in all directions. The effect that creates an Emanation specifies the distance it extends.

An Emanation moves with the creature or object that is its origin unless it is an instantaneous or a stationary effect.

An Emanation's origin (creature or object) isn't included in the area of effect unless its creator decides otherwise.

Encounter

An encounter is a scene in an adventure that is part of at least one of the game's three pillars: social interaction, exploration, or combat. See also "Playing the Game" ("Social Interaction," "Exploration," and "Combat").

Enemy

A creature is your enemy if it fights against you in combat, actively works to harm you, or is designated as your enemy by the rules or GM.

Exhaustion [Condition]

While you have the Exhaustion condition, you experience the following effects.

Exhaustion Levels. This condition is cumulative. Each time you receive it, you gain 1 Exhaustion level. You die if your Exhaustion level is 6.

D20 Tests Affected. When you make a D20 Test, the roll is reduced by 2 times your Exhaustion level.

Speed Reduced. Your Speed is reduced by a number of feet equal to 5 times your Exhaustion level.

Removing Exhaustion Levels. Finishing a Long Rest removes 1 of your Exhaustion levels. When your Exhaustion level reaches 0, the condition ends.

Experience Points

As they overcome challenges and complete adventures, characters earn Experience Points (XP), which are awarded by the Game Master. When a character's XP total crosses certain thresholds, the character's level increases. See also "Level Advancement."

Expertise

Expertise is a feature that enhances your use of a skill proficiency. When you make an ability check with a skill proficiency in which you have Expertise, your Proficiency Bonus is doubled for that check unless the bonus is doubled by another feature.

If you gain Expertise, you gain it in one skill in which you have proficiency. You can't have Expertise in the same skill proficiency more than once.

See also "Playing the Game" ("Proficiency").

Falling [Hazard]

A creature that falls 20 feet or less takes 1d6 Bludgeoning damage for every 10 feet it fell.

A creature that falls more than 20 feet must make a Constitution saving throw when it lands. To find the DC, round the distance fallen down to the nearest 10 feet, subtract 20 feet, divide what's left by 10, and add the result to 10. On a failed save, the creature drops to 0 Hit Points and is on Death's Door (see "Playing the Game"). On a successful save, it takes 1d6 Bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. A natural 20 on this saving throw always succeeds, even if the DC is higher than the creature could otherwise roll.

A creature that lands has the Prone condition unless it avoids all damage from the fall.

Falling into Liquid. A creature that falls into water or another liquid can use its Reaction to make a DC 15 Athletics or Acrobatics check to hit the surface head or feet first. On a successful check, any damage from the fall is halved.

Example. A character falls 55 feet. Rounded down, that's 50 feet, which is 30 feet past the first 20, so the DC is 10 + 3 = 13. The character's Constitution modifier is +2, and the player rolls a 9, for a total of 11. The character drops to 0 Hit Points, rolls 1d4 to see how many rounds they have left, and is on Death's Door.

Flying

A variety of effects allow a creature to fly. While flying, you fall if you have the Incapacitated or Prone condition or your Fly Speed is reduced to 0. You can stay aloft in those circumstances if you can hover. See also "Falling" and "Fly Speed."

Fly Speed

A Fly Speed can be used to travel through the air. While you have a Fly Speed, you can stay aloft until you land, fall, or die. See also "Flying" and "Speed."

Friendly [Attitude]

A Friendly creature views you favorably. You have Advantage on an ability check to influence a Friendly creature. See also "Influence."

Frightened [Condition]

While you have the Frightened condition, you experience the following effects.

Ability Checks and Attacks Affected. You have Disadvantage on ability checks and attack rolls while the source of fear is within line of sight.

Can't Approach. You can't willingly move closer to the source of fear.

Grappled [Condition]

While you have the Grappled condition, you experience the following effects.

Speed 0. Your Speed is 0 and can't increase.

Attacks Affected. You have Disadvantage on attack rolls against any target other than the grappler.

Movable. The grappler can drag or carry you when it moves, but every foot of movement costs it 1 extra foot unless you are Tiny or two or more sizes smaller than it.

Grappling

A creature can grapple another creature. Characters typically grapple by using an Unarmed Strike. Many monsters have special attacks that allow them to quickly grapple prey. However a grapple is initiated, it follows these rules. See also "Unarmed Strike" and "Grappled."

Grappled Condition. Successfully grappling a creature gives it the Grappled condition.

One Grapple per Hand. A creature must have a hand free to grapple another creature. Some stat blocks and game effects allow a creature to grapple using a tentacle, a maw, or another body part. Whatever part a grappler uses, it can grapple only one creature at a time with that part, and the grappler can't use that part to target another creature unless it ends the grapple.

Ending a Grapple. A Grappled creature can use its action to make an Athletics or Acrobatics check against the grapple's escape DC, ending the condition on itself on a success. The condition also ends if the grappler has the Incapacitated condition or if the distance between the Grappled target and the grappler exceeds the grapple's range. In addition, the grappler can release the target at any time (no action required).

Hazard

A hazard is an environmental danger. See also "Burning," "Dehydration," "Falling," "Malnutrition," and "Suffocation."

Healing

Healing is how you regain Hit Points. See also "Playing the Game" ("Damage and Healing").

Heavily Obscured

You have the Blinded condition while trying to see something in a Heavily Obscured space. See also "Blinded," "Darkness," and "Playing the Game" ("Exploration").

Help [Action]

When you take the Help action, you do one of the following.

Assist an Ability Check. Choose one of your skill or tool proficiencies and one ally who is near enough for you to assist verbally or physically when they make an ability check. That ally has Advantage on the next ability check they make with the chosen skill or tool. This benefit expires if the ally doesn't use it before the start of your next turn. The GM has final say on whether your assistance is possible.

Assist an Attack Roll. You momentarily distract an enemy within 5 feet of you, giving Advantage to the next attack roll by one of your allies against that enemy. This benefit expires at the start of your next turn.

Heroic Inspiration

If you (a player character) have Heroic Inspiration, you can expend it to reroll any die immediately after rolling it, and you must use the new roll.

If you gain Heroic Inspiration but already have it, it's lost unless you give it to a player character who lacks it.

Hide [Action]

With the Hide action, you try to hide yourself. To do so, you must succeed on a DC 15 Stealth check while you're Heavily Obscured or behind Three-Quarters Cover or Total Cover, and you must be out of any enemy's line of sight; if you can see a creature, you can discern whether it can see you.

On a successful check, you have the Invisible condition while hidden. Make note of your check's total, which is the DC for a creature to find you with a Perception check.

You stop being hidden immediately after any of the following occurs: you make a sound louder than a whisper, an enemy finds you, you make an attack roll, or you cast a spell with a Verbal component.

High Jump

When you make a High Jump, you leap into the air a number of feet equal to 3 plus your Strength modifier (minimum of 0 feet) if you move at least 10 feet on foot immediately before the jump. When you make a standing High Jump, you can jump only half that distance. Either way, each foot of the jump costs a foot of movement.

You can extend your arms half your height above yourself during the jump. Thus, you can reach a distance equal to the height of the jump plus 1½ times your height.

Hit Point Dice

Hit Point Dice, or Hit Dice for short, help determine a player character's Hit Point maximum, as explained in "Character Creation." Most monsters also have Hit Dice. A creature can spend Hit Dice during a Short Rest to regain Hit Points. See also "Short Rest."

Hit Points

Hit Points (HP) are a measure of how difficult it is to kill or destroy a creature or an object. Damage reduces Hit Points, and healing restores them. You can't have more Hit Points than your Hit Point maximum, and you can't have less than 0. See also "Breaking Objects" and "Playing the Game" ("Damage and Healing").

Hostile [Attitude]

A Hostile creature views you unfavorably. You have Disadvantage on an ability check to influence a Hostile creature. See also "Influence."

Hover

Some creatures can hover, as noted in their stat blocks, and some spells and other effects grant the ability to hover. Hovering while flying prevents you from falling in certain circumstances. See also "Flying."

Illusions

Spells and other effects sometimes create magical illusions. Such an effect defines what the illusion does and which senses or mental faculties it deceives.

If an illusion manifests in space, the illusion is insubstantial and weightless, yet it seems to be affected by the environment as if the illusion were real unless the effect that created it specifies otherwise. For example, a visual illusion of a creature casts shadows and reflections, and wind appears to affect the illusory creature. Similarly, an audible illusion echoes in an echoey space.

Immunity

If you have Immunity to a damage type or a condition, it doesn't affect you in any way.

Improvised Weapons

An improvised weapon is an object wielded as a makeshift weapon, such as broken glass, a table leg, or a frying pan. A Simple or Martial weapon also counts as an improvised weapon if it's wielded in a way contrary to its design; if you use a Ranged weapon to make a melee attack or throw a Melee weapon that lacks the Thrown property, the weapon counts as an improvised weapon. An improvised weapon follows the rules below.

Proficiency. Don't add your Proficiency Bonus to attack rolls with an improvised weapon.

Damage. On a hit, the weapon deals 1d4 damage of a type the GM thinks is appropriate for the object.

Range. If you throw the weapon, it has a normal range of 20 feet and a long range of 60 feet.

Weapon Equivalents. If an improvised weapon resembles a Simple or Martial weapon, the GM may say it functions as that weapon and uses that weapon's rules. For example, the GM could treat a table leg as a Club.

Incapacitated [Condition]

While you have the Incapacitated condition, you experience the following effects.

Inactive. You can't take any action, Bonus Action, or Reaction.

No Concentration. Your Concentration is broken.

Speechless. You can't speak.

Surprised. If you're Incapacitated when you roll Initiative, you have Disadvantage on the roll.

Indifferent [Attitude]

An Indifferent creature has no desire to help or hinder you. Indifferent is the default attitude of a monster. See also "Influence."

Influence [Action]

With the Influence action, you urge a monster to do something. Describe or roleplay how you're communicating with the monster. Are you trying to deceive, intimidate, amuse, or gently persuade? The GM then determines whether the monster feels willing, unwilling, or hesitant due to your interaction; this determination establishes whether an ability check is necessary, as explained below.

Willing. If your urging aligns with the monster's desires, no ability check is necessary; the monster fulfills your request in a way it prefers.

Unwilling. If your urging is repugnant to the monster or counter to its alignment, no ability check is necessary; it doesn't comply.

Hesitant. If you urge the monster to do something that it is hesitant to do, you must make an ability check, which is affected by the monster's attitude: Indifferent, Friendly, or Hostile, each of which is defined in this glossary. The Influence Checks table suggests which ability check to make based on how you're interacting with the monster. The GM chooses the check, which has a default DC equal to 15 or the monster's Intelligence score, whichever is higher. On a successful check, the monster does as urged. On a failed check, you must wait 24 hours (or a duration set by the GM) before urging it in the same way again.

Influence Checks

Ability Check	Interaction
Deception	Deceiving a monster that understands you
Intimidation	Intimidating a monster
Performance	Amusing a monster
Persuasion	Persuading a monster that understands you
Animal Handling	Gently coaxing a Beast or Monstrosity

Initiative

Initiative determines the order of turns during combat. The combat rules in "Playing the Game" explain how to roll Initiative.

Sometimes a GM might have combatants use their Initiative scores instead of rolling Initiative. Your Initiative score equals 10 plus your Dexterity modifier. If you have Advantage on Initiative rolls, increase your Initiative score by 5. If you have Disadvantage on those rolls, decrease that score by 5. See also "Playing the Game" ("Combat").

Invisible [Condition]

While you have the Invisible condition, you experience the following effects.

Surprise. If you're Invisible when you roll Initiative, you have Advantage on the roll.

Concealed. You aren't affected by any effect that requires its target to be seen unless the effect's creator can somehow see you. Any equipment you are wearing or carrying is also concealed.

Attacks Affected. Attack rolls against you have Disadvantage, and your attack rolls have Advantage. If a creature can somehow see you, you don't gain this benefit against that creature.

Jumping

When you jump, you make either a Long Jump (horizontal) or a High Jump (vertical). See also "Long Jump" and "High Jump."

Knocking Out a Creature

When you would reduce a creature to 0 Hit Points with a melee attack, you can instead reduce the creature to 1 Hit Point. The creature then has the Unconscious condition and starts a Short Rest.

The creature remains Unconscious until it regains any Hit Points or until someone uses an action to administer first aid to it, which requires a successful DC 10 Medicine check.

Lightly Obscured

You have Disadvantage on Perception checks to see something in a Lightly Obscured space. See also "Dim Light" and "Playing the Game" ("Exploration").

Line [Area of Effect]

A Line is an area of effect that extends from a point of origin in a straight path along its length and covers an area defined by its width. The effect that creates a Line specifies its length and width.

A Line's point of origin isn't included in the area of effect unless its creator decides otherwise.

Long Jump

When you make a Long Jump, you leap horizontally a number of feet up to your Strength score if you move at least 10 feet immediately before the jump. When you make a standing Long Jump, you can leap only half that distance. Either way, each foot you jump costs a foot of movement.

If you land in Difficult Terrain, you must succeed on a DC 10 Acrobatics check or have the Prone condition.

This Long Jump rule assumes that the height of the jump doesn't matter, such as a jump across a stream or chasm. At your GM's option, you must succeed on a DC 10 Athletics check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit the obstacle.

Long Rest

A Long Rest is a period of extended downtime—at least 8 hours—available to any creature. During a Long Rest, you sleep for at least 6 hours and perform no more than 2 hours of light activity, such as reading, talking, eating, or standing watch.

During sleep, you have the Unconscious condition. After you finish a Long Rest, you must wait at least 16 hours before starting another one.

Benefits of the Rest. To start a Long Rest, you must have at least 1 Hit Point. When you finish the rest, you gain the following benefits:

Recover Hit Dice. When you finish a Long Rest, you regain all expended Hit Dice.

Regain Hit Points. At the end of a Long Rest, you can spend one or more of your Hit Dice to regain Hit Points. For each Hit Die you spend, roll the die and add your Constitution modifier to the result. You regain Hit Points equal to the total, to a minimum of 1 Hit Point per Hit Die spent. After each roll, you can choose to spend another Hit Die.

You can spend Hit Dice to regain Hit Points only at the end of a Short or Long Rest. Any Hit Dice you spend remain expended until you finish another Short or Long Rest.

Ability Scores Restored. If any of your ability scores were reduced, you regain 1 point per Ability Score.

Exhaustion Reduced. If you have the Exhaustion condition, its level decreases by 1.

Special Feature. Some features are recharged by a Long Rest. If you have such a feature, it recharges in the way specified in its description.

Interrupting the Rest. A Long Rest is stopped by the following interruptions:

- Rolling Initiative
- Casting a spell other than a cantrip
- Taking any damage
- 1 hour of walking or other physical exertion
- As an exception to the Short Rest interruption rule, if you rested at least 1 hour before the interruption, you gain the benefits of a Short Rest. See also "Short Rest."

You can resume a Long Rest immediately after an interruption. If you do so, the rest requires 1 additional hour per interruption to finish.

Magic [Action]

When you take the Magic action, you cast a spell that has a casting time of an action or use a feature or magic item that requires a Magic action to be activated.

If you cast a spell that has a casting time of 1 minute or longer, you must take the Magic action on each turn of that casting, and you must maintain Concentration while you do so. If your Concentration is broken, the spell fails, but you don't expend a spell slot. See also "Concentration."

Magical Effect

An effect is magical if it is created by a spell, a magic item, or a phenomenon that a rule labels as magical.

Malnutrition [Hazard]

A creature needs an amount of food per day based on its size, as shown in the Food Needs per Day table. A creature that eats but consumes less than half the required food for a day must succeed on a DC 10 Constitution saving throw or gain 1 Exhaustion level at the day's end. A creature that eats nothing for 5 days automatically gains 1 Exhaustion level at the end of the fifth day as well as an additional level at the end of each subsequent day without food.

Exhaustion caused by malnutrition can't be removed until the creature eats the full amount of food required for a day. See also "Exhaustion."

Food Needs Size	per Day Food Size	Food	
Tiny	1/4 pound	Large	4 pounds
Small	1 pound	Huge	16 pounds
Medium	1 pound	Gargantuan	64 pounds

Monster

A monster is a creature controlled by the GM, even if the creature is benevolent. See also "Creature" and "NPC."

Nonplayer Character

A nonplayer character (NPC) is a monster that has a personal name and a distinct personality. See also "Monster."

Object

An object is a nonliving, distinct thing. Composite things, like buildings, comprise more than one object. See also "Breaking Objects."

Occupied Space

A space is occupied if a creature is in it or if it is completely filled by objects.

Opportunity Attacks

You can make an Opportunity Attack when a creature that you can see leaves your reach using its action, its Bonus Action, its Reaction, or one of its speeds. To make the Opportunity Attack, take a Reaction to make one melee attack with a weapon or an Unarmed Strike against the provoking creature. The attack occurs right before the creature leaves your reach. See also "Playing the Game" ("Combat").

Paralyzed [Condition]

While you have the Paralyzed condition, you experience the following effects.

- ***Incapacitated.*** You have the Incapacitated condition.
- ***Speed 0.*** Your Speed is 0 and can't increase.
- ***Saving Throws Affected.*** You automatically fail Strength and Dexterity saving throws.
- ***Attacks Affected.*** Attack rolls against you have Advantage.
- ***Automatic Critical Hits.*** Any attack roll that hits you is a Critical Hit if the attacker is within 5 feet of you.

Passive Perception

Passive Perception is a score that reflects a creature's general awareness of its surroundings. The GM uses this score when determining whether a creature notices something without consciously making a Perception check.

A creature's Passive Perception equals 10 plus the creature's Perception check bonus. If the creature has Advantage on such checks, increase the score by 5. If the creature has Disadvantage on them, decrease the score by 5. For example, a level 1 character with a Wisdom of 15 and proficiency in Perception has a Passive Perception of 14 (10 + 2 + 2). If that character has Advantage on Perception checks, the score becomes 19.

Per Day

If a rule says you can use something a certain number of times per day, that means you must finish a Long Rest to use it again after you run out of uses.

Petrified [Condition]

While you have the Petrified condition, you experience the following effects.

- ***Turned to Inanimate Substance.*** You are transformed, along with any nonmagical objects you are wearing and carrying, into a solid inanimate substance (usually stone). Your weight increases by a factor of ten, and you cease aging.
- ***Incapacitated.*** You have the Incapacitated condition.
- ***Speed 0.*** Your Speed is 0 and can't increase.
- ***Attacks Affected.*** Attack rolls against you have Advantage.
- ***Saving Throws Affected.*** You automatically fail Strength and Dexterity saving throws.
- ***Resist Damage.*** You have Resistance to all damage.
- ***Poison Immunity.*** You have Immunity to the Poisoned condition.

Player Character

A player character is a character controlled by a player. See also "Character Creation."

Poisoned [Condition]

While you have the Poisoned condition, you experience the following effect.

Ability Checks and Attacks Affected. You have Disadvantage on attack rolls and ability checks.

Possession

Some effects cause a creature to be possessed by another creature or entity. A possessing effect defines how the possession operates. Possession can be prevented by the *Protection from Evil and Good* spell and ended by the *Dispel Evil and Good* spell.

Proficiency

If you have proficiency with something, you can add your Proficiency Bonus to any D20 Test you make using that thing. A creature might have proficiency in a skill or saving throw or with a weapon or tool. See also "Playing the Game" ("Proficiency").

Prone [Condition]

While you have the Prone condition, you experience the following effects.

- ***Restricted Movement.*** Your only movement options are to crawl or to spend an amount of movement equal to half your Speed (round down) to right yourself and thereby end the condition. If your Speed is 0, you can't right yourself.
- ***Attacks Affected.*** You have Disadvantage on attack rolls. An attack roll against you has Advantage if the attacker is within 5 feet of you. Otherwise, that attack roll has Disadvantage.

Reach

A creature has a reach of 5 feet unless a rule says otherwise.

Reaction

A Reaction is a special action taken in response to a trigger defined in the Reaction's description. You can take a Reaction on another creature's turn, and if you take it on your turn, you can do so even if you also take an action, a Bonus Action, or both. Once you take a Reaction, you can't take another one until the start of your next turn. The Opportunity Attack is a Reaction available to all creatures. See also "Opportunity Attacks" and "Playing the Game" ("Actions").

Ready [Action]

You take the Ready action to wait for a particular circumstance before you act. To do so, you take this action on your turn, which lets you act by taking a Reaction before the start of your next turn.

First, you decide what perceivable circumstance will trigger your Reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your Speed in response to it. Examples include "If the cultist steps on the trapdoor, I'll pull the lever that opens it," and "If the zombie steps next to me, I move away."

When the trigger occurs, you can either take your Reaction right after the trigger finishes or ignore the trigger.

When you Ready a spell, you cast it as normal (expending any resources used to cast it) but hold its energy, which you release with your Reaction when the trigger occurs. To be readied, a spell must have a casting time of an action, and holding on to the spell's magic requires Concentration, which you can maintain up to the start of your next turn. If your Concentration is broken, the spell dissipates without taking effect.

Resistance

If you have Resistance to a damage type, damage of that type is halved against you (round down). Resistance is applied only once to an instance of damage. See also "Playing the Game" ("Damage and Healing").

Restrained [Condition]

While you have the Restrained condition, you experience the following effects.

- ***Speed 0.*** Your Speed is 0 and can't increase.
- ***Attacks Affected.*** Attack rolls against you have Advantage, and your attack rolls have Disadvantage.
- ***Saving Throws Affected.*** You have Disadvantage on Dexterity saving throws.

Ritual

If you have a spell prepared that has the Ritual tag, you can cast that spell as a Ritual. The Ritual version of a spell takes 10 minutes longer to cast than normal. It also doesn't expend a spell slot, which means the ritual version of a spell can't be cast at a higher level. See also "Spells."

Round Down

Whenever you divide or multiply a number in the game, round down if you end up with a fraction, even if the fraction is one-half or greater. Some rules make an exception and tell you to round up.

Save

Save is another name for a saving throw. See also "Saving Throw."

Saving Throw

A saving throw—also called a save—represents an attempt to avoid or resist a threat. You normally make a saving throw only when a rule requires you to do so, but you can decide to fail the save without rolling. The result of a save is detailed in the effect that allowed it. If a target is forced to make a save and lacks the ability score used by it, the target automatically fails. See also "Playing the Game" ("D20 Tests").

Search [Action]

When you take the Search action, you make a Wisdom check to discern something that isn't obvious. The Search table suggests which skills are applicable when you take this action, depending on what you're trying to detect.

Search

Skill	Thing to Detect
Insight	Creature's state of mind
Medicine	Creature's ailment or cause of death
Perception	Concealed creature or object
Survival	Tracks or food

Shape-Shifting

If an effect, such as Wild Shape or the *Polymorph* spell, lets you shape-shift, its description specifies what happens to you. Unless that description says otherwise, any ongoing effects on you—conditions, spells, curses, and the like—carry over from one form to the other. You revert to your true form if you die.

Short Rest

A Short Rest is a 1-hour period of downtime, during which a creature does nothing more strenuous than reading, talking, eating, or standing watch. To start a Short Rest, you must have at least 1 Hit Point.

Benefits of the Rest. When you finish the rest, you gain the following benefits:

Spend Hit Point Dice. You can spend one or more of your Hit Point Dice to regain Hit Points. For each Hit Point Die you spend in this way, roll the die and add your Constitution modifier to it. You regain Hit Points equal to the total (minimum of 1 Hit Point). You can decide to spend an additional Hit Point Die after each roll.

Special Feature. Some features are recharged by a Short Rest. If you have such a feature, it recharges in the way specified in its description.

Interrupting the Rest. A Short Rest is stopped by the following interruptions:

- Rolling Initiative
- Casting a spell other than a cantrip
- Taking any damage
- An interrupted Short Rest confers no benefits.

Simultaneous Effects

If two or more things happen at the same time on a turn, the person at the game table—player or GM—whose turn it is decides the order in which those things happen. For example, if two effects occur at the start of a player character's turn, the player decides which of the effects happens first.

Size

A creature or an object belongs to a size category: Tiny, Small, Medium, Large, Huge, or Gargantuan. A creature's size determines how much space the creature occupies in combat. An object's size affects its Hit Points. See also "Breaking Objects" and "Playing the Game" ("Combat").

Skill

A skill is an area of specialization associated with an ability check. If you have proficiency in a skill, you can add your Proficiency Bonus when you make an ability check associated with that skill. See also "Playing the Game" ("Proficiency").

Speed

A creature has a Speed, which is the distance in feet the creature can cover when it moves on its turn. See also "Climbing," "Crawling," "Flying," "Jumping," "Swimming" and "Playing the Game" ("Combat").

Special Speeds. Some creatures have special speeds, such as a Burrow Speed, Climb Speed, Fly Speed, or Swim Speed, each of which is defined in this glossary. If you have more than one speed, choose which one to use when you move; you can switch between the speeds during your move. Whenever you switch, subtract the distance already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move. For example, if you have a Speed of 30 and a Fly Speed of 40, you could fly 10 feet, walk 10 feet, and leap into the air to fly 20 feet more.

Changes to Your Speeds. If an effect increases or decreases your Speed for a time, any special speed you have increases or decreases by an equal amount for the same duration. For example, if your Speed is reduced to 0 and you have a Climb Speed, your Climb Speed is also reduced to 0. Similarly, if your Speed is halved and you have a Fly Speed, your Fly Speed is also halved.

Spell

A spell is a magical effect that has the characteristics described in "Spells."

Spell Attack

A spell attack is an attack roll made as part of a spell or another magical effect. See also "Spells" ("Casting Spells").

Spellcasting Focus

A Spellcasting Focus is an object that certain creatures can use in place of a spell's Material components if those materials aren't consumed by the spell and don't have a cost specified. Some classes allow its members to use certain types of Spellcasting Focuses. See also "Spells" ("Casting Spells").

Sphere [Area of Effect]

A Sphere is an area of effect that extends in straight lines from a point of origin outward in all directions. The effect that creates a Sphere specifies the distance it extends as the radius of the Sphere.

A Sphere's point of origin is included in the Sphere's area of effect.

Stable

A creature is Stable if it has 0 Hit Points but is no longer in danger of Bleeding Out. See also "Playing the Game" ("Damage and Healing").

Stat Block

A stat block contains the game statistics of a monster. Each stat block includes the following information presented after the monster's name.

Size. A monster is Tiny, Small, Medium, Large, Huge, or Gargantuan. See also "Size."

Creature Type. This entry notes the family of beings a monster belongs to, along with any descriptive tags. See also "Creature Type."

Alignment. An alignment is suggested for the monster, with the GM determining its actual alignment. See also "Alignment."

AC, Initiative, and HP. These entries give the monster's Armor Class, Initiative, and Hit Points, which are detailed in "Playing the Game." In parentheses after the Hit Points, the monster's Hit Point Dice are provided, along with the contribution of its Constitution, if any, to its Hit Points. Following the Initiative modifier is an Initiative score. Some creatures that are created by magic lack Hit Dice and Initiative information.

Speed. Here the monster's Speed is provided, along with any special speeds. See also "Burrow Speed," "Climb Speed," "Fly Speed," and "Swim Speed."

Ability Scores. A table provides the monster's ability scores, modifiers, and saving throw modifiers, all of which are detailed in "Playing the Game."

Skills. This entry lists the monster's skill proficiencies, if any. See also "Playing the Game" ("Proficiency").

Resistances and Vulnerabilities. These entries list the monster's Resistances and Vulnerabilities, if any. See also "Resistance" and "Vulnerability."

Immunities. This section lists the monster's damage and condition Immunities, if any. See also "Immunity."

Gear. If the monster has any equipment that can be given away or retrieved, it's listed in this entry.

Senses. This entry lists the monster's special senses, such as Darkvision, and its Passive Perception. See also "Passive Perception."

Languages. This entry lists any languages the monster knows. CR. Challenge Rating summarizes the threat a monster poses and is detailed in "Monsters." The Experience Points characters receive for defeating a monster and its Proficiency Bonus follow. Some creatures that are created by magic have no CR. See also "Challenge Rating" and "Experience Points."

Traits. The monster's traits, if any, are features that are active at all times or in certain situations.

Actions. The monster can take these actions in addition to those detailed in this glossary. See also "Playing the Game" ("Actions").

Bonus Actions. If the monster has Bonus Action options, they are listed in this section.

Reactions. If the monster can take special Reactions, those are listed in this section.

Attack Notation. The entry for a monster's attack starts by identifying whether the attack is a melee or a ranged attack and then provides the attack roll's bonus, its reach or range, and what happens on a hit. An attack is against one target unless its entry says otherwise.

Saving Throw Effect Notation. If an effect forces a saving throw, the effect's entry starts by identifying the kind of saving throw required and then provides the save's DC, a description of which creatures must make the save, and what happens on a failed or a successful save.

Damage Notation. A stat block usually provides both a static number and a die expression for each instance of damage. For example, an attack might deal 4 (1d4 + 2) damage on a hit. The GM determines whether you use the static number or the die expression in parentheses; you don't use both.

Study [Action]

When you take the Study action, you make an Intelligence check to study your memory, a book, a clue, or another source of knowledge and call to mind an important piece of information about it.

The Areas of Knowledge table suggests which skills are applicable to various areas of knowledge.

Areas of Knowledge

Skill Areas

Arcana Spells, magic items, eldritch symbols, magical traditions, planes of existence, and certain creatures (Aberrations, Constructs, Elementals, Fey, and Monstrosities)

History Historic events and people, ancient civilizations, wars, and certain creatures (Giants and Humanoids)

Investigation Traps, ciphers, riddles, and gadgetry

Nature Terrain, flora, weather, and certain creatures (Beasts, Dragons, Oozes, and Plants)

Religion Deities, religious hierarchies and rites, holy symbols, cults, and certain creatures (Celestials, Fiends, and Undead)

Stunned [Condition]

While you have the Stunned condition, you experience the following effects.

Incapacitated. You have the Incapacitated condition.

Saving Throws Affected. You automatically fail Strength and Dexterity saving throws.

Attacks Affected. Attack rolls against you have Advantage.

Suffocation [Hazard]

A creature can hold its breath for a number of minutes equal to 1 plus its Constitution modifier (minimum of 30 seconds) before suffocation begins. When a creature runs out of breath or is choking, it gains 1 Exhaustion level at the end of each of its turns. When a creature can breathe again, it removes all levels of Exhaustion it gained from suffocating.

Surprise

If a creature is caught unawares by the start of combat, that creature is surprised, which causes it to have Disadvantage on its Initiative roll. See also "Playing the Game" ("Combat").

Swimming

While you're swimming, each foot of movement costs 1 extra foot (2 extra feet in Difficult Terrain). You ignore this extra cost if you have a Swim Speed and use it to swim. At the GM's option, moving any distance in rough water might require a successful DC 15 Athletics check.

Swim Speed

A Swim Speed can be used to swim without expending the extra movement normally associated with swimming. See also "Swimming" and "Speed."

Target

A target is the creature or object targeted by an attack roll, forced to make a saving throw by an effect, or selected to receive the effects of a spell or another phenomenon.

Telepathy

Telepathy is a magical ability that allows a creature to communicate mentally with another creature within a specified range. Unless a rule states otherwise, the contacted creature doesn't need to share a language with the telepath to understand this communication, but the contacted creature must be able to understand at least one language or be telepathic itself to understand.

A telepath doesn't need to see a contacted creature, and the telepath can start or end the telepathic contact at any time (no action required). Telepathic contact can't be initiated and is immediately broken if either the telepath or the other creature has the Incapacitated condition. Telepathic contact is also broken if the contacted creature is no longer within the telepathy's range or if the telepath contacts a different creature within range.

A creature without telepathy can receive telepathic messages but can't initiate a telepathic conversation. Once a telepathic conversation starts, the non-telepath can communicate mentally to the telepath until the telepathic connection ends.

Teleportation

Teleportation is a special kind of magical transportation. If you teleport, you disappear and reappear elsewhere instantly, without moving through the intervening space. This transportation doesn't expend movement unless a rule tells you otherwise, and teleportation never provokes Opportunity Attacks.

When you teleport, all the equipment you're wearing and carrying teleports with you. If you're touching another creature when you teleport, that creature doesn't teleport with you unless the teleportation effect says otherwise.

If the destination space of your teleportation is occupied by another creature or blocked by a solid obstacle, you instead appear in the nearest unoccupied space of your choice.

The description of a teleportation effect tells you if you must see the teleportation's destination.

Temporary Hit Points

Temporary Hit Points are granted by certain effects and act as a buffer against losing real Hit Points. See also "Playing the Game" ("Damage and Healing").

Tremorsense

A creature with Tremorsense can pinpoint the location of creatures and moving objects within a specific range, provided that the creature with Tremorsense and anything it is detecting are both in contact with the same surface (such as the ground, a wall, or a ceiling) or the same liquid.

Tremorsense can't detect creatures or objects in the air, and it doesn't count as a form of sight.

Truesight

If you have Truesight, your vision is enhanced within a specified range. Within that range, your vision pierces through the following:

Darkness. You can see in normal and magical Darkness.

Invisibility. You see creatures and objects that have the Invisible condition.

Visual Illusions. Visual illusions appear transparent to you, and you automatically succeed on saving throws against them.

Transformations. You discern the true form of any creature or object you see that has been transformed by magic.

Ethereal Plane. You see into the Ethereal Plane.

Unarmed Strike

Instead of using a weapon to make a melee attack, you can use a punch, kick, headbutt, or similar forceful blow. In game terms, this is an Unarmed Strike—a melee attack that involves you using your body to damage, grapple, or shove a target within 5 feet of you.

Whenever you use your Unarmed Strike, choose one of the following options for its effect.

Damage. You make an attack roll against the target. Your bonus to the roll equals your Strength modifier plus your Proficiency Bonus. On a hit, the target takes Bludgeoning damage equal to 1 plus your Strength modifier.

Grapple. The target must succeed on a Strength or Dexterity saving throw (it chooses which), or it has the Grappled condition. The DC for the saving throw and any escape attempts equals 8 plus your Strength modifier and Proficiency Bonus. This grapple is possible only if the target is no more than one size larger than you and if you have a hand free to grab it. See also "Grappling."

Shove. The target must succeed on a Strength or Dexterity saving throw (it chooses which), or you either push it 5 feet away or cause it to have the Prone condition. The DC for the saving throw equals 8 plus your Strength modifier and Proficiency Bonus. This shove is possible only if the target is no more than one size larger than you.

Unconscious [Condition]

While you have the Unconscious condition, you experience the following effects.

- ***Inert.*** You have the Incapacitated and Prone conditions, and you drop whatever you're holding. When this condition ends, you remain Prone.
- ***Speed 0.*** Your Speed is 0 and can't increase.
- ***Attacks Affected.*** Attack rolls against you have Advantage.

- ***Saving Throws Affected.*** You automatically fail Strength and Dexterity saving throws.
- ***Automatic Critical Hits.*** Any attack roll that hits you is a Critical Hit if the attacker is within 5 feet of you.
- ***Unaware.*** You're unaware of your surroundings.

Unoccupied Space

A space is unoccupied if no creatures are in it and it isn't completely filled by objects.

Utilize [Action]

You normally interact with an object while doing something else, such as when you draw a sword as part of the Attack action. When an object requires an action for its use, you take the Utilize action.

Vulnerability

If you have Vulnerability to a damage type, damage of that type is doubled against you. Vulnerability is applied only once to an instance of damage. See also "Playing the Game" ("Damage and Healing").

Weapon

A weapon is an object that is in the Simple or Martial weapon category. See also "Equipment" ("Weapons").

Weapon Attack

A weapon attack is an attack roll made with a weapon. See also "Weapon."

Part 2: Game Master Rules

Gameplay Toolbox

Rule Zero

One of the important things we want to make clear is that in the Daring & Dread game, rule zero is in effect. What is rule zero?

Rule Zero: the Game Master (GM) has the ultimate authority to interpret, change, ignore, or invent rules to prioritize fun, narrative flow, and group enjoyment over the printed text.

In recent editions, there has been an attitude that the GM is something more like a moderator, where their job is to present a scenario and act like a rules interpreter, but not take an active role in setting rules interpretation precedents, suspending certain rules, or otherwise actively asserting their control over the game. For many players, this has led to the belief that they can consult the rules as written (or RAW, as it's commonly referred to), or an outside authority, such as a customer service representative or a column that exists to provide rulings on unclear situations, to overrule they GM.

While the GM should always listen the player's argument, and they should take these arguments into consideration and judge fairly, the GM is under no obligation to rule in favor of the player. This is your table and there is no way to get around the fact that you make the final decisions.

Travel

Adventure rarely happens at home, which means that adventurers must often travel. They might be hired to take out a camp of kobold bandits, or they might be called on to retrieve a famed artifact from a forgotten city ruins, or they might need to deliver a message from one king to another. Whatever the circumstances are, unless the teleportation spell is available to them, the party must often travel somewhere by foot else to accomplish their goal.

Travel Pace

A group of characters can travel overland at a Normal, Fast, or Slow pace, as described in "Playing the Game." During any journey stage, the predominant terrain determines the characters' maximum travel pace, as shown in the Maximum Pace column of the Travel Terrain table. Certain factors can affect a group's travel pace.

Good Roads. The presence of a good road increases the group's maximum pace by one step (from Slow to Normal or from Normal to Fast).

Slower Travelers

The group must move at a Slow pace if any group member's Speed is reduced to half or less of normal.

Extended Travel

Characters can push themselves to travel for more than 8 hours per day, at the risk of tiring. At the end of each additional hour of travel beyond 8 hours, each character must succeed on a Constitution saving throw or gain 1 Exhaustion level. The DC is 10 plus 1 for each hour past 8 hours.

Special Movement

If a party can travel at a high Speed for an extended time, as with a spell such as Wind Walk or a magic item such as a Carpet of Flying, translate the party's Speed into travel rates using these rules:

Miles per hour = Speed ÷ 10 Miles per day (Normal pace) = Miles per hour × number of hours traveled (typically 8) Fast pace = Miles per day × 1⅓ (round down) Slow pace = Miles per day × 2/3 (round down)

If the characters are flying or their special movement allows them to ignore Difficult Terrain, they can move at a Fast pace regardless of the terrain.

Vehicles

Characters traveling in a vehicle use the vehicle's speed in miles per hour (as shown in "Equipment") to determine their rate of travel, and they don't choose a travel pace.

Travel Terrain

Terrain	Maximum Pace	Encounter Distance	Foraging DC	Navigation DC	Search DC
Arctic	Fast*	6d6 × 10 feet	20	10	10
Coastal	Normal	2d10 × 10 feet	10	5	15
Desert	Normal	6d6 × 10 feet	20	10	10

Forest	Normal	2d8 × 10 feet	10	15	15
Grassland	Fast	6d6 × 10 feet	15	5	15
Hill	Normal	2d10 × 10 feet	15	10	15
Mountain	Slow	4d10 × 10 feet	20	15	20
Swamp	Slow	2d8 × 10 feet	10	15	20
Underdark	Normal	2d6 × 10 feet	20	10	20
Urban	Normal	2d6 × 10 feet	20	15	15
Waterborne	Special†	6d6 × 10 feet	15	10	15

*Appropriate equipment (such as skis) is necessary to keep up a Fast pace in Arctic terrain. †Characters' rate of travel while waterborne depends on the vehicle carrying them; see "Vehicles."

Creating a Background

A character's background represents what the character did prior to becoming an adventurer. Creating a unique background or customizing an existing one can reflect the particular theme of your campaign or elements of your world. You can also create a background to help a player craft the story they have in mind for their character.

This section describes, step by step, how you can create backgrounds tailored for your world and the heroes in it.

1: Choose Abilities

Choose three abilities that seem appropriate for the background:

Strength or Dexterity. These abilities are ideal for a background involving physical exertion. Constitution. This ability is ideal for a background that involves endurance or long hours of activity. Intelligence or Wisdom. One or both abilities are ideal for a background that focuses on cerebral or spiritual matters. Charisma. This ability is ideal for a background that involves performance or social interaction.

2: Choose a Feat

Choose one feat from the Origin category. See "Origin Feats" for examples of Origin feats.

3: Choose Skill Proficiencies

Choose two skills appropriate for the background. There needn't be a relationship between the skill proficiencies a background grants and the ability scores it increases.

4: Choose a Tool Proficiency

Choose one tool used in the practice of the background or often associated with it.

5: Choose Equipment

Assemble a package of equipment worth 50 GP (including unspent gold). Don't include Martial weapons or armor, as characters get them from their class choices.

Curses and Magical Contagions

A curse is a magical burden that lasts for a specified time or until it is ended by some means. A magical contagion is an adverse effect of magical origin that is contagious by definition.

The following sections discuss curses and magical contagions in detail.

Curses

A curse typically takes one of the forms detailed below.

Bestow Curse

The simplest curses are created by the *Bestow Curse* spell. The effects of such curses are limited and can be ended by the Remove Curse spell.

Bestow Curse provides useful benchmarks for gauging the potency of other curses. A curse that lasts for 1 minute equates to a level 3 spell, while one that lasts until dispelled equates to a level 9 spell.

Cursed Creatures

Some monsters are associated with curses, whether as part of their origins or due to their ability to spread curses—werewolves being a prime example.

You decide how a spell like *Remove Curse* affects a creature with accursed origins. For example, you might decide that a mummy was created through a curse and it can be destroyed permanently only by casting Remove Curse on its corpse.

Cursed Magic Items

Cursed magic items are created deliberately or originate as the result of supernatural events. Such items are detailed in "Magic Items."

Narrative Curses

A curse might manifest during an adventure when a creature's violation of a taboo warrants supernatural punishment, such as breaking a vow, defiling a tomb, or murdering an innocent. Such a curse can have any effects you design, or it might be a customized version of another type of curse discussed in this section.

A creature affected by such a curse should know why they're being punished and be able to learn how to end their curse, likely by symbolically righting the wrong they committed. How a spell like Remove Curse affects a curse that's part of your adventure is up to you—the spell might merely suppress the effects of the curse for a time. Regardless, narrative curses should feel like rare, potent magic rooted in the lore of your campaign.

Environmental Curses

Some locations are so suffused with evil that anyone who lingers there is burdened with a curse. Demonic Possession is one example of an environmental curse.

Demonic Possession. Demonic Possession arises from the chaos and evil of the Abyss and commonly besets creatures that interact with demonic objects or linger in desecrated locations, where demonic spirits await victims.

A creature that becomes the target of Demonic Possession must succeed on a DC 15 Charisma saving throw or be possessed by a bodiless demonic entity. Whenever the possessed creature rolls a 1 on a D20 Test, the demonic entity takes control of the creature and determines the creature's behavior thereafter. At the end of each of the possessed creature's later turns, the creature makes a DC 15 Charisma saving throw, regaining control of itself on a success.

After finishing a Long Rest, a creature with Demonic Possession makes a DC 15 Charisma saving throw. On a successful save, the effect ends on the creature. A *Dispel Evil* and *Good* spell or any magic that removes a curse also ends the effect on it.

Magical Contagions

Alchemists, potion brewers, and areas of wild magic are credited with creating the first magical contagions. An outbreak of such a contagion can form the basis of an adventure as characters search for a cure and try to stop the contagion's spread.

Rest and Recuperation

If a creature infected with a magical contagion spends 3 days recuperating—engaging in no activities that would interrupt a Long Rest—the creature makes a DC 15 Constitution saving throw at the end of the recuperation period. On a successful save, the creature has Advantage on saving throws to fight off the magical contagion for the next 24 hours.

Example Contagions

The following examples show how magical contagions can work. Feel free to alter the saving throw DCs, effects, and other characteristics of these contagions to suit your campaign.

Cackle Fever

Magical Contagion

Cheaply made potions and elixirs are sometimes tainted by Cackle Fever, which affects Humanoids only (gnomes are strangely immune). A creature suffers the following effects 1d4 days after infection:

Fever. The creature gains 1 Exhaustion level, which lasts until the contagion ends on the creature.

Uncontrollable Laughter. While the creature has the Exhaustion condition, the creature makes a DC 13 *Constitution saving throw* each time it takes damage other than Psychic damage. On a failed save, the creature takes 5 (1d10) Psychic damage and has the Incapacitated condition as it laughs uncontrollably. At the end of each of its turns, the creature repeats the save, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Fighting the Contagion. At the end of each Long Rest, an infected creature makes a DC 13 *Constitution saving throw*. After the creature succeeds on three of these saves, the contagion ends on it, and the creature is immune to Cackle Fever for 1 year.

Spreading the Contagion. Any Humanoid (other than a gnome) that starts its turn within a 10-foot Emanation originating from a creature infected with Cackle Fever must succeed on a DC 10 Constitution saving throw or also become infected with the contagion. On a successful save, the Humanoid can't catch the contagion from that particular infected creature for the next 24 hours.

Sewer Plague

Magical Contagion

Fouled potions and alchemical waste can give rise to Sewer Plague, which incubates in sewers and refuse heaps and is sometimes transmitted by creatures that dwell in such areas, including otyughs and rats. Any Humanoid that is wounded by a creature that carries the contagion or that comes into contact with contaminated filth or offal must succeed on a DC 11 *Constitution saving throw* or become infected with Sewer Plague. A creature suffers the following effects 1d4 days after infection:

Fatigue. The creature gains 1 Exhaustion level.

Weakness. While the creature has any Exhaustion levels, it regains only half the normal number of Hit Points from spending Hit Point Dice.

Restlessness. While the creature has any Exhaustion levels, finishing a Long Rest neither restores lost Hit Points nor reduces the creature's Exhaustion level.

Fighting the Contagion. Daily at dawn, an infected creature makes a DC 11 *Constitution saving throw*. On a failed save, the creature gains 1 Exhaustion level as its fatigue worsens. On a successful save, the creature's Exhaustion level decreases by 1. If the creature's Exhaustion level is reduced to 0, the contagion ends on the creature.

Sight Rot

Magical Contagion

Any Beast or Humanoid that drinks water tainted by Sight Rot must succeed on a DC 15 *Constitution saving throw* or have the Blinded condition until the contagion ends.

Fighting the Contagion. Magic such as a *Heal* or *Lesser Restoration* spell ends the contagion immediately. A character who is proficient with an Herbalism Kit can use it to create one dose of nonmagical ointment, which takes 1 hour. When applied to the eyes of a creature suffering from Sight Rot, the ointment suppresses the contagion on that creature for 24 hours. If the contagion is suppressed in this way for a total of 72 hours (requiring three doses and applications of the ointment), the contagion ends on the creature.

Spreading the Contagion. Any Humanoid that makes skin contact with a creature infected with Sight Rot must succeed on a DC 15 *Constitution saving throw* or also become infected with the contagion. On a successful save, the Humanoid can't catch the contagion from that particular infected creature for the next 24 hours.

Environmental Effects

Deep Water

Swimming through deep water (more than 100 feet deep) presents additional challenges because of the water's pressure and cold temperature. After each hour of swimming in deep water, a creature that lacks a Swim Speed must succeed on a DC 10 *Constitution saving throw* or gain 1 Exhaustion level.

Extreme Cold

When the temperature is 0 degrees Fahrenheit or lower, a creature exposed to the extreme cold must succeed on a DC 10 *Constitution saving throw* at the end of each hour or gain 1 Exhaustion level. Creatures that have Resistance or Immunity to Cold damage automatically succeed on the save.

Extreme Heat

When the temperature is 100 degrees Fahrenheit or higher, a creature exposed to the extreme heat and without access to drinkable water must succeed on a *Constitution saving throw* at the end of each hour or gain 1 Exhaustion level. The DC is 5 for the first hour and increases by 1 for each additional hour. Creatures wearing Medium or Heavy armor have Disadvantage on the save. Creatures that have Resistance or Immunity to Fire damage automatically succeed on the save.

Frigid Water

A creature can be immersed in frigid water for a number of minutes equal to its Constitution score before suffering any ill effects. Each additional minute spent in frigid water requires the creature to succeed on a DC 10 *Constitution saving throw* or gain 1 Exhaustion level. Creatures with Resistance or Immunity to Cold damage automatically succeed on the save, as do creatures that are naturally adapted to living in ice-cold water.

Heavy Precipitation

Everything within an area of heavy rain or heavy snowfall is Lightly Obscured, and creatures in the area have Disadvantage on all Perception checks. Heavy rain also extinguishes open flames.

High Altitude

Traveling at altitudes of 10,000 feet or higher above sea level is taxing for most creatures 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 (see "Travel Pace").

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

Slippery Ice

Slippery ice is Difficult Terrain. A creature that moves onto slippery ice for the first time on a turn or starts its turn there must succeed on a DC 10 *Dexterity saving throw* or have the Prone condition.

Strong Wind

Strong wind imposes Disadvantage on ranged attack rolls with weapons. It also extinguishes open flames and disperses fog. 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 Perception checks.

Thin Ice

Thin ice has a weight tolerance of 3d10 × 10 pounds per 10-foot-square area. Whenever the total weight on an area of thin ice exceeds its tolerance, the ice in that area breaks. All creatures on broken ice fall through. Below the ice is frigid water (see "Frigid Water" above).

Fear and Mental Stress

Due to the nature of their vocation, adventurers tend to be less susceptible to fear and mental stress than common folk. Whereas a farmer might flee in terror from a bear or an apparition, adventurers are made of sterner stuff. That said, certain creatures and game effects can terrify or fray the mind of even the most stalwart adventurer.

If you plan to use any of these rules, discuss them with your players at the start of the campaign.

Fear Effects

Whenever the characters encounter something that is supernaturally frightful, use the Frightened condition as the baseline effect. Fear effects typically require a *Wisdom saving throw*, with a save DC based on how terrifying the situation is. The Sample Fear DCs table provides some examples.

Sample Fear DCs Example	Save DC
When the characters open a sarco- phagus, a harmless yet terrifying	
apparition appears.	10
A character triggers a magical trap that creates an illusory mani- festation of that character's worst	
fears, visible only to that character.	15
A portal to the Abyss opens, reveal- ing a nightmarish realm of torment	
and slaughter.	20

Typically, a Frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

At your discretion, a Frightened creature might be subject to other effects as long as the Frightened condition lasts. Consider these examples:

The Frightened creature must take the Dash action on each of its turns and uses its movement to get farther away from the source of its fear.

Attack rolls against the Frightened creature have Advantage.

The Frightened creature can do only one of the following on each of its turns: move, take an action, or take a Bonus Action.

Mental Stress Effects

When a character is subjected to an effect that causes intense mental stress, Psychic damage is usually the best way to emulate that effect (though there are alternative systems within these rules for specific types of mental stress effects).

The Sample Mental Stress Effects table provides a few examples of such effects, with suggested saving throw DCs and damage. Mental stress can usually be resisted with a successful Wisdom save, but sometimes an Intelligence or Charisma save is more appropriate. On a successful save, a character might take half as much damage instead of no damage, at your discretion.

Sample Mental Stress Effects

Psychic

Example	Save DC	Damage
A character ingests a hallucinogenic substance that distorts the character's perception of reality.	10	1d6
A character touches a fiendish idol that tears at the character's mind, threat- ening to shatter it.	15	3d6
A magical trap flings a character into the Far Realm until the end of that character's next turn.	20	9d6

Prolonged Effects

Exposure to mental stress can cause prolonged effects. Consider the following possibilities.

Short-Term Effects. The character has the Frightened, Incapacitated, or Stunned condition for 1d10 minutes. This condition might be accompanied by alarming behavior or hallucinations. These effects can be suppressed with the *Calm Emotions* spell or removed by the *Lesser Restoration* spell.

Long-Term Effects. The character has Disadvantage on some or all ability checks for 1d10 × 10 hours, stemming from an unwillingness or inability to exert a particular set of abilities. The character might feel enervated and unable to exert much Strength, for example, or become so suspicious of others that Charisma checks are more difficult. These effects can be suppressed with the *Calm Emotions* spell or removed by the *Lesser Restoration* spell.

Indefinite Effects. An indefinite effect is a long-term effect (see above) that lasts until removed by a *Greater Restoration* spell. It can be suppressed by a Calm Emotions spell.

Poison

Given their insidious and deadly nature, poisons are a favorite tool among assassins and evil creatures.

Poisons come in the following four types:

Contact. Contact poison can be smeared on an object and remains potent until it is touched or washed off. A creature that touches contact poison with exposed skin suffers its effects.

Ingested. A creature must swallow an entire dose of ingested poison to suffer its effects. The dose can be delivered in food or a liquid. You may decide that a partial dose has a reduced effect, such as allowing Advantage on the saving throw or dealing only half as much damage on a failed save.

Inhaled. Poisonous powders and gases take effect when inhaled. Blowing the powder or releasing the gas subjects creatures in a 5-foot Cube to its effect. The resulting cloud dissipates immediately afterward. Holding one's breath is ineffective against inhaled poisons, as they affect nasal membranes, tear ducts, and other parts of the body.

Injury. Injury poison can be applied as a Bonus Action to a weapon, a piece of ammunition, or similar object. The poison remains potent until delivered through a wound or washed off. A creature that takes Piercing or Slashing damage from an object coated with the poison is exposed to its effects.

Purchasing Poison

Some kingdoms have laws prohibiting the possession and use of poison, but an illicit dealer or unscrupulous apothecary might keep a hidden stash. Characters with criminal contacts might be able to acquire poison easily. Other characters might have to make extensive inquiries and pay bribes before they acquire the poison they seek.

Harvesting Poison

A character can attempt to harvest poison from a venomous creature that is dead or has the Incapacitated condition. The effort takes 1d6 minutes, after which the character makes a DC 20 Nature check using a Poisoner's Kit. On a successful check, the character harvests enough poison for a single dose, and no additional poison can be harvested from that creature. On a failed check, the character is unable to extract any poison. If the character fails the check by 5 or more, the character is subjected to the creature's poison.

Sample Poisons

Example poisons are detailed here in alphabetical order. Each poison's description includes the suggested price for a single dose of the poison, its type (contact, ingested, inhaled, or injury), and a description of the poison's debilitating effects.

Assassin's Blood (150 GP)

Ingested Poison

A creature subjected to Assassin's Blood makes a DC 10 *Constitution saving throw*. On a failed save, the creature takes 6 (1d12) Poison damage and has the Poisoned condition for 24 hours. On a successful save, the creature takes half as much damage only.

Burnt Othur Fumes (500 GP)

Inhaled Poison

A creature subjected to Burnt Othur Fumes must succeed on a DC 13 *Constitution saving throw* or take 10 (3d6) Poison damage, and it must repeat the save at the start of each of its turns. On each successive failed save, the creature takes 3 (1d6) Poison damage. After three successful saves, the poison ends.

Crawler Mucus (200 GP)

Contact Poison

A creature subjected to Crawler Mucus must succeed on a DC 13 *Constitution saving* throw or have the Poisoned condition for 1 minute. The creature also has the Paralyzed condition while Poisoned in this way. The creature repeats the save at the end of each of its turns, ending the effect on itself on a success.

Essence of Ether (300 GP)

Inhaled Poison

A creature subjected to Essence of Ether must succeed on a DC 15 *Constitution saving throw* or have the Poisoned condition for 8 hours. The creature also has the Unconscious condition while Poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Malice (250 GP)

Inhaled Poison

A creature subjected to Malice must succeed on a DC 15 *Constitution saving throw* or have the Poisoned condition for 1 hour. The creature also has the Blinded condition while Poisoned in this way.

Midnight Tears (1,500 GP)

Ingested Poison

A creature that ingests Midnight Tears suffers no effect until the stroke of midnight. Any effect that ends the Poisoned condition neutralizes this poison. If the poison hasn't been neutralized before midnight, the creature makes a DC 17 *Constitution saving throw*, taking 31 (9d6) Poison damage on a failed save or half as much damage on a successful one.

Oil of Taggit (400 GP)

Contact Poison

A creature subjected to Oil of Taggit must succeed on a DC 13 *Constitution saving throw* or have the Poisoned condition for 24 hours. The creature also has the Unconscious condition while Poisoned in this way. It wakes up if it takes damage.

Pale Tincture (250 GP)

Ingested Poison

A creature subjected to Pale Tincture must succeed on a DC 16 *Constitution saving throw* or take 3 (1d6) Poison damage and have the Poisoned condition. The Poisoned creature repeats the save every 24 hours, taking 3 (1d6) Poison damage on a

failed save. The damage the poison deals can't be healed by any means while the creature remains Poisoned. After seven successful saves against the poison, the creature is no longer Poisoned.

Purple Worm Poison (2,000 GP)

Injury Poison

A creature subjected to Purple Worm Poison makes a DC 21 *Constitution saving throw*, taking 35 (10d6) Poison damage on a failed save or half as much damage on a successful one.

Serpent Venom (200 GP)

Injury Poison

A creature subjected to Serpent Venom must succeed on a DC 11 *Constitution saving throw*, taking 10 (3d6) Poison damage on a failed save or half as much damage on a successful one.

Spider's Sting (200 GP)

Injury Poison

A creature subjected to Spider's Sting must succeed on a DC 13 *Constitution saving throw* or have the Poisoned condition for 1 hour. If the creature fails the save by 5 or more, the creature also has the Unconscious condition while Poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Torpor (600 GP)

Ingested Poison

A creature subjected to Torpor poison must succeed on a DC 15 *Constitution saving throw* or have the Poisoned condition for 4d6 hours. The creature's Speed is halved while the creature is Poisoned in this way.

Truth Serum (150 GP)

Ingested Poison

A creature subjected to Truth Serum must succeed on a DC 11 *Constitution saving throw* or have the Poisoned condition for 1 hour. The Poisoned creature can't knowingly communicate a lie.

Wyvern Poison (1,200 GP)

Injury Poison

A creature subjected to Wyvern Poison makes a DC 14 *Constitution saving throw*, taking 24 (7d6) Poison damage on a failed save or half as much damage on a successful one.

Traps

Traps should be used sparingly, lest they lose their charm. A hidden pit can be a fun surprise, but too many traps in an adventure can lead players to become overly cautious, which slows down the game.

The best traps are fleeting distractions that skilled characters can overcome in a short amount of time or deadly puzzles that require quick thinking and teamwork to overcome. Traps that are undetectable and inescapable are rarely fun.

Parts of a Trap

The description of a trap includes the following parts after the trap's name:

Severity and Levels. A trap is designated as a nuisance or as deadly for characters of certain levels. A nuisance trap is unlikely to seriously harm characters of the indicated levels, whereas a deadly trap can grievously damage characters of the indicated levels.

Trigger. Traps are often set to go off when a creature enters an area or touches an object. Examples of triggers include stepping on a pressure plate, crossing a trip wire, turning a doorknob, or using the wrong key in a lock.

Duration. Some traps have durations expressed in rounds, minutes, or hours. Others specify that their effects last until the trap is destroyed or dispelled. If a trap's duration is instantaneous, its effect is resolved instantly. If a trap resets after activating, that fact is noted in this entry. A trap is otherwise inert after activation.

Use caution when introducing a trap to characters of a level lower than the trap's level range. A trap that is a nuisance at one level range could be deadly to characters of a lower level range.

Example Traps

Traps are presented in alphabetical order.

Collapsing Roof

Deadly Trap (Levels 1–4)

Trigger: A creature crosses a trip wire

Duration: Instantaneous

This trap uses a trip wire to collapse an unstable section of ceiling. The trip wire is 3 inches off the ground and stretches between two weak supports that topple when the trip wire is pulled.

The first creature that crosses the trip wire causes the supports to topple and the unstable section of ceiling to collapse. Each creature beneath the unstable section of ceiling must succeed on a DC 13 *Dexterity saving throw*, taking 11 (2d10) Bludgeoning damage on a failed save or half as much damage on a successful one. Rubble from the collapse turns the trapped area into Difficult Terrain.

Detect and Disarm. As a Search action, a creature can examine the trapped area and make a DC 11 Perception check, detecting the trip wire and the unstable section of ceiling on a successful check. Once detected, the trip wire can be easily cut or avoided (no ability check required).

At Higher Levels. You can scale the trap for higher levels by increasing the damage and the save DC, as shown in the following table.

Levels	Bludgeoning	Damage Save DC
5–10	22 (4d10)	15
11–16	55 (10d10)	17
17–20	99 (18d10)	19

Falling Net

Nuisance Trap (Levels 1–4)

Trigger: A creature crosses a trip wire

Duration: Instantaneous

A falling net trap uses a trip wire to release a weighted, 10-foot-square Net suspended from the ceiling. The trip wire is 3 inches off the ground and stretches between two columns or trees.

The first creature that crosses the trip wire causes the Net to fall on it. The target must succeed on a DC 10 *Dexterity saving throw* or have the Restrained condition until it escapes. The target succeeds automatically if it's Huge or larger. A creature can take an action to make a DC 10 Athletics check, freeing itself or another creature within its reach from the Net on a successful check.

Detect and Disarm. As a Search action, a creature can examine the trapped area and make a DC 11 Perception check, detecting the trip wire and the suspended Net on a successful check. Once detected, the trip wire can be easily cut or avoided (no ability check required).

Destroy the Net. Reducing the Net to 0 Hit Points frees any creature trapped in it (see "Adventuring Gear" for the Net's statistics).

Set the Trap. A creature that has Thieves' Tools and all the trap's components (including a Net) can try to set a falling net trap, doing so with a successful DC 13 Sleight of Hand check. Each attempt to set this trap takes 10 minutes.

At Higher Levels. You can scale the trap for higher levels by increasing the weight of the Net, which increases the save DC and the DC of the Athletics check as follows: DC 12 at levels 5–10, DC 14 at levels 11–16, or DC 16 at levels 17–20.

Fire-Casting Statue

Deadly Trap (Levels 1–4)

Trigger: A creature moves onto a pressure plate

Duration: Instantaneous, and the trap resets at the start of the next turn

When a creature moves onto this trap's pressure plate for the first time on a turn or starts its turn there, a nearby statue exhales a 15-foot Cone of magical flame. The statue can look like anything, such as a dragon or a wizard. Each creature in the Cone

must succeed on a DC 15 *Dexterity saving throw*, taking 11 (2d10) Fire damage on a failed save or half as much damage on a successful one.

Detect and Disarm. A *Detect Magic* spell reveals an aura of Evocation magic around the statue. As a Search action, a creature within 5 feet of the statue can examine it and make a DC 10 Perception check, detecting a tiny glyph on the statue on a successful check. Once the glyph is found, a character can take a Study action to examine it and make a DC 15 Arcana check, ascertaining that the glyph means "fire" on a successful check. As an action, a character can use a sharp tool to deface the glyph, which disarms the trap.

As a Search action, a creature can examine the section of floor that forms the pressure plate and make a DC 15 Perception check, detecting the pressure plate on a successful check. Wedging an Iron Spike or similar object under the pressure plate prevents the trap from triggering.

At Higher Levels. You can scale the trap for higher levels by increasing the damage and the area of effect, as shown in the following table.

Levels	Fire Damage	Area of Effect
5–10	22 (4d10)	30-foot Cone
11–16	55 (10d10)	60-foot Cone
17–20	99 (18d10)	120-foot Cone

Hidden Pit

Nuisance Trap (Levels 1–4)

Trigger: A creature moves onto the pit's lid

Duration: Instantaneous

This 10-foot-deep pit has a hinged lid constructed from material identical to the surrounding floor. When a creature moves onto the lid, it swings open like a trapdoor, causing the creature to fall into the pit. The lid remains open thereafter.

A creature that falls into the pit takes 3 (1d6) Bludgeoning damage from the fall.

Detect and Disarm. As a Study action, a creature can examine the section of floor that forms the pit's lid and make a DC 15 Investigation check, detecting the pit on a successful check. Once the pit is detected, an Iron Spike or a similar object can be wedged between the pit's lid and the surrounding floor to prevent the lid from opening, thereby making it safe to cross. The cover can also be held shut using *Arcane Lock* or similar magic.

Escape. A creature needs a Climb Speed, climbing gear, or magic such as Spider Climb to scale the pit's smooth walls. You can make the pit easier to escape by adding cracks in the walls big enough to serve as handholds and footholds.

At Higher Levels. You can scale the trap for higher levels by increasing the pit's depth and damage, as shown in the following table.

Levels	Pit Depth	Bludgeoning Damage
5–10	30 feet	10 (3d6)
11–16	60 feet	21 (6d6)
17–20	120 feet	42 (12d6)

Poisoned Darts

Deadly Trap (Levels 1–4)

Trigger: A creature moves onto a pressure plate

Duration: Instantaneous, and the trap resets at the start of the next turn if it has activated fewer than three times

When a creature moves onto this trap's pressure plate for the first time on a turn, poisoned darts shoot from tubes embedded in the surrounding walls. The holes that house these tubes are obscured by dust and cobwebs or skillfully hidden amid bas-reliefs, murals, or frescoes.

Each creature in the darts' path must succeed on a DC 13 *Dexterity saving throw* or be struck by 1d3 darts, taking 3 (1d6) Poison damage per dart.

Detect and Disarm. As a Search action, a creature can examine the walls and make a DC 15 Perception check, detecting the holes on a successful check. Plugging all the holes with wax, cloth, or detritus prevents the darts from firing.

As a Search action, a creature can examine the section of floor that forms the pressure plate and make a DC 15 Perception check, detecting the pressure plate on a successful check. Wedging an Iron Spike or a similar object under the pressure plate prevents the trap from triggering.

At Higher Levels. You can scale the trap for higher levels by increasing each dart's Poison damage as follows: 7 (2d6) at levels 5–10, 14 (4d6) at levels 11–16, or 24 (7d6) at levels 17–20.

Poisoned Needle

Nuisance Trap (Levels 1–4)

Trigger: A creature opens the trap's lock improperly or fails to disarm the trap

Duration: Instantaneous

A poisoned needle is hidden in a lock. When a creature opens the lock with any object other than the proper key, the needle springs out and stabs the creature. The creature makes a DC 11 Constitution saving throw. On a failed save, the creature takes 5 (1d10) Poison damage and has the Poisoned condition for 1 hour. On a successful save, the creature takes half as much damage only.

Avoid. The trap doesn't trigger if the lock is opened using a Knock spell or similar magic.

Detect and Disarm. As a Search action, a creature can examine the trapped lock and make a DC 15 Perception check, detecting the needle on a successful check. Once the trap is detected, a character can take an action to try to disarm the trap, doing so with a successful DC 15 Sleight of Hand check. On a failed check, the creature triggers the trap.

At Higher Levels. You can scale the trap for higher levels by increasing the damage and the save DC, as shown in the following table.

Levels	Poison Damage	Save DC
5–10	11 (2d10)	13
11–16	22 (4d10)	15
17–20	55 (10d10)	17

Rolling Stone

Deadly Trap (Levels 11–16) or Nuisance Trap (Levels 17–20)

Trigger: A creature moves onto a pressure plate

Duration: Until the stone stops rolling

When a creature moves onto a hidden pressure plate, a 5-foot-radius orb of solid stone is released from a secret compartment and begins to roll. The stone and all creatures nearby roll Initiative; the stone gets a +8 bonus on its Initiative roll.

On its turn, the stone moves 60 feet in one direction, changing course if redirected by an obstacle. The stone can move through creatures' spaces, and creatures can move through the stone's space, treating it as Difficult Terrain. Whenever the stone enters a creature's space for the first time on a turn or a creature enters the stone's space while the stone is rolling, that creature must succeed on a DC 15 *Dexterity saving throw* or take 55 (10d10) Bludgeoning damage and have the Prone condition.

The stone stops when it hits a wall or similar barrier. It can't go around corners, but creative dungeon builders incorporate curving turns into nearby passages that allow the stone to keep moving.

Detect and Disarm. As a Study action, a creature can examine the section of floor that forms the pressure plate and make a DC 15 Investigation check, deducing the pressure plate's function on a successful check. Wedging an Iron Spike or a similar object under the pressure plate prevents the trap from triggering.

Destroy the Stone. The stone is a Large object that has AC 17, HP 100, a Damage Threshold of 10, and Immunity to Poison and Psychic damage.

Slow the Stone. As an action, a creature can try to slow down the stone with a DC 20 Athletics check. If the check is successful, the distance the stone moves on its turn is reduced by 15 feet. If that distance drops to 0, it stops moving and is no longer a threat.

Spiked Pit

Deadly Trap (Levels 1–4)

Trigger: A creature moves onto the pit's lid

Duration: Instantaneous

A 10-foot-deep pit has a hinged lid constructed from material identical to the surrounding floor. When a creature moves onto the lid, it swings open like a trapdoor, causing the creature to fall into the pit, which has sharpened wooden or metal spikes at the bottom. The lid remains open thereafter.

A creature that falls into the pit lands at the bottom and takes 3 (1d6) Bludgeoning damage from the fall plus 9 (2d8) Piercing damage from the spikes.

Detect and Disarm. As a Study action, a creature can examine the section of floor that forms the pit's lid and make a DC 15 Investigation check, detecting the pit on a successful check. Once the hidden pit is detected, an Iron Spike or a similar object can be wedged between the pit's lid and the surrounding floor to prevent the lid from opening, thereby making it safe to cross. The cover can also be held shut using an *Arcane Lock* spell or similar magic.

Escape. A creature needs a Climb Speed, climbing gear, or magic such as a *Spider Climb* spell to scale the pit's smooth walls. You can make the pit easier to escape by adding cracks in the walls big enough to serve as handholds and footholds.

At Higher Levels. You can scale the trap for higher levels by increasing the pit's depth and damage, as shown in the following table.

Levels	Pit Depth	Damage
5–10	30 feet	10 (3d6) Bludgeoning plus 13 (3d8) Piercing
11–16	60 feet	21 (6d6) Bludgeoning plus 36 (8d8) Piercing
17–20	120 feet	42 (12d6) Bludgeoning plus 57 (13d8) Piercing

Combat Encounters

The following features can make a combat encounter more interesting or challenging:

Changes in Elevation. Terrain features that provide a change of elevation (such as stacks of empty crates, ledges, and balconies) reward clever positioning and encourage characters to jump, climb, fly, or teleport.

Defensive Positions. Enemies in hard-to-reach locations or defensive positions force characters who normally attack at range to move around.

Mixed Monster Groups. When different types of monsters work together, they can combine their abilities—just like characters with different classes and origins. A diverse force is more powerful.

Reasons to Move. Use features that encourage characters and their enemies to move around, such as chandeliers, kegs of gunpowder or oil, and rolling stone traps.

Combat Encounter Difficulty

Use the following guidelines to create a combat encounter of a desired level of difficulty.

Step 1: Choose a Difficulty

Three categories describe the range of encounter difficulty:

Low Difficulty. An encounter of low difficulty is likely to have one or two scary moments for the players, but their characters should emerge victorious with no casualties. One or more of them might need to use healing resources, however. As a rough guideline, a single monster generally presents a low-difficulty challenge for a party of four characters whose level equals the monster's Challenge Rating.

Moderate Difficulty. Absent healing and other resources, an encounter of moderate difficulty could go badly for the adventurers. Weaker characters might get taken out of the fight, and there's a slim chance that one or more characters might die.

High Difficulty. A high-difficulty encounter could be lethal for one or more characters. To survive it, the characters will need smart tactics, quick thinking, and maybe even a little luck.

Step 2: Determine Your XP Budget

Using the XP Budget per Character table, cross-reference the party's level with the desired encounter difficulty. Multiply the number in the table by the number of characters in the party to get your XP budget for the encounter.

XP Budget per Character **Party's Level Encounter Difficulty**

	Low	**Moderate**	**High**
1	50	75	100

2	100	150	200
3	150	225	400
4	250	375	500
5	500	750	1,100
6	600	1,000	1,400
7	750	1,300	1,700
8	1,000	1,700	2,100
9	1,300	2,000	2,600
10	1,600	2,300	3,100
11	1,900	2,900	4,100
12	2,200	3,700	4,700
13	2,600	4,200	5,400
14	2,900	4,900	6,200
15	3,300	5,400	7,800
16	3,800	6,100	9,800
17	4,500	7,200	11,700
18	5,000	8,700	14,200
19	5,500	10,700	17,200
20	6,400	13,200	22,000

Step 3: Spend Your Budget

Every creature has an XP value in its stat block. When you add a creature to your combat encounter, deduct its XP from your XP budget to determine how many XP you have left to spend. Spend as much of your XP budget as you can without going over. It's OK if you have a few unspent XP left over. Examples are given below:

Example 1. A low-difficulty encounter for four level 1 characters has an XP budget of 50 × 4, for a total of 200 XP. With that, you could build any of the following encounters:

- **1 Bugbear Warrior** (200 XP)
- **2 Giant Wasps** (100 XP each), for 200 XP total
- **6 Giant Rats** (25 XP each), for 150 XP Total

Example 2. A moderate-difficulty encounter for five level 3 characters has an XP budget of 225 × 5, for a total of 1,125 XP. With that, you could build either of these encounters:

- **2 Druids** (450 XP each) and **9 Stirges** (25 XP each), for 1,125 XP total
- **1 Wight** (700 XP), **1 Warhorse Skeleton** (100 XP), and **6 Skeletons** (50 XP each), for 1,100 XP total

Example 3. A high-difficulty encounter for six level 15 characters has an XP budget of 7,800 × 6, for a total of 46,800 XP. With that, you could build this encounter:

- **2 Adult Red Dragons** (18,000 XP each) and **2 Fire Giants** (5,000 XP each), for 46,000 XP total

Troubleshooting

When creating and running combat encounters, keep the following in mind.

Many Creatures

The more creatures in an encounter, the higher the risk that a lucky streak on their part could deal more damage to the characters than you expect. If your encounter includes more than two creatures per character, include fragile creatures that can be defeated quickly. This guideline is especially important for characters of level 1 or 2.

Adjustments

A player's absence might warrant removing creatures from an encounter to keep it at the intended difficulty. Also, die rolls and other factors can result in an encounter being easier or harder than intended. You can adjust an encounter on the fly, such as by having creatures flee (making the encounter easier) or adding reinforcements (making the encounter harder).

CR 0 Creatures

Creatures that have a CR of 0, particularly ones that are worth 0 XP, should be used sparingly. If you want to include many CR 0 critters in an encounter, use swarms instead.

Number of Stat Blocks

The best combat encounters often pair one kind of creature with another, such as fire giants paired with hell hounds. Be mindful of the number of stat blocks you need to run the encounter. Referencing more than two or three stat blocks for a single encounter can be daunting, particularly if the creatures are complex.

Powerful Creatures

If your combat encounter includes a creature whose CR is higher than the party's level, be aware that such a creature might deal enough damage with a single action to take out one or more characters. For example, an Ogre (CR 2) can kill a level 1 Wizard with a single blow.

Unusual Features

If a monster has a feature that lower-level characters can't easily overcome, consider not adding that monster to an encounter for characters whose level is lower than the monster's Challenge Rating.

Magic Items

Magic items are gleaned from the hoards of felled monsters or discovered in long-lost vaults. Such items grant capabilities a character could rarely have otherwise, or they complement their owner's capabilities in wondrous ways.

Magic Item Categories

Every magic item belongs to a category. The Magic Item Categories table lists the nine categories and provides examples. Rules for the categories appear after the table.

Magic Item Categories

Category	Examples
Armor	*+1 Leather Armor, +1 Shield*
Potions	*Potion of Healing*
Rings	*Ring of Invisibility*
Rods	*Immovable Rod*
Scrolls	*Spell Scroll*
Staffs	*Staff of Striking*
Wands	*Wand of Fireballs*
Weapons	*+1 Ammunition, +1 Longsword*
Wondrous Items	*Bag of Holding, Boots of Elvenkind*

Armor

An item in the Armor category is typically a magical version of armor from "Equipment." Unless an armor's description notes otherwise, the armor must be worn for its magic to function.

Some suits of magic armor specify the type of armor they are, such as Chain Mail or Plate Armor. If no type is specified, choose the type or determine it randomly.

Potions

An item in the Potion category might be a magical brew that must be imbibed or an oil that must be applied to a creature or an object. A typical potion consists of 1 ounce of liquid in a vial.

Using a Potion. Potions are consumable items. Drinking a potion or administering it to another creature requires a Bonus Action. Applying an oil might take longer as specified in its description. Once used, a potion takes effect immediately, and it is used up.

Mixing Potions. A character might drink one potion while still under the effects of another or pour several potions into a single container. The strange ingredients used in creating potions can result in unpredictable interactions.

When a character mixes two potions together, roll on the Potion Miscibility table. If more than two are combined, roll again for each subsequent potion, combining the results. Unless the effects are immediately obvious, reveal them only when they become evident.

Potion 1d100	Miscibility Result
01	Both potions lose their effects, and the mixture creates a magical explosion in a 5- foot-radius Sphere centered on itself. Each creature in that area takes 4d10 Force damage.
02–08	Both potions lose their effects, and the mixture becomes an ingested poison of your choice (see Poison in Gameplay Toolbox).
09–15	Both potions lose their effects.
16–25	One potion loses its effect.
26–35	Both potions work, but with their numerical effects and durations halved. If a potion has no numerical effect and no duration, it instead loses its effect.
36–90	Both potions work normally.
91–99	Both potions work, but the numerical effects and duration of one potion are doubled. If neither potion has anything to double in this way, they work normally.
00	Only one potion works, but its effects are permanent. Choose the simplest effect to make permanent or the one that seems the most fun.

For example: *A Potion of Healing* might increase the drinker's Hit Point maximum by 2d4 + 2, or a ***Potion of Invisibility*** might give the drinker the Invisible condition indefinitely. At your discretion, a *Dispel Magic* spell or similar magic might end this lasting effect.

Rings

For its magic to function, an item in the Ring category must be worn on a finger or a similar digit unless its description notes otherwise.

Rods

An item in the Rod category is a scepter usually made of metal, wood, or bone. A typical rod weighs 2 to 5 pounds.

Unless its description notes otherwise, a rod can be used as an Arcane Focus.

Scrolls

An item in the Scroll category is a roll of paper or parchment, sometimes attached to wooden rods and typically kept safe in a tube of ivory, jade, leather, metal, or wood. The most prevalent scroll is the Spell Scroll, a spell stored in written form.

Using a Scroll. Scrolls are consumable items. Unleashing the magic in a scroll requires the user to read the scroll. When its magic has been invoked, the scroll can't be used again. Its words fade, or it crumbles into dust.

Any creature that can understand a written language can read a scroll and attempt to activate it unless its description notes otherwise.

Staffs

Items in the Staff category vary widely in appearance: some are of nearly equal diameter throughout and smooth, others are gnarled and twisted, some are made of wood, and others are composed of polished metal or crystal. A staff weighs between 2 and 7 pounds and serves well as a walking stick or cane.

Unless its description notes otherwise, a staff can be used as a nonmagical Quarterstaff and an Arcane Focus.

Wands

An item in the Wand category is typically 12 to 15 inches long and crafted of metal, bone, or wood. It is tipped with metal, crystal, stone, or some other material.

Unless its description notes otherwise, a wand can be used as an Arcane Focus.

Weapons

A magic weapon is typically a magical version of a weapon from "Equipment." Some magic weapons specify the type of weapon they are in their descriptions, such as a Longsword or Longbow. If no weapon type is specified, you may choose the type or determine it randomly.

Ammunition. If a magic weapon has the Ammunition property, ammunition fired from it is considered magical for the purpose of any rule that cares whether a weapon is magical or not.

Wondrous Items

Wondrous Items include wearable items such as boots, belts, capes, amulets, brooches, and circlets. Bags, carpets, figurines, horns, musical instruments, and more also fall into this category.

Magic Item Rules

Rules for identifying, attuning to, and using magic items appear in "Equipment." Additional rules are presented below.

Attunement Prerequisites. If a magic item has a class prerequisite, a creature must be a member of that class to attune to the item. If a creature must be a spellcaster to attune to an item, the creature qualifies if it can cast at least one spell using its traits or features, not by using a magic item or the like.

Items Made for Specific Creatures. Magic items that are meant to be worn tend to magically adjust themselves to the wearer. However, you can decide that a magic item doesn't adjust its size to fit any wearer. For example, a particular armorer might make items usable only by folk who are sized and shaped like dwarves.

Unusual Anatomy. Use your discretion to decide whether a creature can wear an item not made for its anatomy. A ring placed on a tentacle might work, but a guardian naga with a snakelike tail can't wear magic boots.

Paired Items. You can allow exceptions to the rule that paired items must both be worn. For example, a character with only one arm might be able to use a single *Glove of Missile Snaring* so long as the matching glove is on their person.

Magic Item Rarity

Every magic item has a rarity, which provides a rough measure of an item's power relative to other magic items. The rarities are shown in the Magic Item Rarities and Values table.

Common magic items, such as a *Potion of Healing*, are the most plentiful. Artifacts, such as the *Dragon Orb*, are priceless, unique, and difficult to acquire.

Magic Item Values by Rarity

Common magic items can often be bought in a town or city. Uncommon and Rare magic items are usually found only in cities, and rarer magic items might be sold only in wondrous locations, such as a city on another plane of existence. If you allow characters to buy and sell magic items in your campaign, rarity can help you set prices for those items. Gold Piece values are provided in the Magic Item Rarities and Values table, though a seller might ask for a service rather than coin as payment.

If a magic item incorporates an item that has a purchase cost in "Equipment" (such as a weapon or a suit of armor), add that item's cost to the magic item's value. For example, *+1 Armor* (Plate Armor) has a value of 5,500 GP, which is the sum of a Rare magic item's value (4,000 GP) and the cost of Plate Armor (1,500 GP).

Magic Item Rarities Rarity	and Values Value
Common	100 GP
Uncommon	400 GP
Rare	4,000 GP
Very Rare	40,000 GP
Legendary	200,000 GP
Artifact	Priceless

*Halve the value for a consumable item other than a Spell Scroll. The value of a Spell Scroll is double what it costs to scribe the scroll (as specified in the "Scribing Spell Scrolls" section of "Equipment").

Activating a Magic Item

It usually takes a Magic action to activate a magic item. The item's user might also need to do something special. The description of each item category or individual item details how an item is activated. Certain items use the following rules for their activation.

Command Word

A command word is a word or short phrase that must be spoken or signed for an item to work. Spoken command words must be audible and fail to work in areas where all sound is suppressed, as in the area of the *Silence* spell.

Consumable Items

Some items are consumed—used up, in other words—when they are activated. A *Potion of Healing* must be swallowed, for example, while the writing vanishes from a scroll when it is read. Once used, a consumable item loses its magic.

Spells Cast from Items

Some magic items allow the user to cast a spell from the item. The spell is cast at the lowest possible spell and caster level, doesn't expend any of the user's spell slots, and requires no components unless the item's description notes otherwise. The spell uses its normal casting time, range, and duration, and the user of the item must concentrate if the spell requires Concentration. Many items, such as Potions, bypass the casting of a spell and confer the spell's effects with its usual duration. Certain items make exceptions to these rules, changing the casting time, duration, or other parts of a spell.

A magic item may require the user to use their own spellcasting ability when casting a spell from the item. If the user has more than one spellcasting ability, the user chooses which one to use with the item. If the user doesn't have a spellcasting ability, their spellcasting ability modifier is +0 for the item, and the user's Proficiency Bonus applies.

Charges

Some magic items have charges that must be expended to activate their properties. The number of charges an item has remaining is revealed when the Identify spell is cast on it. A creature attuned to an item knows how many charges the item has and how many it regains.

"The Next Dawn"

Magic items often have charges or properties that recharge at the next dawn or some other specified time. If such an item is on a world or plane of existence where the specified event doesn't occur, the GM determines when the item recharges.

Cursed Items

A magic item's description specifies whether it bears a curse. Most methods of identifying items, including the *Identify* spell, fail to reveal such a curse.

Attunement to a cursed item can't be ended voluntarily unless the curse is broken first, such as with a *Remove Curse* spell.

Magic Item Resilience

A magic item is at least as durable as a nonmagical item of its kind. Most magic items, other than Potions and Scrolls, have Resistance to all damage.

An Artifact can be destroyed only in some special way. Otherwise, it is impervious to damage. Learning how to destroy an Artifact usually requires research or the completion of a quest.

Crafting Magic Items

"Equipment" contains rules on brewing *Potions of Healing* and scribing Spell Scrolls. To create other magic items, follow the rules below. In these rules, "you" refers to the character crafting the magic item.

Arcana Proficiency

To craft a magic item, you and any assistants must have proficiency in the Arcana skill.

Tools

The Magic Item Tools table lists which tool is required to make a magic item of each category. You must use the required tool to make an item and have proficiency with that tool. Any assistants must also have proficiency with it. For more information on the tools, see "Equipment."

Magic Item Item Category	Tools Required Tool
Armor	Leatherworker's Tools, Smith's Tools, or Weaver's Tools depending on the kind of armor as noted in the tools' descriptions
Potion	Alchemist's Supplies or Herbalism Kit
Ring	Jeweler's Tools
Rod	Woodcarver's Tools
Scroll	Calligrapher's Supplies
Staff	Woodcarver's Tools
Wand	Woodcarver's Tools
Weapon	Leatherworker's Tools, Smith's Tools, or Woodcarver's Tools depending on the kind of weapon as noted in the tools' descriptions
Wondrous Item	Tinker's Tools or the tool required to make the nonmagical item on which the magic item is based
Spells	If a magic item allows its user to cast any spells from it, you must have all those spells prepared every day you spend crafting the item.

Time and Cost

Crafting a magic item takes an amount of time and money based on the item's rarity as shown in the Magic Item Crafting Time and Cost table.

Work per Day. For each day of crafting, you must work for 8 hours. If an item requires multiple days, those days needn't be consecutive.

Assistants. Characters can combine their efforts to shorten the crafting time. Divide the time needed to create an item by the number of characters working on it. Normally, only one other character can assist you, but the GM might allow more assistants.

Raw Materials. The cost in the table represents the raw materials needed to make a magic item. The GM determines whether appropriate raw materials are available. In a city, there is a 75 percent chance that the materials are available, and in any other settlement, that chance is 25 percent. If materials aren't available, you must wait at least 7 days before checking on the availability again.

If a magic item incorporates an item that has a purchase cost (such as a weapon or a suit of armor), you must also pay that entire cost or craft that item using the rules in "Equipment." For example, to make *+1 Armor* (Plate Armor), you must pay 3,500 GP or pay 2,000 GP and craft the armor.

Magic Item Item Rarity	Crafting Time Time*	and Cost Cost*
Common	5 days	50 GP
Uncommon	10 days	200 GP
Rare	50 days	2,000 GP
Very Rare	125 days	20,000 GP
Legendary	250 days	100,000 GP

*The time and cost are halved for a consumable item other than a Spell Scroll, whose crafting time and cost are given in "Equipment."

Sentient Magic Items

Some magic items have sentience and personality. Such an item might be possessed, haunted by the spirit of a previous owner, or self-aware thanks to the magic used to create it. A sentient item might be a cherished ally to its wielder or a continual thorn in the side.

Most sentient items are weapons, but other kinds of items can manifest sentience. Single-use items such as potions and scrolls are never sentient.

The GM controls sentient magic items and their activated properties. A bearer who maintains a good relationship with the item can access those properties. If the relationship is strained, a conflict can ensue (see "Conflict" below).

Sentient Magic Item Traits

When you make a sentient magic item, you create the item's persona much as you would create an NPC, with these exceptions.

Abilities

A sentient magic item has Intelligence, Wisdom, and Charisma scores. Choose the item's abilities, or determine them randomly as follows: roll 4d6 for each one, dropping the lowest roll and totaling the rest.

Alignment

A sentient magic item has an alignment. Its creator or nature might suggest an alignment. Otherwise, pick an alignment or roll on the Sentient Item's Alignment table.

Communication

A sentient item communicates by sharing its emotions, broadcasting its thoughts telepathically, or speaking aloud. You can choose how it communicates or roll on the Sentient Item's Communication table.

Senses

A sentient item can perceive its surroundings out to a limited range. You can choose its senses or roll on the Sentient Item's Senses table.

Special Purpose

You can give a sentient item an objective it pursues, perhaps to the exclusion of all else. As long as the wielder's use of the item aligns with that special purpose, the item remains cooperative. Deviating from this course might cause conflict between the wielder and the item (see "Conflict" below). You can pick a special purpose or roll on the Sentient Item's Special Purpose table.

Sentient 1d100	Item's Alignment Alignment 1d100 Alignment
01–15	Lawful Good 74–85 Chaotic Neutral
16–35	Neutral Good 86–89 Lawful Evil
36–50	Chaotic Good 90–96 Neutral Evil
51–63	Lawful Neutral 97–00 Chaotic Evil
64–73	Neutral
Sentient	**Item's Communication**
1d10	**Communication**
1–6	The item communicates by transmitting emotion to the creature carrying or wielding it.
7–9	The item speaks one or more languages.
10	The item speaks one or more languages. In addition, the item can communicate telepathically with any creature that carries or wields it.
Sentient	**Item's Senses**
1d4	**Senses**
1	Hearing and standard vision out to 30 feet
2	Hearing and standard vision out to 60 feet
3	Hearing and standard vision out to 120 feet
4	Hearing and Darkvision out to 120 feet
Sentient	**Item's Special Purpose**
1d10	**Special Purpose**
1	Aligned. The item seeks to defeat or destroy those of a diametrically opposed alignment. Such an item is never Neutral.
2	Bane. The item seeks to thwart or destroy creatures of a particular type, such as Constructs, Fiends, or Undead.
3	Creator Seeker. The item seeks its creator and wants to understand why it was created.
4	Destiny Seeker. The item believes it and its bearer have key roles to play in future events.
5	Destroyer. The item craves destruction and goads its user to fight arbitrarily.
6	Glory Seeker. The item seeks renown as the greatest magic item in the world by winning fame or notoriety for its user.
7	Lore Seeker. The item craves knowledge or is determined to solve a mystery, learn a secret, or unravel a cryptic prophecy.
8	Protector. The item seeks to defend a particular kind of creature, such as elves or werewolves.
9	Soulmate Seeker. The item seeks another sentient magic item, perhaps one that is similar to itself.
10	Templar. The item seeks to defend the servants and interests of a particular deity.

Conflict

When the bearer of a sentient item acts in a manner opposed to the item's alignment or purpose, conflict can arise. When such a conflict occurs, the item's bearer makes a *Charisma saving throw* (DC 12 plus the item's Charisma modifier). On a failed save, the item makes one or more of the following demands:

Chase My Dreams. The item demands that its bearer pursue the item's goals to the exclusion of all other goals.

Get Rid of It. The item demands that its bearer dispose of anything the item finds repugnant.

It's Time for a Change. The item demands to be given to someone else.

Keep Me Close. The item insists on being carried or worn at all times.

If its bearer refuses to comply with the item's demands, the item can do any of the following:

- Make it impossible for its bearer to attune to it.
- Suppress one or more of its activated properties.
- Attempt to take control of its bearer, whereupon the bearer makes a *Charisma saving throw* (DC 12 plus the item's Charisma modifier). On a failed save, the bearer has the Charmed condition for 1d12 hours. While Charmed in this way, the bearer must try to follow the item's commands. If the bearer takes damage, it repeats the save, ending the effect on a success. Whether or not the attempt to control its bearer succeeds, the item can't use this power again until the next dawn.

Magic Items A –Z

Magic items are presented in alphabetical order.

If a magic item description capitalizes a creature's name and presents it in bold type, that's a visual cue pointing you to the creature's stat block. Unless the text states otherwise, the stat block is in "Monsters." How to read and use a stat block is explained in "Monsters."

Adamantine Armor

Armor (Any Medium or Heavy, Except Hide Armor), Uncommon

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any Critical Hit against you becomes a normal hit.

Ammunition, +1, +2, or +3

Weapon (Any Ammunition), Uncommon (+1), Rare (+2), or Very Rare (+3)

You have a bonus to attack rolls and damage rolls made with this piece of magic ammunition. The bonus is determined by the rarity of the ammunition. Once it hits a target, the ammunition is no longer magical.

This ammunition is typically found or sold in quantities of ten or twenty pieces. Ten pieces of this ammunition are equivalent in value to a potion of the same rarity.

Ammunition of Slaying

Weapon (Any Ammunition), Very Rare

This magic ammunition is meant to slay creatures of a particular type, which the GM chooses or determines randomly by rolling on the table below. If a creature of that type takes damage from the ammunition, the creature makes a DC 17 *Constitution saving throw*, taking an extra 6d10 Force damage on a failed save or half as much extra damage on a successful one.

After dealing its extra damage to a creature, the ammunition becomes nonmagical.

1d100 Creature	Type 1d100 Creature Type
01–10 Aberrations	51–60 Fey
11–15 Beasts	61–70 Fiends
16–20 Celestials	71–75 Giants
21–25 Constructs	76–80 Monstrosities
26–35 Dragons	81–85 Oozes
36–45 Elementals	86–90 Plants
46–50 Humanoids	91–00 Undead

Amulet of Health

Wondrous Item, Rare (Requires Attunement)

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

Amulet of Proof against Detection and Location

Wondrous Item, Uncommon (Requires Attunement)

While wearing this amulet, you can't be targeted by Divination spells or perceived through magical scrying sensors unless you allow it.

Amulet of the Planes

Wondrous Item, Very Rare (Requires Attunement)

While wearing this amulet, you can take a Magic action to name a location that you are familiar with on another plane of existence. Then make a DC 15 Arcana check. On a successful check, you cast *Plane Shift*. On a failed check, you and each creature and object within 15 feet of you travel to a random destination determined by rolling 1d100 and consulting the following table.

1d100 Destination

01–60 Random location on the plane you named

61–70 Random location on an Inner Plane determined by rolling 1d6: on a 1, the Plane of Air; on a 2, the Plane of Earth; on a 3, the Plane of Fire; on a 4, the Plane of Water; on a 5, Faerie; on a 6, the Shadowfae

71–80 Random location on an Outer Plane determined by rolling 1d8: on a 1, Twin Paradises; on a 2, The Seven Heavens; on a 3, the Beastlands; on a 4, Asgard; on a 5, Mount Olympus; on a 6, Arcadia; on a 7, Acheron; on an 8, Tartarus

81–90 Random location on an Outer Plane determined by rolling 1d8: on a 1, the Abyss;

on a 2, Acheron; on a 3, Carceri; on a 4, Gehenna; on a 5, Hades; on a 6, Limbo; on a 7, the Nine Hells; on an 8, Pandemonium

91–00 Random location on the Astral Plane

Animated Shield

Armor (Shield), Very Rare (Requires Attunement)

While holding this Shield, you can take a Bonus Action to cause it to animate. The Shield leaps into the air and hovers in your space to protect you as if you were wielding it, leaving your hands free. The Shield remains animated for 1 minute, until you take a Bonus Action to end this effect, or until you die or have the Incapacitated condition, at which point the Shield falls to the ground or into your hand if you have one free.

Apparatus of the Crab

Wondrous Item, Legendary

This item first appears to be a sealed iron barrel weighing 500 pounds. The barrel has a hidden catch, which can be found with a successful DC 20 Investigation check. Releasing the catch unlocks a hatch at one end of the barrel, allowing two Medium or smaller creatures to crawl inside. Ten levers are set in a row at the far end, each in a neutral position, able to move up or down. When certain levers are used, the apparatus transforms to resemble a giant lobster.

The Apparatus of the Crab is a Large object with the following statistics: **AC** 20; **HP** 200; **Speed** 30 ft., Swim 30 ft. (or 0 ft. for both if the legs aren't extended); **Immunity** to Poison and Psychic damage.

To be used as a vehicle, the apparatus requires one pilot. While the apparatus's hatch is closed, the compartment is airtight and watertight. The compartment holds enough air for 10 hours of breathing, divided by the number of breathing creatures inside.

The apparatus floats on water. It can also go underwater to a depth of 900 feet. Below that, the vehicle takes 2d6 Bludgeoning damage each minute from pressure.

A creature in the compartment can take a Utilize action to move as many as two of the apparatus's levers up or down. After each use, a lever goes back to its neutral position. Each lever, from left to right, functions as shown in the Apparatus of the Crab Levers table.

Apparatus Lever	of the Crab Levers Up Down
1	Legs extend, allowing the apparatus to walk and swim. Legs retract, reducing the apparatus's Speed and Swim Speed to 0 and making it unable to benefit from bonuses to speed.
2	Forward window shutter opens. Forward window shutter closes.
3	Side window shutters open (two per side). Side window shutters close (two per side).
4	Two claws extend from the front side of the apparatus. The claws retract.
5	Each extended claw makes the following melee attack: +8 to hit, reach 5 ft. Hit: 7 (2d6) Bludgeoning damage. Each extended claw makes the following *melee attack:* +8 to hit, reach 5 ft. *Hit:* The target has the Grappled condition (escape DC 15).
6	The apparatus walks or swims forward provided its legs are extended. The apparatus walks or swims backward provided its legs are extended.
7	The apparatus turns 90 degrees counterclockwise provided its legs are extended. The apparatus turns 90 degrees clockwise provided its legs are extended.
8	Eyelike fixtures emit Bright Light in a 30-foot radius and Dim Light for an additional 30 feet. The light turns off.
9	The apparatus sinks up to 20 feet if it's in liquid. The apparatus rises up to 20 feet if it's in liquid.
10	The rear hatch unseals and opens. The rear hatch closes and seals.

Armor, +1, +2, or +3

Armor (Any Light, Medium, or Heavy), Rare (+1), Very Rare (+2), or Legendary (+3)

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

Armor of Invulnerability

Armor (Plate Armor), Legendary (Requires Attunement)

You have Resistance to Bludgeoning, Piercing, and Slashing damage while you wear this armor.

Metal Shell. You can take a Magic action to give yourself Immunity to Bludgeoning, Piercing, and Slashing damage for 10 minutes or until you are no longer wearing the armor. Once this property is used, it can't be used again until the next dawn.

Armor of Resistance

Armor (Any Light, Medium, or Heavy), Rare (Requires Attunement)

You have Resistance to one type of damage while you wear this armor. The GM chooses the type or determines it randomly by rolling on the following table.

1d10	Damage	Type 1d10	Damage Type
1	Acid	6	Necrotic
2	Cold	7	Poison
3	Fire	8	Psychic
4	Force	9	Radiant
5	Lightning	10	Thunder

Armor of Vulnerability

Armor (Any Light, Medium, or Heavy), Rare (Requires Attunement)

While wearing this armor, you have Resistance to one of the following damage types: Bludgeoning, Piercing, or Slashing. The GM chooses the type or determines it randomly.

Curse. This armor is cursed, a fact that is revealed only when the *Identify* spell is cast on the armor or you attune to it. Attuning to the armor curses you until you are targeted by a *Remove Curse* spell or similar magic; removing the armor fails to end the curse. While cursed, you have Vulnerability to two of the three damage types associated with the armor (not the one to which it grants Resistance).

Arrow-Catching Shield

Armor (Shield), Rare (Requires Attunement)

You gain a +2 bonus to Armor Class against ranged attack rolls while you wield this Shield. This bonus is in addition to the Shield's normal bonus to AC.

Whenever an attacker makes a ranged attack roll against a target within 5 feet of you, you can take a Reaction to become the target of the attack instead.

Bag of Beans

Wondrous Item, Rare

This heavy cloth bag contains 3d4 dry beans when found. The bag weighs half a pound regardless of how many beans it contains and becomes a non-magical item when it no longer contains any beans.

If you dump one or more beans out of the bag, they explode in a 10-foot-radius Sphere centered on them. All the dumped beans are destroyed in the explosion, and each creature in the Sphere, including you, makes a DC 15 Dexterity saving throw, taking 5d4 Force damage on a failed save or half as much damage on a successful one.

If you remove a bean from the bag, plant it in dirt or sand, and then water it, the bean disappears as it produces an effect 1 minute later from the ground where it was planted. The GM can choose an effect from the following table or determine it randomly.

1d100 Effect

01 5d4 toadstools sprout. If a creature eats a toadstool, roll any die. On an odd roll, the eater must succeed on a DC 15 *Constitution saving throw* or take 5d6 Poison damage and have the Poisoned condition for 1 hour. On an even roll, the eater gains 5d6 Temporary Hit

Points for 1 hour.

02–10 A geyser erupts and spouts water, beer, mayonnaise, tea, vinegar, wine, or oil (GM's choice) 30 feet into the air for 1d4 minutes.

11–20 A **Treant** sprouts. Roll any die. On an odd roll, the treant is Chaotic Evil. On an even roll, the treant is Chaotic Good.

21–30 An animate but immobile stone statue in your likeness rises and makes verbal threats against you. If you leave it and others come near, it describes you as the most heinous of villains and directs the newcomers to find and attack you. If you are on the same plane of existence as the statue, it knows where you are. The statue becomes inanimate after

24 hours.

31–40 A campfire with green flames springs forth and burns for 24 hours or until it is extinguished.

41–50 Three **Shrieker Fungi** sprout.

51–60 1d4 + 4 bright-pink toads crawl forth.

Whenever a toad is touched, it transforms into a Large or smaller monster of the GM's choice that acts in accordance with its alignment and nature. The monster remains for 1 minute, then disappears in a puff of bright-pink smoke.

61–70 A hungry **Bulette** burrows up and attacks.

71–80 A fruit tree grows. It has 1d10 + 20 fruit, 1d8 of which act as randomly determined potions. The tree vanishes after 1 hour.

Picked fruit remains, retaining any magic for 30 days.

81–90 A nest of 1d4 + 3 rainbow-colored eggs springs up. Any creature that eats an egg makes a DC 20 *Constitution saving throw*. On a successful save, a creature permanently increases its lowest ability score by 1, randomly choosing among equally low scores. On a failed save, the creature takes

10d6 Force damage from an internal explosion.

91–95 A pyramid with a 60-foot-square base bursts upward. Inside is a burial chamber containing a **Mummy**, a **Mummy Lord**, or some other Undead of the GM's choice. Its sarcophagus contains treasure of the GM's choice.

96–00 A giant beanstalk sprouts, growing to a height of the GM's choice. The top leads where the GM chooses, such as to a great view, a cloud giant's castle, or another plane of existence.

Bag of Devouring

Wondrous Item, Very Rare

This bag resembles a *Bag of Holding* but is a feeding orifice for a gigantic extradimensional creature. Turning the bag inside out closes the orifice.

The extradimensional creature attached to the bag can sense whatever is placed inside the bag. Animal or vegetable matter placed wholly in the bag is devoured and lost forever. When part of a living creature is placed in the bag, as happens when someone reaches inside it, there is a 50 percent chance that the creature is pulled inside the bag. A creature inside the bag can take an action to try to escape, doing so with a successful DC 15 Athletics check. Another creature can take an action to reach into the bag to pull a creature out, doing so with a successful DC 20 Athletics check, provided the puller isn't pulled inside the bag first. Any creature that starts its turn inside the bag is devoured, its body destroyed.

Inanimate objects can be stored in the bag, which can hold a cubic foot of such material. However, once each day, the bag swallows any objects inside it and spits them out into another plane of existence. The GM determines the time and plane.

If the bag is pierced or torn, it is destroyed, and anything contained within it is transported to a random location on the Astral Plane.

Bag of Holding

Wondrous Item, Uncommon

This bag has an interior space considerably larger than its outside dimensions—roughly 2 feet square and 4 feet deep on the inside. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 5 pounds, regardless of its contents. Retrieving an item from the bag requires a Utilize action.

If the bag is overloaded, pierced, or torn, it is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth unharmed, but the bag must be put right before it can be used again. The bag holds enough air for 10 minutes of breathing, divided by the number of breathing creatures inside.

Placing a Bag of Holding inside an extradimensional space created by a *Handy Haversack*, *Portable Hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within a 10-foot-radius Sphere centered on the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way and can't be reopened.

Bag of Tricks

Wondrous Item, Uncommon

This bag made from gray, rust, or tan cloth appears empty. Reaching inside the bag, however, reveals the presence of a small, fuzzy object.

You can take a Magic action to pull the fuzzy object from the bag and throw it up to 20 feet. When the object lands, it transforms into a creature you determine by rolling on the table that corresponds to the bag's color. See "Monsters" for the creature's stat block. The creature vanishes at the next dawn or when it is reduced to 0 Hit Points.

The creature is Friendly to you and your allies, and it acts immediately after you on your Initiative count. You can take a Bonus Action to command how the creature moves and what action it takes on its next turn, such as attacking an enemy. In the absence of such orders, the creature acts in a fashion appropriate to its nature.

Once three fuzzy objects have been pulled from the bag, the bag can't be used again until the next dawn.

Gray 1d8	Bag of Tricks Creature	1d8	Creature
1	Weasel	5	Panther
2	Giant Rat	6	Giant Badger
3	Badger	7	Dire Wolf
4	Boar	8	Giant Elk
Rust Bag of Tricks			
1d8	**Creature**	**1d8**	**Creature**
1	Rat	5	Giant Goat
2	Owl	6	Giant Boar
3	Mastiff	7	Lion
4	Goat	8	Brown Bear
Tan Bag of Tricks			
1d8	**Creature**	**1d8**	**Creature**
1	Jackal	5	Black Bear
2	Ape	6	Giant Weasel
3	Baboon	7	Giant Hyena
4	Axe Beak	8	Tiger

Bead of Force

Wondrous Item, Rare

This small black sphere measures 3/4 of an inch in diameter and weighs an ounce. Typically, 1d4 + 4 *Beads of Force* are found together.

You can take a Magic action to throw the bead up to 60 feet. The bead explodes in a 10-foot-radius Sphere on impact and is destroyed. Each creature in the Sphere must succeed on a DC 15 *Dexterity saving throw* or take 5d4 Force damage. A sphere of transparent force then encloses the area for 1 minute. Any creature that failed the save and is completely within the area is trapped inside this sphere. Creatures that succeeded on the save or are partially within the area are pushed away from the center of the sphere until they are no longer inside it. Only breathable air can pass through the sphere's wall. No attack or other effect can pass through.

An enclosed creature can take a Utilize action to push against the sphere's wall, moving the sphere up to half the creature's Speed. The sphere can be picked up, and its magic causes it to weigh only 1 pound, regardless of the weight of creatures inside.

Bead of Nourishment

Wondrous Item, Common

This flavorless, gelatinous bead dissolves on your tongue and provides as much nourishment as 1 day of Rations.

Belt of Dwarvenkind

Wondrous Item, Rare (Requires Attunement)

While wearing this belt, you gain the following benefits:

Dwarvish. You know Dwarvish.

Friend of Dwarvenkind. You have Advantage on Persuasion checks made to interact with dwarves and duergar.

Toughness. Your Constitution increases by 2, to a maximum of 20.

In addition, while attuned to the belt, you have a 50 percent chance each day at dawn of growing a full beard if you can grow one, or a thicker beard if you already have one.

If you aren't a dwarf or duergar, you gain the following additional benefits while wearing the belt:

Darkvision. You have Darkvision with a range of 60 feet.

Resilience. You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.

Belt of Giant Strength

Wondrous Item, Rarity Varies (Requires Attunement)

While wearing this belt, your Strength changes to a score granted by the belt. The type of giant determines the score (see the table below). The item has no effect on you if your Strength without the belt is equal to or greater than the belt's score.

Belt	Str.	Rarity
Belt of Giant Strength (hill)	21	R
Belt of Giant Strength (frost		
or stone)	23	VR
Belt of Giant Strength (fire)	25	VR
Belt of Giant Strength (cloud)	27	L
Belt of Giant Strength (storm)	29	L
R = Rare, VR = Very Rare, L =Legendary		

Berserker Axe

Weapon (Battleaxe, Greataxe, or Halberd), Rare (Requires Attunement)

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon. In addition, while you are attuned to this weapon, your Hit Point maximum increases by 1 for each level you have attained.

Curse. This weapon is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the weapon, keeping it within reach at all times. You also have Disadvantage on attack rolls with weapons other than this one.

Whenever another creature damages you while the weapon is in your possession, you must succeed on a DC 15 Wisdom saving throw or go berserk. This berserk state ends when you start your turn and there are no creatures within 60 feet of you that you can see or hear.

While berserk, you regard the creature nearest to you that you can see or hear as your enemy. If there are multiple possible creatures, choose one at random. On each of your turns, you must move as close to the creature as possible and take the Attack action, targeting the creature. If you're unable to get close enough to the creature to attack it with the weapon, your turn ends after you've used up all your available movement. If the creature dies or can no longer be seen or heard by you, the next nearest creature that you can see or hear becomes your new target.

Boots of Elvenkind

Wondrous Item, Uncommon

While you wear these boots, your steps make no sound, regardless of the surface you are moving across. You also have Advantage on Stealth checks.

Boots of Levitation

Wondrous Item, Rare (Requires Attunement)

While you wear these boots, you can cast Levitate on yourself.

Boots of Speed

Wondrous Item, Rare (Requires Attunement)

While you wear these boots, you can take a Bonus Action to click the boots' heels together. If you do, the boots double your Speed, and any creature that makes an Opportunity Attack against you has Disadvantage on the attack roll. If you click your heels together again, you end the effect.

When you've used the boots' property for a total of 10 minutes, the magic ceases to function for you until you finish a Long Rest.

Boots of Striding and Springing

Wondrous Item, Uncommon (Requires Attunement)

While you wear these boots, your Speed becomes 30 feet unless your Speed is higher, and your Speed isn't reduced by you carrying weight in excess of your carrying capacity or wearing Heavy Armor.

Once on each of your turns, you can jump up to 30 feet by spending only 10 feet of movement.

Boots of the Winterlands

Wondrous Item, Uncommon (Requires Attunement)

These furred boots are snug and feel warm. While wearing them, you gain the following benefits.

Cold Resistance. You have Resistance to Cold damage and can tolerate temperatures of 0 degrees Fahrenheit or lower without any additional protection.

Winter Strider. You ignore Difficult Terrain created by ice or snow.

Bowl of Commanding Water Elementals

Wondrous Item, Rare

While this bowl is filled with water and you are within 5 feet of it, you can take a Magic action to summon a **Water Elemental**. The elemental appears in an unoccupied space as close to the bowl as possible, understands your languages, obeys your commands, and takes its turn immediately after you on your Initiative count. The elemental disappears after 1 hour, when it dies, or when you dismiss it as a Bonus Action. The bowl can't be used this way again until the next dawn.

The bowl is about 1 foot in diameter and half as deep. It holds about 3 gallons.

Bracers of Archery

Wondrous Item, Uncommon (Requires Attunement)

While wearing these bracers, you have proficiency with the Longbow and Shortbow, and you gain a +2 bonus to damage rolls made with such weapons.

Bracers of Defense

Wondrous Item, Rare (Requires Attunement)

While wearing these bracers, you gain a +2 bonus to Armor Class if you are wearing no armor and using no Shield.

Brazier of Commanding Fire Elementals

Wondrous Item, Rare

While you are within 5 feet of this brazier, you can take a Magic action to summon a Fire Elemental. The elemental appears in an unoccupied space as close to the brazier as possible, understands your languages, obeys your commands, and takes its turn immediately after you on your Initiative count. The elemental disappears after 1 hour, when it dies, or when you dismiss it as a Bonus Action. The brazier can't be used this way again until the next dawn.

Brooch of Shielding

Wondrous Item, Uncommon (Requires Attunement)

While wearing this brooch, you have Resistance to Force damage, and you have Immunity to damage from the *Magic Missile* spell.

Broom of Flying

Wondrous Item, Uncommon (Requires Attunement)

This wooden broom functions like a mundane broom until you stand astride it and take a Magic action to make it hover beneath you, at which time it can be ridden in the air. It has a Fly Speed of 50 feet. It can carry up to 400 pounds, but its Fly Speed becomes 30 feet while carrying over 200 pounds. The broom stops hovering when you land or when you're no longer riding it.

As a Magic action, you can send the broom to travel alone to a destination within 1 mile of you if you name the location and are familiar with it. The broom comes back to you when you take a Magic action and use a command word if the broom is still within 1 mile of you.

Candle of Invocation

Wondrous Item, Very Rare (Requires Attunement)

This candle's magic is activated when the candle is lit, which requires a Magic action. After burning for 4 hours, the candle is destroyed. You can snuff it out early for use at a later time. Deduct the time it burned in increments of 1 minute from its total burn time.

While lit, the candle sheds Dim Light in a 30-foot radius. While you are within that light, you have Advantage on D20 Tests. In addition, a Cleric or Druid in the light can cast level 1 spells they have prepared without expending spell slots.

Alternatively, when you light the candle for the first time, you can cast *Gate* with it. Doing so destroys the candle. The portal created by the spell links to a particular Outer Plane chosen by the GM or determined by rolling on the following table.

1d100 Outer	Plane 1d100 Outer Plane
01–05 Abyss	55–59 Gehenna
06–10 Acheron	60–64 Hades
11–17 Arborea	65–69 Limbo
18–25 Arcadia	70–77 Mechanus
26–33 Beastlands	78–85 Mount Celestia
34–41 Bytopia	86–90 Nine Hells
42–46 Carceri	91–95 Pandemonium
47–54 Elysium	96–00 Ysgard

Cape of the Mountebank

Wondrous Item, Rare

This cape smells faintly of brimstone. While wearing it, you can use it to cast *Dimension Door* as a Magic action. This property can't be used again until the next dawn.

When you teleport with that spell, you leave behind a cloud of smoke. The space you left is Lightly Obscured by that smoke until the end of your next turn.

Carpet of Flying

Wondrous Item, Very Rare

You can make this carpet hover and fly by taking a Magic action and using the carpet's command word. It moves according to your directions if you are within 30 feet of it.

Four sizes of *Carpet of Flying* exist. The GM chooses the size of a given carpet or determines it randomly by rolling on the following table. A carpet can carry up to twice the weight shown on the table, but its Fly Speed is halved if it carries more than its normal capacity.

1d100	Size	Capacity	Fly Speed
01–20	3 ft. × 5 ft.	200 lb.	80 feet
21–55	4 ft. × 6 ft.	400 lb.	60 feet
56–80	5 ft. × 7 ft.	600 lb.	40 feet
81–00	6 ft. × 9 ft.	800 lb.	30 feet

Censer of Controlling Air Elementals

Wondrous Item, Rare

While gently swinging this censer, you can take a Magic action to summon an **Air Elemental**. The elemental appears in an unoccupied space as close to the censer as possible, understands your languages, obeys your commands, and takes its turn immediately after you on your Initiative count. The elemental disappears after 1 hour, when it dies, or when you dismiss it as a Bonus Action. The censer can't be used this way again until the next dawn.

Chime of Opening

Wondrous Item, Rare

This hollow metal tube measures about 1 foot long and weighs 1 pound. As a Magic action, you can strike the chime to cast *Knock*. The spell's customary knocking sound is replaced by the clear, ringing tone of the chime, which is audible out to 300 feet.

The chime can be used 10 times. After the tenth time, it cracks and becomes useless.

Circlet of Blasting

Wondrous Item, Uncommon

While wearing this circlet, you can cast *Scorching Ray* with it (+5 to hit). The circlet can't cast this spell again until the next dawn.

Cloak of Arachnida

Wondrous Item, Very Rare (Requires Attunement)

This fine garment is made of black silk interwoven with faint, silvery threads. While wearing it, you gain the following benefits.

Poison Resistance. You have Resistance to Poison damage.

Spider Climb. You have a Climb Speed equal to your Speed and can move up, down, and across vertical surfaces and along ceilings, while leaving your hands free.

Spider Walk. You can't be caught in webs of any sort and can move through webs as if they were Difficult Terrain.

Web. You can cast *Web* (save DC 13). The web created by the spell fills twice its normal area. Once used, this property can't be used again until the next dawn.

Cloak of Displacement

Wondrous Item, Rare (Requires Attunement)

While you wear this cloak, it magically projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have Disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while your Speed is 0.

Cloak of Elvenkind

Wondrous Item, Uncommon (Requires Attunement)

While you wear this cloak, Perception checks made to perceive you have Disadvantage, and you have Advantage on Stealth checks.

Cloak of Invisibility

Wondrous Item, Legendary (Requires Attunement)

This cloak has 3 charges and regains 1d3 expended charges daily at dawn. While wearing the cloak, you can take a Magic action to pull its hood over your head and expend 1 charge to give yourself the Invisible condition for 1 hour. The effect ends early if you pull the hood down (no action required) or cease wearing the cloak.

Cloak of Protection

Wondrous Item, Uncommon (Requires Attunement)

You gain a +1 bonus to Armor Class and saving throws while you wear this cloak.

Cloak of the Bat

Wondrous Item, Rare (Requires Attunement)

While wearing this cloak, you have Advantage on Stealth checks. In an area of Dim Light or Darkness, you can grip the edges of the cloak and use it to gain a Fly Speed of 40 feet. If you ever fail to grip the cloak's edges while flying in this way, or if you are no longer in Dim Light or Darkness, you lose this Fly Speed.

While wearing the cloak in an area of Dim Light or Darkness, you can cast *Polymorph* on yourself, shape-shifting into a Bat. While in that form, you retain your Intelligence, Wisdom, and Charisma scores. The cloak can't be used this way again until the next dawn.

Cloak of the Manta Ray

Wondrous Item, Uncommon (Requires Attunement)

While wearing this cloak, you can breathe underwater, and you have a Swim Speed of 60 feet.

Crystal Ball

Wondrous Item, Very Rare (Requires Attunement)

While touching this crystal orb, you can cast *Scrying* (save DC 17) with it.

Crystal Ball of Mind Reading

Wondrous Item, Legendary (Requires Attunement)

While touching this crystal orb, you can cast *Scrying* (save DC 17) with it. In addition, you can cast *Detect Thoughts* (save DC 17) targeting creatures you can see within 30 feet of the spell's sensor. You don't need to concentrate on this *Detect Thoughts* spell to maintain it during its duration, but it ends if the *Scrying* spell ends.

Crystal Ball of Telepathy

Wondrous Item, Legendary (Requires Attunement)

While touching this crystal orb, you can cast *Scrying* (save DC 17) with it. In addition, you can communicate telepathically with creatures you can see within 30 feet of the spell's sensor. You can also cast *Suggestion* (save DC 17) through the sensor on one of those creatures. You don't need to concentrate on this *Suggestion* to maintain it during its duration, but it ends if *Scrying* ends. You can't cast *Suggestion* in this way again until the next dawn.

Crystal Ball of True Seeing

Wondrous Item, Legendary (Requires Attunement)

While touching this crystal orb, you can cast *Scrying* (save DC 17) with it. In addition, you have *Truesight* with a range of 120 feet centered on the spell's sensor.

Cube of Force

Wondrous Item, Rare (Requires Attunement)

This cube is about an inch across. Each face has a distinct marking on it. You can press one of those faces, expend the number of charges required for it, and thereby cast the spell associated with it (save DC 17), as shown in the Cube of Force Faces table.

The cube starts with 10 charges, and it regains 1d6 expended charges daily at dawn.

Cube of Force Faces

Spell	Charge Cost
Mage Armor	1
Shield	1
Tiny Hut	3
Private Sanctum	4
Resilient Sphere	4
Wall of Force	5

Cubic Gate

Wondrous Item, Legendary

This cube is 3 inches across and radiates palpable magical energy. The six sides of the cube are each keyed to a different plane of existence, one of which is the Material Plane. The other sides are linked to planes determined by the GM.

The cube has 3 charges and regains 1d3 expended charges daily at dawn. As a Magic action, you can expend 1 of the cube's charges to cast one of the following spells using the cube.

Gate. Pressing one side of the cube, you cast *Gate*, opening a portal to the plane of existence keyed to that side.

Plane Shift. Pressing one side of the cube twice, you cast *Plane Shift*, transporting the targets to the plane of existence keyed to that side.

Dagger of Venom

Weapon (Dagger), Rare

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon.

You can take a Bonus Action to magically coat the blade with poison. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 *Constitution saving throw* or take 2d10 Poison damage and have the Poisoned condition for 1 minute. The weapon can't be used this way again until the next dawn.

Dancing Sword

Weapon (Greatsword, Longsword, Rapier, Scimitar, or Shortsword), Very Rare (Requires Attunement)

You can take a Bonus Action to toss this magic weapon into the air. When you do so, the weapon begins to hover, flies up to 30 feet, and attacks one creature of your choice within 5 feet of itself. The weapon uses your attack roll and adds your ability modifier to damage rolls.

While the weapon hovers, you can take a Bonus Action to cause it to fly up to 30 feet to another spot within 30 feet of you. As part of the same Bonus Action, you can cause the weapon to attack one creature within 5 feet of the weapon.

After the hovering weapon attacks for the fourth time, it flies back to you and tries to return to your hand. If you have no hand free, the weapon falls to the ground in your space. If the weapon has no unobstructed path to you, it moves as close to you as it can and then falls to the ground. It also ceases to hover if you grasp it or are more than 30 feet away from it.

Decanter of Endless Water

Wondrous Item, Uncommon

This stoppered flask sloshes when shaken, as if it contains water. The decanter weighs 2 pounds.

You can take a Magic action to remove the stopper and issue one of three command words, whereupon an amount of fresh water or salt water (your choice) pours out of the flask. The water stops pouring out at the start of your next turn. Choose from the following command words:

Splash. The decanter produces 1 gallon of water.

Fountain. The decanter produces 5 gallons of water.

Geyser. The decanter produces 30 gallons of water that gushes forth in a Line 30 feet long and 1 foot wide. If you're holding the decanter, you can aim the geyser in one direction (no action required). One creature of your choice in the Line must succeed on a DC 13 Strength saving throw or take 1d4 Bludgeoning damage and have the Prone condition. Instead of a creature, you can target one object in the Line that isn't being worn or carried and that weighs no more than 200 pounds. The object is knocked over by the geyser.

Deck of Illusions

Wondrous Item, Uncommon

This box contains a set of cards. A full deck has 34 cards: 32 depicting specific creatures and two with a mirrored surface. A deck found as treasure is usually missing 1d20 − 1 cards.

The magic of the deck functions only if its cards are drawn at random. You can take a Magic action to draw a card at random from the deck and throw it to the ground at a point within 30 feet of yourself. An illusion of a creature, determined by rolling on the Deck of Illusions table, forms over the thrown card and remains until dispelled. The illusory creature created by the card looks and behaves like a real creature of its kind, except that it can do no harm. While you are within 120 feet of the illusory creature and can see it, you can take a Magic action to move it anywhere within 30 feet of its card.

Any physical interaction with the illusory creature reveals it to be false, because objects pass through it. A creature that takes a Study action to visually inspect the illusory creature identifies it as an illusion with a successful DC 15 Investigation check. The illusion lasts until its card is moved or the illusion is dispelled (using a Dispel Magic spell or a similar effect). When the illusion ends, the image on its card disappears, and that card can't be used again.

Deck of Illusions

1d100	Illusion
01–03	Adult Red Dragon
04–06	Archmage
07–09	Assassin
10–12	Bandit Captain
13–15	Basilisk
16–18	Berserker
19–21	Bugbear Warrior
22–24	Cloud Giant
25–27	Druid
28–30	Erinyes
31–33	Ettin

34–36	Fire Giant
37–39	Frost Giant
40–42	Gnoll Warrior
43–45	Goblin Warrior
46–48	Guardian Naga
49–51	Hill Giant
52–54	Hobgoblin Warrior
55–57	Incubus
58–60	Iron Golem
61–63	Knight
64–66	Kobold Warrior
67–69	Lich
70–72	Medusa
73–75	Night Hag
76–78	Ogre
79–81	Oni
82–84	Priest
85–87	Succubus
88–90	Troll
91–93	Veteran Warrior
94–96	Wyvern
97–00	The card drawer

*Stat blocks for these creatures (except the card drawer) appear in "Monsters."

Defender

Weapon (Any Melee Weapon), Legendary (Requires Attunement)

You gain a +3 bonus to attack rolls and damage rolls made with this magic weapon.

The first time you attack with the weapon on each of your turns, you can transfer some or all of the weapon's bonus to your Armor Class. For example, you could reduce the bonus to your attack rolls and damage rolls to +1 and gain a +2 bonus to Armor Class. The adjusted bonuses remain in effect until the start of your next turn, although you must hold the weapon to gain a bonus to AC from it.

Demon Armor

Armor (Any Light, Medium, or Heavy), Very Rare (Requires Attunement)

While wearing this armor, you gain a +1 bonus to Armor Class, and you know Abyssal. In addition, the armor's clawed gauntlets allow your Unarmed Strikes to deal 1d8 Slashing damage instead of the usual Bludgeoning damage, and you gain a +1 bonus to the attack and damage rolls of your Unarmed Strikes.

Curse. Once you don this cursed armor, you can't doff it unless you are targeted by a *Remove Curse* spell or similar magic. While wearing the armor, you have Disadvantage on attack rolls against demons and on saving throws against their spells and special abilities.

Dimensional Shackles

Wondrous Item, Rare

You can take a Utilize action to place these shackles on a creature that has the Incapacitated condition. The shackles adjust to fit a creature of Small to Large size. The shackles prevent a creature bound by them from using any method of extradimensional movement, including teleportation or travel to a different plane of existence. They don't prevent the creature from passing through an interdimensional portal.

You and any creature you designate when you use the shackles can take a Utilize action to remove them. Once every 30 days, the bound creature can make a DC 30 Athletics check. On a successful check, the creature breaks free and destroys the shackles.

Dragon Orb

Wondrous Item, Artifact (Requires Attunement)

An orb is an etched crystal globe about 10 inches in diameter. When used, it grows to about 20 inches in diameter, and mist swirls inside it.

While attuned to an orb, you can take a Magic action to peer into the orb's depths. You must then make a DC 15 *Charisma saving throw*. On a successful save, you control the orb for as long as you remain attuned to it. On a failed save, the orb imposes the Charmed condition on you for as long as you remain attuned to it.

While you are Charmed by the orb, you can't voluntarily end your Attunement to it, and the orb casts *Suggestion* on you at will (save DC 18), urging you to work toward the evil ends it desires. The dragon essence within the orb might want many things: the annihilation of a particular society or organization, freedom from the orb, to spread suffering in the world, to advance the worship of the evil god of its choice, or something else the GM decides.

Spells. The orb has 7 charges and regains 1d4 + 3 expended charges daily at dawn. If you control the orb, you can cast one of the spells on the following table from it. The table indicates how many charges you must expend to cast the spell.

Spell	Charge Cost
Cure Wounds (level 9 version)	4
Daylight	1
Death Ward	2
Detect Magic	0
Scrying (save DC 18)	3

Call Dragons. While you control the orb, you can take a Magic action to cause the orb to issue a telepathic call that extends in all directions for 40 miles. Chromatic dragons in range feel compelled to come to the orb as soon as possible by the most direct route. Chromatic dragons drawn to the orb might be Hostile toward you for compelling them against their will. Once you have used this property, it can't be used again for 1 hour.

Destroying an Orb. A Dragon Orb has AC 20 and is destroyed if it takes damage from a +3 Weapon or a *Disintegrate* spell. Nothing else can harm it.

Dragon Scale Mail

Armor (Scale Mail), Very Rare (Requires Attunement)

Dragon Scale Mail is made of the scales of one kind of dragon. Sometimes dragons collect their cast-off scales and gift them. Other times, hunters carefully preserve the hide of a dead dragon. In either case, Dragon Scale Mail is highly valued.

While wearing this armor, you gain a +1 bonus to Armor Class, you have Advantage on saving throws against the breath weapons of Dragons, and you have Resistance to one damage type determined by the kind of dragon that provided the scales (see the accompanying table).

Additionally, you can focus your senses as a Magic action to discern the distance and direction to the closest dragon within 30 miles of yourself that is of the same type as the armor. This 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

Dragon Slayer

Weapon (Any Simple or Martial), Rare

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon.

The weapon deals an extra 3d6 damage of the weapon's type if the target is a Dragon.

Dust of Disappearance

Wondrous Item, Uncommon

This powder resembles fine sand. There is enough of it for one use. When you take a Utilize action to throw the dust into the air, you and each creature and object within a 10-foot Emanation originating from you have the Invisible condition for 2d4

minutes. The duration is the same for all subjects, and the dust is consumed when its magic takes effect. Immediately after an affected creature makes an attack roll, deals damage, or casts a spell, the Invisible condition ends for that creature.

Dust of Dryness

Wondrous Item, Uncommon

This small packet contains 1d6 + 4 pinches of dust. As a Utilize action, you can sprinkle a pinch of the dust over water, turning up to a 15-foot Cube of water into one marble-sized pellet, which floats or rests near where the dust was sprinkled. The pellet's weight is negligible. A creature can take a Utilize action to smash the pellet against a hard surface, causing the pellet to shatter and release the water the dust absorbed. Doing so destroys the pellet and ends its magic.

As a Utilize action, you can sprinkle a pinch of the dust on an Elemental within 5 feet of yourself that is composed mostly of water (such as a Water Elemental). Such a creature exposed to a pinch of the dust makes a DC 13 *Constitution saving throw*, taking 10d6 Necrotic damage on a failed save or half as much damage on a successful one.

Dust of Sneezing and Choking

Wondrous Item, Uncommon

Found in a small container, this powder resembles *Dust of Disappearance*, and *Identify* reveals it to be such. There is enough of it for one use.

As a Utilize action, you can throw the dust into the air, forcing yourself and every creature in a 30-foot Emanation originating from you to make a DC 15 *Constitution saving throw*. Constructs, Elementals, Oozes, Plants, and Undead succeed on the save automatically.

On a failed save, a creature begins sneezing uncontrollably; it has the Incapacitated condition and is suffocating. The creature repeats the save at the end of each of its turns, ending the effect on itself on a success. The effect also ends on any creature targeted by a Lesser Restoration spell.

Dwarven Plate

Armor (Half Plate Armor or Plate Armor), Very Rare

While wearing this armor, you gain a +2 bonus to Armor Class. In addition, if an effect moves you against your will along the ground, you can take a Reaction to reduce the distance you are moved by up to 10 feet.

Dwarven Thrower

Weapon (Warhammer), Very Rare (Requires Attunement by a Dwarf or a Creature Attuned to a Belt of Dwarvenkind)

You gain a +3 bonus to attack rolls and damage rolls made with this magic weapon. It has the Thrown property with a normal range of 20 feet and a long range of 60 feet. When you hit with a ranged attack using this weapon, it deals an extra 1d8 Force damage, or an extra 2d8 Force damage if the target is a Giant. Immediately after hitting or missing, the weapon flies back to your hand.

Efficient Quiver

Wondrous Item, Uncommon

Each of the quiver's three compartments connects to an extradimensional space that allows the quiver to hold numerous items while never weighing more than 2 pounds. The shortest compartment can hold up to 60 Arrows, Bolts, or similar objects. The midsize compartment holds up to 18 Javelins or similar objects. The longest compartment holds up to 6 long objects, such as bows, Quarterstaffs, or Spears.

You can draw any item the quiver contains as if doing so from a regular quiver or scabbard.

Efreeti Bottle

Wondrous Item, Very Rare

When you take a Magic action to remove the stopper of this painted brass bottle, a cloud of thick smoke flows out of it. At the end of your turn, the smoke disappears with a flash of harmless fire, and an Efreeti appears in an unoccupied space within 30 feet of you.

The first time the bottle is opened, the GM rolls on the following table to determine what happens.

1d10 Effect

1 The efreeti attacks you. After fighting for 5 rounds, the efreeti disappears, and the bottle loses its magic.

2–9 The efreeti understands your languages and obeys your commands for 1 hour, after which it returns to the bottle, and a new stopper contains it. The stopper can't be removed for 24 hours. The next two times the bottle is opened, the same effect occurs. If the bottle is opened a fourth time, the efreeti escapes and disappears, and the bottle loses its magic.

10 The efreeti understands your languages and can cast Wish once for you. It disappears when it grants the wish or after 1 hour, and the bottle loses its magic.

Elemental Gem

Wondrous Item, Uncommon

This gem contains a mote of elemental energy. When you take a Utilize action to break the gem, an elemental is summoned (see "Monsters" for its stat block), and the gem ceases to be magical. The elemental appears in an unoccupied space as close to the broken gem as possible, understands your languages, obeys your commands, and takes its turn immediately after you on your Initiative count. The elemental disappears after 1 hour, when it dies, or when you dismiss it as a Bonus Action. The type of gem determines the elemental, as shown in the following table.

Gem	Summoned Elemental
Blue sapphire	Air Elemental
Emerald	Water Elemental
Red corundum	Fire Elemental
Yellow diamond	Earth Elemental

Elixir of Health

Potion, Rare

When you drink this potion, you are cured of all magical contagions. In addition, the following conditions end on you: Blinded, Deafened, Paralyzed, and Poisoned.

The clear, red liquid has tiny bubbles of light in it.

Elven Chain

Armor (Chain Mail or Chain Shirt), Rare

You gain a +1 bonus to Armor Class while you wear this armor. You are considered trained with this armor even if you lack training with Medium or Heavy armor.

Energy Bow

Weapon (Longbow or Shortbow), Very Rare (Requires Attunement)

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon, which has no string. Each time you pull your arm back in a firing motion, a magical arrow made of golden energy appears nocked and ready to fire. An arrow produced by this weapon deals Force damage instead of Piercing damage on a hit, and it disappears after it hits or misses its target. Until it disappears, the arrow emits Bright Light in a 20-foot radius and Dim Light for an additional 20 feet.

This weapon has the following additional properties.

Arrow of Restraint. Whenever you use this weapon to make a ranged attack against a creature, you can try to restrain the target instead of dealing damage to it. If the arrow hits, the target must succeed on a DC 15 *Strength saving throw* or have the Restrained condition for 1 minute. As an action, a creature Restrained by an arrow can make a DC 20 Athletics check to try to break the restraint, ending the effect on itself on a successful check.

Arrow of Transport. As a Magic action, you can fire one energy arrow from this weapon at a target you can see within 60 feet of yourself. The target can be either a willing Medium or smaller creature or an object that isn't being worn or carried, provided the object is small enough to fit inside a 5-foot Cube. The arrow teleports the target to an unoccupied space you can see within 10 feet of you.

Energy Ladder. As a Magic action, you can loose a flurry of energy arrows from this weapon at a wall up to 60 feet away from yourself. The arrows become glowing rungs that stick out of the wall, forming a magical ladder up to 60 feet long on the wall. This ladder lasts for 1 minute before disappearing.

Eversmoking Bottle

Wondrous Item, Uncommon

As a Magic action, you can open or close this bottle. Opening the bottle causes thick smoke to billow out, forming a cloud that fills a 60-foot Emanation originating from the bottle. The area within the smoke is Heavily Obscured.

Each minute the bottle remains open, the size of the Emanation increases by 10 feet until it reaches its maximum size of 120 feet. Closing the bottle causes the cloud to become fixed in place until it disperses after 10 minutes. A strong wind (such as that created by the Gust of Wind spell) disperses the cloud after 1 minute.

Eyes of Charming

Wondrous Item, Uncommon (Requires Attunement)

These crystal lenses fit over the eyes. They have 3 charges. While wearing them, you can expend 1 or more charges to cast *Charm Person* (save DC 13). For 1 charge, you cast the level 1 version of the spell. You increase the spell's level by one for each additional charge you expend. The lenses regain all expended charges daily at dawn.

Eyes of Minute Seeing

Wondrous Item, Uncommon

These crystal lenses fit over the eyes. While wearing them, your vision improves significantly out to a range of 1 foot, granting you Darkvision within that range and Advantage on Investigation checks made to examine something within that range.

Eyes of the Eagle

Wondrous Item, Uncommon

These crystal lenses fit over the eyes. While wearing them, you have Advantage on Perception checks that rely on sight. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.

Feather Token

Wondrous Item, Rarity Varies

This object looks like a feather. Different types of feather tokens exist, each with a different single-use effect. The GM chooses the kind of token or determines it randomly by rolling on the Feather Tokens table. The type of token determines its rarity.

Anchor (Uncommon). You can take a Magic action to touch the token to a boat or ship. For the next 24 hours, the vessel can't be moved by any means. Touching the token to the vessel again ends the effect. When the effect ends, the token disappears.

Bird (Rare). You can take a Magic action to toss the token 5 feet into the air. The token disappears and an enormous, multicolored bird takes its place. The bird has the statistics of a **Roc**, but it can't attack. It obeys your simple commands and can carry up to 500 pounds while flying at its maximum speed (16 miles per hour for a maximum of 144 miles per day, with a 1-hour rest for every 3 hours of flying) or 1,000 pounds at half that speed. The bird disappears after flying its maximum distance for a day or if it drops to 0 Hit Points. You can dismiss the bird as a Magic action.

Fan (Uncommon). If you are on a boat or ship, you can take a Magic action to toss the token up to 10 feet in the air. The token disappears, and a giant flapping fan takes its place. The fan floats and creates a strong wind. This wind can fill the sails of one ship, increasing its speed by 5 miles per hour for 8 hours. You can dismiss the fan as a Magic action.

Swan Boat (Rare). You can take a Magic action to touch the token to a body of water at least 60 feet in diameter. The token disappears, and a 50-foot-long, 20-foot-wide boat shaped like a swan takes its place. The boat is self-propelled and moves across water at a speed of 6 miles per hour. You can take a Magic action while on the boat to command it to move or to turn up to 90 degrees. The boat remains for 24 hours and then disappears. You can dismiss the boat as a Magic action.

Tree (Uncommon). You must be outdoors to use this token. You can take a Magic action to touch it to an unoccupied space on the ground. The token disappears, and in its place a nonmagical oak tree springs into existence. The tree is 60 feet tall and has a 5-foot-diameter trunk, and its branches at the top spread out in a 20-foot radius.

Whip (Rare). You can take a Magic action to throw the token to a point within 10 feet of yourself. The token disappears, and a floating whip takes its place. You can then take a Bonus Action to make a melee spell attack against a creature within 10 feet of the whip, with an attack bonus of +9. On a hit, the target takes 1d6 + 5 Force damage.

As a Bonus Action, you can direct the whip to fly up to 20 feet and repeat the attack against a creature within 10 feet of the whip. The whip disappears after 1 hour, when you take a Magic action to dismiss it, or when you die or have the Incapacitated condition.

Feather 1d100	Tokens Token	Rarity
01–20	Anchor	Uncommon

Feather 1d100	Tokens Token	Rarity
21–35	Bird	Rare
36–50	Fan	Uncommon
51–65	Swan boat	Rare
66–90	Tree	Uncommon
91–00	Whip	Rare

Figurine of Wondrous Power

Wondrous Item, Rarity Varies

A Figurine of Wondrous Power is a statuette small enough to fit in a pocket. If you take a Magic action to throw the figurine to a point on the ground within 60 feet of yourself, the figurine becomes a living creature specified in the figurine's description below. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is Friendly to you and your allies. It understands your languages, obeys your commands, and takes its turn immediately after you on your Initiative count. If you issue no commands, the creature defends itself but takes no other actions.

The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if its creature form drops to 0 Hit Points or if you take a Magic action while touching the creature to make it revert to figurine form. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description.

Bronze Griffon (Rare). This bronze statuette is of a griffon rampant. It can become a Griffon for up to 6 hours. Once it has been used, it can't be used again until 5 days have passed.

Ebony Fly (Rare). This ebony statuette, carved in the likeness of a horsefly, can become a Giant Fly (see the accompanying stat block) for up to 12 hours and can be ridden as a mount. Once it has been used, it can't be used again until 2 days have passed.

Giant Fly

Large Beast, Unaligned

AC 11 **Initiative** +1 (11)	**HP** 19 (3d10 + 3)	**Speed**	30 ft., Fly	60 ft.				
MOD	**SAVE**	**MOD**	**SAVE**			**MOD**	**SAVE**	
STR 14 +2	+2 **DEX**	13	+1	+1	**CON**	13	+1	+1
INT 2 −4	−4 **WIS**	10	+0	+0	**CHA**	3	−4	−4

Senses Darkvision 60 ft., Passive Perception 10 Languages None CR 0 (XP 0; PB +2)

Golden Lions (Rare). These gold statuettes of lions are always created in pairs. You can use one figurine or both simultaneously. Each can become a **Lion** for up to 1 hour. Once a lion has been used, it can't be used again until 7 days have passed.

Ivory Goats (Rare). These ivory statuettes of goats are always created in sets of three. Each goat looks unique and functions differently from the others. Their properties are as follows:

Goat of Terror. This figurine can become a **Giant Goat** for up to 3 hours. The goat can't attack, but you can (harmlessly) remove its horns and use them as weapons. One horn becomes a *+1 Lance*, and the other becomes a *+2 Longsword*. Removing a horn requires a Magic action, and the weapons disappear and the horns return when the goat reverts to figurine form. While you ride the goat, any Hostile creature that starts its turn within a 30-foot Emanation originating from the goat must succeed on a DC 15 *Wisdom saving throw* or have the Frightened condition for 1 minute, until you are no longer riding the goat, or until the goat reverts to figurine form. The Frightened creature repeats the save at the end of each of its turns, ending the effect on itself on a success. Once it succeeds on the save, a creature is immune to this effect for the next 24 hours. Once the figurine has been used, it can't be used again until 15 days have passed.

Goat of Traveling. This figurine can become a Large goat with the same statistics as a Riding Horse. It has 24 charges, and each hour or portion thereof it spends in goat form costs 1 charge. While it has charges, you can use it as often as you wish. When it runs out of charges, it reverts to a figurine and can't be used again until 7 days have passed, when it regains all expended charges.

Goat of Travail. This figurine can become a **Giant Goat** for up to 3 hours. Once it has been used, it can't be used again until 30 days have passed.

Marble Elephant (Rare). This marble statuette resembles a trumpeting elephant. It can become an **Elephant** for up to 24 hours. Once it has been used, it can't be used again until 7 days have passed.

Obsidian Steed (Very Rare). This polished obsidian horse can become a **Nightmare** for up to 24 hours. The nightmare fights only to defend itself. Once it has been used, it can't be used again until 5 days have passed.

The figurine has a 10 percent chance each time you use it to ignore your orders, including a command to revert to figurine form. If you mount the nightmare while it is ignoring your orders, you and the nightmare are instantly transported to a random location on the plane of Acheron, where the nightmare reverts to figurine form.

Onyx Dog (Rare). This onyx statuette of a dog can become a Mastiff for up to 6 hours. The mastiff has an Intelligence of 8 and can speak Common. It also has Blindsight with a range of 60 feet. Once it has been used, it can't be used again until 7 days have passed.

Serpentine Owl (Rare). This serpentine statuette of an owl can become a **Giant Owl** for up to 8 hours. The owl can communicate telepathically with you at any range if you and it are on the same plane of existence. Once it has been used, it can't be used again until 2 days have passed.

Silver Raven (Uncommon). This silver statuette of a raven can become a **Raven** for up to 12 hours. Once it has been used, it can't be used again until 2 days have passed. While in raven form, the figurine grants you the ability to cast *Animal Messenger* on it.

Flame Tongue

Weapon (Any Melee Weapon), Rare (Requires Attunement)

While holding this magic weapon, you can take a Bonus Action and use a command word to cause flames to engulf the damage-dealing part of the weapon. These flames shed Bright Light in a 40-foot radius and Dim Light for an additional 40 feet. While the weapon is ablaze, it deals an extra 2d6 Fire damage on a hit. The flames last until you take a Bonus Action to issue the command again or until you drop, stow, or sheathe the weapon.

Folding Boat

Wondrous Item, Rare

This object appears as a wooden box that measures 12 inches long, 6 inches wide, and 6 inches deep. It weighs 4 pounds and floats. It can be opened to store items inside. This item also has three command words, each requiring a Magic action to use:

First Command Word. The box unfolds into a Rowboat.

Second Command Word. The box unfolds into a Keelboat.

Third Command Word. The Folding Boat folds back into a box if no creatures are aboard. Any objects in the vessel that can't fit inside the box remain outside the box as it folds. Any objects in the vessel that can fit inside the box do so.

When the box becomes a vessel, its weight becomes that of a normal vessel its size, and anything that was stored in the box remains in the boat.

Statistics for the Rowboat and Keelboat appear in "Equipment." If either vessel is reduced to 0 Hit Points, the Folding Boat is destroyed.

Frost Brand

Weapon (Glaive, Greatsword, Longsword, Rapier, Scimitar, or Shortsword), Very Rare (Requires Attunement)

When you hit with an attack roll using this magic weapon, the target takes an extra 1d6 Cold damage. In addition, while you hold the weapon, you have Resistance to Fire damage.

In freezing temperatures, the weapon sheds Bright Light in a 10-foot radius and Dim Light for an additional 10 feet.

When you draw this weapon, you can extinguish all nonmagical flames within 30 feet of yourself. Once used, this property can't be used again for 1 hour.

Gauntlets of Ogre Power

Wondrous Item, Uncommon (Requires Attunement)

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

Gem of Brightness

Wondrous Item, Uncommon

This prism has 50 charges. While you are holding it, you can take a Magic action and use one of three command words to cause one of the following effects:

First Command Word. The gem sheds Bright Light in a 30-foot radius and Dim Light for an additional 30 feet. This effect doesn't expend a charge. It lasts until you take a Bonus Action to repeat the command word or until you use another function of the gem.

Second Command Word. You expend 1 charge and cause the gem to fire a brilliant beam of light at one creature you can see within 60 feet of yourself. The creature must succeed on a DC 15 *Constitution saving throw* or have the Blinded condition for 1 minute. The creature repeats the save at the end of each of its turns, ending the effect on itself on a success.

Third Command Word. You expend 5 charges and cause the gem to flare with intense light in a 30-foot Cone. Each creature in the Cone makes a saving throw as if struck by the beam created with the second command word.

When all of the gem's charges are expended, the gem becomes a nonmagical jewel worth 50 GP.

Gem of Seeing

Wondrous Item, Rare (Requires Attunement)

This gem has 3 charges. As a Magic action, you can expend 1 charge. For the next 10 minutes, you have Truesight out to 120 feet when you peer through the gem.

The gem regains 1d3 expended charges daily at dawn.

Giant Slayer

Weapon (Any Simple or Martial), Rare

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon.

When you hit a Giant with this weapon, the Giant takes an extra 2d6 damage of the weapon's type and must succeed on a DC 15 *Strength saving throw* or have the Prone condition.

Glamoured Studded Leather

Armor (Studded Leather Armor), Rare

While wearing this armor, you gain a +1 bonus to Armor Class. You can also take a Bonus Action to cause the armor to assume the appearance of a normal set of clothing or some other kind of armor. You decide what it looks like—including color, style, and accessories—but the armor retains its normal bulk and weight. The illusory appearance lasts until you use this property again or doff the armor.

Gloves of Missile Snaring

Wondrous Item, Uncommon (Requires Attunement)

If you're hit by an attack roll made with a Ranged or Thrown weapon while wearing these gloves, you can take a Reaction to reduce the damage by 1d10 plus your Dexterity modifier if you have a free hand. If you reduce the damage to 0, you can catch the ammunition or weapon if it is small enough for you to hold in that hand.

Gloves of Swimming and Climbing

Wondrous Item, Uncommon (Requires Attunement)

While wearing these gloves, you have a Climb Speed and a Swim Speed equal to your Speed, and you gain a +5 bonus to Athletics checks made to climb or swim.

Gloves of Thievery

Wondrous Item, Uncommon

These gloves are imperceptible while worn. While wearing them, you gain a +5 bonus to Sleight of Hand checks.

Goggles of Night

Wondrous Item, Uncommon

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

Hammer of Thunderbolts

Weapon (Maul or Warhammer), Legendary (Requires Attunement)

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon.

The weapon has 5 charges. You can expend 1 charge and make a ranged attack with the weapon, hurling it as if it had the Thrown property with a normal range of 20 feet and a long range of 60 feet. If the attack hits, the weapon unleashes a thunderclap audible out to 300 feet. The target and every creature within 30 feet of it other than you must succeed on a DC 17 *Constitution saving throw* or have the Stunned condition until the end of your next turn. Immediately after hitting or missing, the weapon flies back to your hand. The weapon regains 1d4 + 1 expended charges daily at dawn.

Giant's Bane. While you are attuned to the weapon and wearing either a *Belt of Giant Strength* or *Gauntlets of Ogre Power* to which you are also attuned, you gain the following benefits:

Giants' Bane. When you roll a 20 on the d20 for an attack roll made with this weapon against a Giant, the creature must succeed on a DC 17 *Constitution saving throw* or die.

Might of Giants. The Strength score bestowed by your *Belt of Giant Strength* or *Gauntlets of Ogre Power* increases by 4, to a maximum of 30.

Handy Haversack

Wondrous Item, Rare

This backpack has a central pouch and two side pouches, each of which is an extradimensional space. Each side pouch can hold up to 200 pounds of material, not exceeding a volume of 25 cubic feet. The central pouch can hold up to 500 pounds of material, not exceeding a volume of 64 cubic feet. The haversack always weighs 5 pounds, regardless of its contents.

Retrieving an item from the haversack requires a Utilize action or a Bonus Action (your choice). When you reach into the haversack for a specific item, the item is always magically on top.

If any of its pouches is overloaded, pierced, or torn, the haversack ruptures and is destroyed. If the haversack is destroyed, its contents are lost forever, although an Artifact always turns up again somewhere. If the haversack is turned inside out, its contents spill forth unharmed, and the haversack must be put right before it can be used again.

Each pouch of the haversack holds enough air for 10 minutes of breathing, divided by the number of breathing creatures inside.

Placing the haversack inside an extradimensional space created by a *Bag of Holding*, *Portable Hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate and not behind Total Cover is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Hat of Disguise

Wondrous Item, Uncommon (Requires Attunement)

While wearing this hat, you can cast the *Disguise* Self spell. The spell ends if the hat is removed.

Hat of Many Spells

Wondrous Item, Very Rare (Requires Attunement by a Wizard)

This pointed hat has the following properties.

Spellcasting Focus. While holding the hat, you can use it as a Spellcasting Focus for your Wizard spells. Any spell you cast using the hat gains a special Somatic component: you must reach into the hat and "pull" the spell out of it.

Unknown Spell. While holding the hat, you can try to cast a level 1+ spell you don't know. The spell must be on the Wizard spell list, it must be of a level you can cast, and it can't have Material components costing more than 1,000 GP. Once you decide on the spell, you must expend a spell slot of the spell's level. Then, to determine whether you cast the spell, make an Arcana check (DC 10 plus the spell's level). On a successful check, you cast the spell using its normal casting time, and you can't use this property again until you finish a Short or Long Rest. On a failed check, you fail to cast the spell and a random effect occurs instead, determined by rolling on the following table.

Any spell you cast from the hat uses your spell save DC and spell attack bonus.

1d100 Effect

01–50 You cast a random spell determined by rolling 1d10: on a **1**, *Enlarge/Reduce* (enlarge effect); on a **2**, *Enlarge/Reduce* (reduce effect); on a **3**, *Faerie Fire*; on a **4**, *Fireball*; on a **5**, *Gust of Wind*; on a **6**, *Invisibility* (cast on yourself); on a **7**, *Lightning Bolt*; on an **8**, *Phantasmal Force*; on a **9**, *Polymorph*; on a **10**, *Stinking Cloud*.

51–55 You have the Stunned condition until the end of your next turn, believing something awesome just happened.

56–60 A harmless swarm of butterflies fills a 10-foot Cube within 30 feet of yourself. The swarm disperses after 1 minute.

61–65 You pull a nonmagical object out of the hat. Roll 1d4 to determine the object: on a **1**, a vial of Acid; on a **2**, a flask of Alchemist's Fire; on a **3**, a Crowbar; on a **4**, a lit Torch.

66–70 You suffer a bout of magic sickness and have the Poisoned condition for 1 hour.

71–75 You have the Petrified condition until the end of your next turn.

76–80 You pull a nonmagical object out of the hat. Roll 1d4 to determine the object: on a **1**, a Dagger; on a **2**, a Rope with a Grappling Hook tied to one end; on a **3**, a bag of Caltrops; on a **4**, a gem worth 50 GP.

81–85 A creature appears in an unoccupied space as close to you as possible. The creature isn't under your control and acts as it normally would, and it disappears after 1 hour or when it drops to 0 Hit Points. Roll 1d4 to determine the creature: on a **1**, a **Camel**; on a **2**, a **Constrictor Snake**; on a **3**, an **Elephant**; on a **4**, a **Mule**.

86–90 A Hostile **Swarm of Bats** flies out of the hat, occupies your space, and attacks you.

91–95 A vertical, 10-foot-diameter, two-way portal to another plane of existence opens in an unoccupied space within 30 feet of you and remains open until the end of your next turn. The GM determines where it leads.

96–00 You pull a magic item out of the hat. Roll 1d6 to determine the item's rarity: on a **1–3**, Common; on a **4–5**, Uncommon; on a **6**, Rare. The GM chooses the item, which disappears after 1 hour if it's not consumed or destroyed before then.

Headband of Intellect

Wondrous Item, Uncommon (Requires Attunement)

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

Helm of Brilliance

Wondrous Item, Very Rare (Requires Attunement)

This helm is set with 1d10 diamonds, 2d10 rubies, 3d10 fire opals, and 4d10 opals. Any gem pried from the helm crumbles to dust. When all the gems are removed or destroyed, the helm loses its magic.

You gain the following benefits while wearing the helm.

Diamond Light. As long as it has at least one diamond, the helm emits a 30-foot Emanation. When at least one Undead is within that area, the Emanation is filled with Dim Light. Any Undead that starts its turn in that area takes 1d6 Radiant damage.

Fire Opal Flames. As long as the helm has at least one fire opal, you can take a Magic action to cause one weapon you are holding to burst into flames. The flames emit Bright Light in a 10-foot radius and Dim Light for an additional 10 feet. The flames are harmless to you and the weapon. When you hit with an attack using the blazing weapon, the target takes an extra 1d6 Fire damage. The flames last until you take a Bonus Action to extinguish them or until you drop or stow the weapon.

Ruby Resistance. As long as the helm has at least one ruby, you have Resistance to Fire damage.

Spells. You can cast one of the following spells (save DC 18), using one of the helm's gems of the specified type as a component: *Daylight* (opal), *Fireball* (fire opal), *Prismatic Spray* (diamond), or *Wall of Fire* (ruby). The gem is destroyed when the spell is cast and disappears from the helm.

Taking Fire Damage. Roll 1d20 if you are wearing the helm and take Fire damage as a result of failing a saving throw against a spell. On a roll of 1, the helm emits beams of light from its remaining gems and is then destroyed. Each creature within a 60-foot Emanation originating from you must succeed on a DC 17 *Dexterity saving throw* or be struck by a beam, taking Radiant damage equal to the number of gems in the helm.

Helm of Comprehending Languages

Wondrous Item, *Uncommon*

While wearing this helm, you can cast *Comprehend Languages* from it.

Helm of Telepathy

Wondrous Item, Uncommon (Requires Attunement)

While wearing this helm, you have telepathy with a range of 30 feet, and you can cast *Detect Thoughts* or *Suggestion* (save DC 13) from the helm. Once either spell is cast from the helm, that spell can't be cast from it again until the next dawn.

Helm of Teleportation

Wondrous Item, Rare (Requires Attunement)

This helm has 3 charges. While wearing it, you can expend 1 charge to cast *Teleport* from it. The helm regains 1d3 expended charges daily at dawn.

Holy Avenger

Weapon (Any Simple or Martial), Legendary (Requires Attunement by a Paladin)

You gain a +3 bonus to attack rolls and damage rolls made with this magic weapon. When you hit a Fiend or an Undead with it, that creature takes an extra 2d10 Radiant damage.

While you hold the drawn weapon, it creates a 10-foot Emanation originating from you. You and all creatures Friendly to you in the Emanation have Advantage on saving throws against spells and other magical effects. If you have 17 or more levels in the Paladin class, the size of the Emanation increases to 30 feet.

Horn of Blasting

Wondrous Item, Rare

You can take a Magic action to blow the horn, which emits a thunderous blast in a 30-foot Cone that is audible out to 600 feet. Each creature in the Cone makes a DC 15 *Constitution saving throw*. On a failed save, a creature takes 5d8 Thunder damage and has the Deafened condition for 1 minute. On a successful save, a creature takes half as much damage only. Glass or crystal objects in the Cone that aren't being worn or carried take 10d8 Thunder damage.

Each use of the horn's magic has a 20 percent chance of causing the horn to explode. The explosion deals 10d6 Force damage to the user and destroys the horn.

Horn of Valhalla

Wondrous Item, Rare (Silver or Brass), Very Rare (Bronze), or Legendary (Iron)

You can take a Magic action to blow this horn. In response, warrior spirits from the plane of Ysgard appear in unoccupied spaces within 60 feet of you. Each spirit uses the Berserker stat block and returns to Ysgard after 1 hour or when it drops to 0 Hit Points. The spirits look like living, breathing warriors, and they have Immunity to the Charmed and Frightened conditions. Once you use the horn, it can't be used again until 7 days have passed.

Four types of Horn of Valhalla are known to exist, each made of a different metal. The horn's type determines how many spirits it summons, as well as the requirement for its use. The GM chooses the horn's type or determines it randomly by rolling on the following table.

If you blow the horn without meeting its requirement, the summoned spirits attack you. If you meet the requirement, they are Friendly to you and your allies and follow your commands.

1d100	Horn Type	Spirits	Requirement
01–40	Silver	2	None
41–75	Brass	3	Proficiency with all Simple weapons
76–90	Bronze	4	Training with all Medium armor
91–00	Iron	5	Proficiency with all Martial weapons

Horseshoes of a Zephyr

Wondrous Item, Very Rare

These horseshoes come in a set of four. As a Magic action, you can touch one of the horseshoes to the hoof of a horse or similar creature, whereupon the horseshoe affixes itself to the hoof. Removing a horseshoe also takes a Magic action.

While all four shoes are affixed to the hooves of a horse or similar creature, they allow the creature to move normally while floating 4 inches above a surface. This effect means the creature can cross or stand above nonsolid or unstable surfaces, such as water or lava. The creature leaves no tracks and ignores Difficult Terrain. In addition, the creature can travel for up to 12 hours a day without gaining Exhaustion levels from extended travel.

Horseshoes of Speed

Wondrous Item, Rare

These horseshoes come in a set of four. As a Magic action, you can touch one of the horseshoes to the hoof of a horse or similar creature, whereupon the horseshoe affixes itself to the hoof. Removing a horseshoe also takes a Magic action.

While all four horseshoes are attached to the same creature, its Speed is increased by 30 feet.

Immovable Rod

Rod, Uncommon

This iron rod has a button on one end. You can take a Utilize action to press the button, which causes the rod to become magically fixed in place. Until you or another creature takes a Utilize action to push the button again, the rod doesn't move, even if it defies gravity. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can take a Utilize action to make a DC 30 Athletics check, moving the fixed rod up to 10 feet on a successful check.

Instant Fortress

Wondrous Item, Rare (Requires Attunement)

As a Magic action, you can place this 1-inch adamantine statuette on the ground and, using a command word, cause it to grow rapidly into a square adamantine tower. Repeating the command word causes the tower to revert to statuette form, which works only if the tower is empty. Each creature in the area where the tower appears is pushed to an unoccupied space outside but next to the tower. Objects in the area that aren't being worn or carried are also pushed clear of the tower.

The tower is 20 feet on a side and 30 feet high, with arrow slits on all sides and a battlement atop it. Its interior is divided into two floors, with a ladder, staircase, or ramp (your choice) connecting them. This ladder, staircase, or ramp ends at a trapdoor leading to the roof. When created, the tower has a single door at ground level on the side facing you. The door opens only at your command, which you can issue as a Bonus Action. It is immune to the *Knock* spell and similar magic.

Magic prevents the tower from being tipped over. The roof, the door, and the walls each have AC 20; HP 100; Immunity to Bludgeoning, Piercing, and Slashing damage except that which is dealt by siege equipment; and Resistance to all other damage.

Shrinking the tower back down to statuette form doesn't repair damage to the tower. Only a *Wish* spell can repair the tower (this use of the spell counts as replicating a spell of level 8 or lower). Each casting of Wish causes the tower to regain all its Hit Points.

Ioun Stone

Wondrous Item, Rarity Varies (Requires Attunement)

Roughly marble sized, Ioun Stones are named after Ioun, a god of knowledge and prophecy revered on some worlds. Many types of Ioun Stones exist, each type a distinct combination of shape and color.

When you take a Magic action to toss an Ioun Stone into the air, the stone orbits your head at a distance of 1d3 feet, conferring its benefit to you while doing so. You can have up to three Ioun Stones orbiting your head at the same time.

Each Ioun Stone orbiting your head is considered to be an object you are wearing. The orbiting stone avoids contact with other creatures and objects, adjusting its orbit to avoid collisions and thwarting all attempts by other creatures to attack or snatch it.

As a Utilize action, you can seize and stow any number of Ioun Stones orbiting your head. If your Attunement to an Ioun Stone ends while it's orbiting your head, the stone falls as though you had dropped it.

The type of stone determines its rarity and effects.

Absorption (Very Rare). While this pale lavender ellipsoid orbits your head, you can take a Reaction to cancel a spell of level 4 or lower cast by a creature you can see without having to counterspell. A canceled spell has no effect, and any resources used to cast it are wasted. Once the stone has canceled 20 levels of spells, it burns out, turns dull gray, and loses its magic.

Agility (Very Rare). Your Dexterity increases by 2, to a maximum of 20, while this deep-red sphere orbits your head.

Awareness (Rare). While this dark-blue rhomboid orbits your head, you have Advantage on Initiative rolls and Perception checks.

Fortitude (Very Rare). Your Constitution increases by 2, to a maximum of 20, while this pink rhomboid orbits your head.

Greater Absorption (Legendary). While this marbled lavender and green ellipsoid orbits your head, you can take a Reaction to cancel a spell of level 8 or lower cast by a creature you can see without having to counterspell. A canceled spell has no effect, and any resources used to cast it are wasted. Once the stone has canceled 20 levels of spells, it burns out, turns dull gray, and loses its magic.

Insight (Very Rare). Your Wisdom increases by 2, to a maximum of 20, while this incandescent blue sphere orbits your head.

Intellect (Very Rare). Your Intelligence increases by 2, to a maximum of 20, while this marbled scarlet and blue sphere orbits your head.

Leadership (Very Rare). Your Charisma increases by 2, to a maximum of 20, while this marbled pink and green sphere orbits your head.

Mastery (Legendary). Your Proficiency Bonus increases by 1 while this pale green prism orbits your head.

Protection (Rare). You gain a +1 bonus to Armor Class while this dusty-rose prism orbits your head.

Regeneration (Legendary). You regain 15 Hit Points at the end of each hour this pearly white spindle orbits your head if you have at least 1 Hit Point.

Reserve (Rare). This vibrant purple prism stores spells cast into it, holding them until you use them. The stone can store up to 4 levels of spells at a time. When found, it contains 1d4 levels of stored spells chosen by the GM.

Any creature can cast a spell of level 1 through 4 into the stone by touching it as the spell is cast. The spell has no effect, other than to be stored in the stone. If the stone can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses.

While this stone orbits your head, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster but is otherwise treated as if you cast the spell. The spell cast from the stone is no longer stored in it, freeing up space.

Strength (Very Rare). Your Strength increases by 2, to a maximum of 20, while this pale blue rhomboid orbits your head.

Sustenance (Rare). You don't need to eat or drink while this clear spindle orbits your head.

Iron Bands

Wondrous Item, Rare

This rusty iron sphere measures 3 inches in diameter and weighs 1 pound. You can take a Magic action to throw the sphere at a Huge or smaller creature you can see within 60 feet of yourself. As the sphere moves through the air, it opens into a tangle of metal bands.

Make a ranged attack roll with an attack bonus equal to your Dexterity modifier plus your Proficiency Bonus. On a hit, the target has the Restrained condition until you take a Bonus Action to issue a command that releases it. Doing so or missing with the attack causes the bands to contract and become a sphere once more.

A creature that can touch the bands, including the one Restrained, can take an action to make a DC 20 Athletics check to break the iron bands. On a successful check, the item is destroyed, and the Restrained creature is freed. On a failed check, any further attempts made by that creature automatically fail until 24 hours have elapsed.

Once the bands are used, they can't be used again until the next dawn.

Iron Flask

Wondrous Item, Legendary

While holding this brass-stoppered iron flask, you can take a Magic action to target a creature that you can see within 60 feet of yourself. If the flask is empty and the target is native to a plane of existence other than the one you're on, the target must succeed on a DC 17 *Wisdom saving throw* or be trapped in the flask. If the target has been trapped by the flask before, it has Advantage on the save. Once trapped, a creature remains in the flask until released. The flask can hold only one creature at a time. A creature trapped in the flask doesn't age and doesn't need to breathe, eat, or drink.

You can take a Magic action to remove the flask's stopper and release the creature in the flask. The creature then obeys your commands for 1 hour, understanding those commands even if it doesn't know the language in which the commands are given. If you issue no commands or give the creature a command that is likely to result in its death or imprisonment, it defends itself but otherwise takes no actions. At the end of the duration, the creature acts in accordance with its normal disposition and alignment.

An *Identify* spell reveals if the flask contains a creature, but the only way to determine the type of creature is to open the flask. A newly discovered Iron Flask might already contain a creature chosen by the GM.

Javelin of Lightning

Weapon (Javelin), Uncommon

Each time you make an attack roll with this magic weapon and hit, you can have it deal Lightning damage instead of Piercing damage.

Lightning Bolt. When you throw this weapon at a target no farther than 120 feet from you, you can forgo making a ranged attack roll and instead turn the weapon into a bolt of lightning. This bolt forms a 5-foot-wide Line between you and the target. The target and each other creature in the Line (excluding you) makes a DC 13 *Dexterity saving throw*, taking 4d6 Lightning damage on a failed save or half as much damage on a successful one. Immediately after dealing this damage, the weapon reappears in your hand. This property can't be used again until the next dawn.

Lantern of Revealing

Wondrous Item, Uncommon

While lit, this hooded lantern burns for 6 hours on 1 pint of oil, shedding Bright Light in a 30-foot radius and Dim Light for an additional 30 feet. Invisible creatures and objects are visible as long as they are in the lantern's Bright Light. You can take a Utilize action to lower the hood, reducing the lantern's light to Dim Light in a 5-foot radius.

Luck Blade

Weapon (Glaive, Greatsword, Longsword, Rapier, Scimitar, Sickle, or Shortsword), Legendary (Requires Attunement)

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon. While the weapon is on your person, you also gain a +1 bonus to saving throws.

Luck. If the weapon is on your person, you can call on its luck (no action required) to reroll one failed D20 Test if you don't have the Incapacitated condition. You must use the second roll. Once used, this property can't be used again until the next dawn.

Wish. The weapon has 1d3 charges. While holding it, you can expend 1 charge and cast *Wish* from it. Once used, this property can't be used again until the next dawn. The weapon loses this property if it has no charges.

Mace of Disruption

Weapon (Mace), Rare (Requires Attunement)

When you hit a Fiend or an Undead with this magic weapon, that creature takes an extra 2d6 Radiant damage. If the target has 25 Hit Points or fewer after taking this damage, it must succeed on a DC 15 *Wisdom saving throw* or be destroyed. On a successful save, the creature has the Frightened condition until the end of your next turn.

Light. While you hold this weapon, it sheds Bright Light in a 20-foot radius and Dim Light for an additional 20 feet.

Mace of Smiting

Weapon (Mace), Rare

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon. The bonus increases to +3 when you use the weapon to attack a Construct.

When you roll a 20 on an attack roll made with this weapon, the target takes an extra 7 Bludgeoning damage, or 14 Bludgeoning damage if it's a Construct. If a Construct has 25 Hit Points or fewer after taking this damage, it is destroyed.

Mace of Terror

Weapon (Mace), Rare (Requires Attunement)

This magic weapon has 3 charges and regains 1d3 expended charges daily at dawn. While holding the weapon, you can take a Magic action and expend 1 charge to release a wave of terror from it. Each creature of your choice within 30 feet of you must succeed on a DC 15 *Wisdom saving throw* or have the Frightened condition for 1 minute. While

Frightened in this way, a creature must spend its turns trying to move as far away from you as it can, and it can't make Opportunity Attacks. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can take the Dodge action. At the end of each of its turns, a creature repeats the save, ending the effect on itself on a success.

Mantle of Spell Resistance

Wondrous Item, Rare (Requires Attunement)

You have Advantage on saving throws against spells while you wear this cloak.

Manual of Bodily Health

Wondrous Item, Very Rare

This book contains health and nutrition tips, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Constitution increases by 2, to a maximum of 30. The manual then loses its magic but regains it in a century.

Manual of Gainful Exercise

Wondrous Item, Very Rare

This book describes fitness exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Strength increases by 2, to a maximum of 30. The manual then loses its magic but regains it in a century.

Manual of Golems

Wondrous Item, Very Rare

This tome contains information and incantations necessary to make a particular type of golem. The GM chooses the type or determines it randomly by rolling on the accompanying table. To decipher and use the manual, you must be a spellcaster with at least two level 5 spell slots. A creature that can't use a Manual of Golems and attempts to read it takes 6d6 Psychic damage.

To create a golem, you must spend the time shown on the table, working without interruption with the manual at hand and resting no more than 8 hours per day. You must also pay the specified cost to purchase supplies.

Once you finish creating the golem, the book is consumed in eldritch flames. The golem becomes animate when the ashes of the manual are sprinkled on it. See "Monsters" for the golem's stat block. The golem is under your control, and it understands and obeys your commands.

1d20	Golem Time	Cost	
1–5	Clay Golem	30 days	65,000 GP
6–17	Flesh Golem	60 days	50,000 GP
18	Iron Golem	120 days	100,000 GP
19–20	Stone Golem	90 days	80,000 GP

Manual of Quickness of Action

Wondrous Item, Very Rare

This book contains coordination and balance exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Dexterity increases by 2, to a maximum of 30. The manual then loses its magic but regains it in a century.

Marvelous Pigments

Wondrous Item, Very Rare

This fine wooden box contains 1d4 pots of pigment and a brush (weighing 1 pound in total).

Using the brush and expending 1 pot of pigment, you can paint any number of three-dimensional objects and terrain features (such as walls, doors, trees, flowers, weapons, webs, and pits), provided these elements are all confined to a 20-foot Cube. The effort takes 10 minutes (regardless of the number of elements you create), during which time you must remain in the Cube, and requires Concentration. If your Concentration is broken or you leave the Cube before the work is done, all the painted elements vanish, and the pot of pigment is wasted.

When the work is done, all the painted objects and terrain features become real. Thus, painting a door on a wall creates an actual door, which can be opened to whatever is beyond. Painting a pit creates a real pit, the entire depth of which must lie within the 20-foot Cube.

No object created by a pot of pigment can have a value greater than 25 GP, and the total value of all objects created by a pot of pigment can't exceed 500 GP. If you paint objects of greater value (such as a large pile of gold), they look authentic, but close inspection reveals they're made from paste, cookies, or some other worthless material.

If you paint a form of energy such as fire or lightning, the energy dissipates as soon as you complete the painting, doing no harm.

Medallion of Thoughts

Wondrous Item, Uncommon (Requires Attunement)

The medallion has 5 charges. While wearing it, you can expend 1 charge to cast *Detect Thoughts* (save DC 13) from it. The medallion regains 1d4 expended charges daily at dawn.

Mirror of Life Trapping

Wondrous Item, Very Rare

When this 4-foot-tall, 2-foot-wide mirror is viewed indirectly, its surface shows faint images of creatures. The mirror weighs 50 pounds, and it has AC 11, HP 10, Immunity to Poison and Psychic damage, and Vulnerability to Bludgeoning damage. It shatters and is destroyed when reduced to 0 Hit Points.

If the mirror is hanging on a vertical surface and you are within 5 feet of it, you can take a Magic action and use a command word to activate it. It remains activated until you take a Magic action and repeat the command word to deactivate it.

Any creature other than you that sees its reflection in the activated mirror while within 30 feet of the mirror must succeed on a DC 15 *Charisma saving throw* or be trapped, along with anything it is wearing or carrying, in one of the mirror's twelve extradimensional cells. A creature that knows the mirror's nature makes the save with Advantage, and Constructs succeed on the save automatically.

An extradimensional cell is an infinite expanse filled with thick fog that reduces visibility to 10 feet. Creatures trapped in the mirror's cells don't age, and they don't need to eat, drink, or sleep. A creature trapped within a cell can escape using magic that permits planar travel. Otherwise, the creature is confined to the cell until freed.

If the mirror traps a creature but its twelve extradimensional cells are already occupied, the mirror frees one trapped creature at random to accommodate the new prisoner. A freed creature appears in an unoccupied space within sight of the mirror but facing away from it. If the mirror is shattered, all creatures it contains are freed and appear in unoccupied spaces near it.

While within 5 feet of the mirror, you can take a Magic action to name one creature trapped in it or call out a particular cell by number. The creature named or contained in the named cell appears as an image on the mirror's surface. You and the creature can then communicate.

In a similar way, you can take a Magic action and use a second command word to free one creature trapped in the mirror. The freed creature appears, along with its possessions, in the unoccupied space nearest to the mirror and facing away from it.

Placing the mirror inside an extradimensional space created by a *Bag of Holding*, *Portable Hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate and not behind Total Cover is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Mithral Armor

Armor (Any Medium or Heavy, Except Hide Armor), Uncommon

Mithral is a light, flexible metal. Armor made of this substance can be worn under normal clothes. If the armor normally imposes Disadvantage on Stealth checks or has a Strength requirement, the mithral version of the armor doesn't.

Mysterious Deck

Wondrous Item, Legendary

Usually found in a box or pouch, this deck contains a number of cards made of ivory or vellum. Most (75 percent) of these decks have thirteen cards, but some have twenty-two. Use the appropriate column of the Mysterious Deck table when randomly determining cards drawn from the deck.

Before you draw a card, you must declare how many cards you intend to draw and then draw them randomly. Any cards drawn in excess of this number have no effect. Otherwise, as soon as you draw a card from the deck, its magic takes effect. You must draw each card no more than 1 hour after the previous draw. If you fail to draw the chosen number, the remaining number of cards fly from the deck on their own and take effect all at once.

Once a card is drawn, it disappears. Unless the card is the Fool or Jester, the card reappears in the deck, making it possible to draw the same card twice. (Once the Fool or Jester has left the deck, reroll on the table if that card comes up again.)

Mysterious Deck

1d100 (13-Card	1d100 Deck) (22-Card	Deck) Card
—	01–05	Balance
—	06–10	Comet
—	11–14	Donjon
01–08	15–18	Euryale

1d100 (13-Card	1d100 Deck) (22-Card	Deck) Card
—	19–23	Fates
09–16	24–27	Flames
—	28–31	Fool
—	32–36	Gem
17–24	37–41	Jester
25–32	42–46	Key
33–40	47–51	Knight
41–48	52–56	Moon
—	57–60	Puzzle
49–56	61–64	Rogue
57–64	65–68	Ruin
—	69–73	Sage
65–72	74–77	Skull
73–80	78–82	Star
81–88	83–87	Sun
—	88–91	Talons
89–96	92–96	Throne
97–00	97–00	Void

Each card's effect is described below.

Balance. You can increase one of your ability scores by 2, to a maximum of 22, provided you also decrease another one of your ability scores by 2. You can't decrease an ability that has a score of 5 or lower. Alternatively, you can choose not to adjust your ability scores, in which case this card has no effect.

Comet. The next time you enter combat against one or more Hostile creatures, you can select one of them as your foe when you roll Initiative. If you reduce your foe to 0 Hit Points during that combat, you roll 2d4 and add the results together to determine how many rounds you have before you bleed out. This lasts for 1 year. If someone else reduces your chosen foe to 0 Hit Points or you don't choose a foe, this card has no effect.

Donjon. You disappear and become entombed in a state of suspended animation in an extradimensional sphere. Everything you're wearing and carrying disappears with you except for Artifacts, which stay behind in the space you occupied when you disappeared. You remain imprisoned until you are found and removed from the sphere. You can't be located by any Divination magic, but a *Wish* spell can reveal the location of your prison. You draw no more cards.

Euryale. The card's medusa-like visage curses you. You take a −2 penalty to saving throws while cursed in this way. Only a god or the magic of the Fates card can end this curse.

Fates. Reality's fabric unravels and spins anew, allowing you to avoid or erase one event as if it never happened. You can use the card's magic as soon as you draw the card or at any other time before you die.

Flames. A powerful devil becomes your enemy. The devil seeks your ruin and torments you, savoring your suffering before attempting to slay you. This enmity lasts until either you or the devil dies.

Fool. You have Disadvantage on D20 Tests for the next 72 hours. Draw another card; this draw doesn't count as one of your declared draws.

Gem. Twenty-five pieces of jewelry worth 2,000 GP each or fifty gems worth 1,000 GP each appear at your feet.

Jester. You have Advantage on D20 Tests for the next 72 hours, or you can draw two additional cards beyond your declared draws.

Key. A Rare or rarer magic weapon with which you are proficient appears on your person. The GM chooses the weapon.

Knight. You gain the service of a Knight, who magically appears in an unoccupied space you choose within 30 feet of yourself. The knight has the same alignment as you and serves you loyally until death, believing the two of you have been drawn together by fate. Work with your GM to create a name and backstory for this NPC. The GM can use a different stat block to represent the knight, as desired.

Moon. You gain the ability to cast *Wish* 1d3 times.

Puzzle. Permanently reduce your Intelligence or Wisdom by 1d4 + 1 (to a minimum score of 1). You can draw one additional card beyond your declared draws.

Rogue. An NPC of the GM's choice becomes Hostile toward you. You don't know the identity of this NPC until they or someone else reveals it. Nothing less than a *Wish* spell or divine intervention can end the NPC's hostility toward you.

Ruin. All forms of wealth that you carry or own, other than magic items, are lost to you. Portable property vanishes. Businesses, buildings, and land you own are lost in a way that alters reality the least. Any documentation that proves you should own something lost to this card also disappears.

Sage. At any time you choose within one year of drawing this card, you can ask a question in meditation and mentally receive a truthful answer to that question.

Skull. An Avatar of Death (see the accompanying stat block) appears in an unoccupied space as close to you as possible. The avatar targets only you with its attacks, appearing as a ghostly skeleton clad in a tattered black robe and carrying a spectral scythe. The avatar disappears when it drops to 0 Hit Points or you die. If an ally of yours deals damage to the avatar, that ally summons another Avatar of Death. The new avatar appears in an unoccupied space as close to that ally as possible and targets only that ally with its attacks. You and your allies can each summon only one avatar as a consequence of this draw. A creature slain by an avatar can't be restored to life.

Star. Increase one of your ability scores by 2, to a maximum of 24.

Sun. A magic item (chosen by the GM) appears on your person. In addition, you gain 10 Temporary Hit Points daily at dawn until you die.

Talons. Every magic item you wear or carry disintegrates. Artifacts in your possession vanish instead.

Throne. You gain proficiency and Expertise in your choice of History, Insight, Intimidation, or Persuasion. In addition, you gain rightful ownership of a small keep somewhere in the world. However, the keep is currently home to one or more monsters, which must be cleared out before you can claim the keep as yours.

Void. Your soul is drawn from your body and contained in an object in a place of the GM's choice. One or more powerful beings guard the place. While your soul is trapped in this way, your body is inert, ceases aging, and requires no food, air, or water. A *Wish* spell can't return your soul to your body, but the spell reveals the location of the object that holds your soul. You draw no more cards.

Avatar of Death

Medium Undead, Neutral Evil

AC 20 **Initiative** +3 (13)

HP Half the HP maximum of its summoner

Speed 60 ft., Fly 60 ft. (hover)

MOD SAVE MOD SAVE MOD SAVE

Str 16 +3 +3 Dex 16 +3 +3 Con 16 +3 +3

Int 16 +3 +3 Wis 16 +3 +3 Cha 16 +3 +3

Immunities Necrotic, Poison; Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Unconscious

Senses Truesight 60 ft., Passive Perception 13

Languages All languages known to its summoner

CR None (XP 0; PB equals its summoner's)

Traits

Incorporeal Movement. The avatar can move through other creatures and objects as if they were Difficult Terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

Actions

Multiattack. The avatar makes a number of Reaping Scythe attacks equal to half the summoner's Proficiency Bonus (rounded up).

Reaping Scythe. *Melee Attack Roll:* Automatic hit, reach 5 ft. Hit: 7 (1d8 + 3) Slashing damage plus 4 (1d8) Necrotic damage.

Necklace of Adaptation

Wondrous Item, Uncommon (Requires Attunement)

While wearing this necklace, you can breathe normally in any environment, and you have Advantage on saving throws made to avoid or end the Poisoned condition.

Necklace of Fireballs

Wondrous Item, Rare

This necklace has 1d6 + 3 beads hanging from it. You can take a Magic action to detach a bead and throw it up to 60 feet away. When it reaches the end of its trajectory, the bead detonates as a level 3 *Fireball* (save DC 15).

You can hurl multiple beads, or even the whole necklace, at one time. When you do so, increase the damage of the *Fireball* by 1d6 for each bead after the first (maximum 12d6).

Necklace of Prayer Beads

Wondrous Item, Rare (Requires Attunement by a Cleric, Druid, or Paladin)

This necklace has 1d4 + 2 magic beads made from aquamarine, black pearl, or topaz. It also has many nonmagical beads made from stones such as amber, bloodstone, citrine, coral, jade, pearl, or quartz. If a magic bead is removed from the necklace, that bead loses its magic.

Six types of magic beads exist. The GM decides the type of each bead on the necklace or determines it randomly by rolling on the table below. A necklace can have more than one bead of the same type. To use one, you must be wearing the necklace. Each bead contains a spell that you can cast from it as a Bonus Action (using your spell save DC if a save is necessary). Once a magic bead's spell is cast, that bead can't be used again until the next dawn.

1d20	Bead	Spell
1–6	Bead of Blessing	Bless
7–12	Bead of Curing	Cure Wounds (level 2 version)
13–16	Bead of Favor	Greater Restoration
17–18	Bead of Smiting	Shining Smite
19	Bead of Summons	Guardian of Faith
20	Bead of Wind Walking	Wind Walk

Nine Lives Stealer

Weapon (Any Simple or Martial), Very Rare (Requires Attunement)

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

Life Stealing. The weapon has 1d8 + 1 charges. When you attack a creature that has fewer than 100 Hit Points with this weapon and roll a 20 on the d20 for the attack roll, the creature must succeed on a DC 15 *Constitution saving throw* or be slain instantly as the sword tears its life force from its body. Constructs and Undead succeed on the save automatically. The weapon loses 1 charge if the creature is slain. When the weapon has no charges remaining, it loses this property.

Oathbow

Weapon (Longbow or Shortbow), Very Rare (Requires Attunement)

When you nock an arrow on this bow, it whispers in Elvish, *"Swift defeat to my enemies."* When you use this weapon to make a ranged attack, you can utter or sign the following command words: *"Swift death to you who have wronged me."* The target of your attack becomes your sworn enemy until it dies or until dawn 7 days later. You can have only one such sworn enemy at a time. When your sworn enemy dies, you can choose a new one after the next dawn.

When you make a ranged attack roll with this weapon against your sworn enemy, you have Advantage on the roll. In addition, your target gains no benefit from Half Cover or Three-Quarters Cover, and you suffer no Disadvantage due to long range. If the attack hits, your sworn enemy takes an extra 3d6 Piercing damage.

While your sworn enemy lives, you have Disadvantage on attack rolls with all other weapons.

Oil of Etherealness

Potion, Rare

One vial of this oil can cover one Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of the *Etherealness* spell for 1 hour.

Beads of this cloudy, gray oil form on the outside of its container and quickly evaporate.

Oil of Sharpness

Potion, Very Rare

One vial of this oil can coat one Melee weapon or twenty pieces of ammunition, but only ammunition and Melee weapons that are nonmagical and deal Slashing or Piercing damage are affected. Applying the oil takes 1 minute, after which the oil magically seeps into whatever it coats, turning the coated weapon into a +3 Weapon or the coated ammunition into +3 Ammunition.

Oil of Slipperiness

Potion, Uncommon

This clear, gelatinous oil sparkles with tiny, ultrathin silver shards.

One vial of this oil can cover one Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of the *Freedom of Movement* spell for 8 hours.

Alternatively, the oil can be poured on the ground as a Magic action, where it covers a 10-foot square, duplicating the effect of the Grease spell in that area for 8 hours.

This sticky, black unguent is thick and heavy, but it flows quickly when poured.

Pearl of Power

Wondrous Item, Uncommon (Requires Attunement by a Spellcaster)

While this pearl is on your person, you can take a Magic action to regain one expended spell slot of level 3 or lower. Once you use the pearl, it can't be used again until the next dawn.

Periapt of Health

Wondrous Item, Uncommon (Requires Attunement)

While wearing this pendant, you can take a Magic action to regain 2d4 + 2 Hit Points. Once used, this property can't be used again until the next dawn.

In addition, you have Advantage on saving throws to avoid or end the Poisoned condition while you wear this pendant.

Periapt of Proof against Poison

Wondrous Item, Rare (Requires Attunement)

This delicate silver chain has a brilliant-cut black gem pendant. While you wear it, you have Immunity to the Poisoned condition and Poison damage.

Periapt of Wound Closure

Wondrous Item, Uncommon (Requires Attunement)

While wearing this pendant, you gain the following benefits.

Life Preservation. Whenever your Hit Points drop to zero, you automatically stabilize the following round and regain consciousness. This benefit lasts 1d6 times or for one year, whichever is longer.

Natural Healing Boost. Whenever you roll a Hit Point Die to regain Hit Points, double the number of Hit Points it restores.

Philter of Love

Potion, Uncommon

The next time you see a creature within 10 minutes after drinking this philter, you are charmed by that creature and have the Charmed condition for 1 hour.

This rose-hued, effervescent liquid contains one easy-to-miss bubble shaped like a heart.

Pipes of Haunting

Wondrous Item, Uncommon

These pipes have 3 charges and regain 1d3 expended charges daily at dawn. You can take a Magic action to play them and expend 1 charge to create an eerie, spellbinding tune. Each creature of your choice within 30 feet of you must succeed on a DC 15 *Wisdom saving throw* or have the Frightened condition for 1 minute. A creature that fails the save repeats it at the end

of each of its turns, ending the effect on itself on a success. A creature that succeeds on its save is immune to the effect of these pipes for 24 hours.

Pipes of the Sewers

Wondrous Item, Uncommon (Requires Attunement)

While these pipes are on your person, ordinary rats and giant rats are Indifferent toward you and won't attack you unless you threaten or harm them.

The pipes have 3 charges and regain 1d3 expended charges daily at dawn. If you play the pipes as a Magic action, you can take a Bonus Action to expend 1 to 3 charges, calling forth one **Swarm of Rats** with each expended charge if enough rats are within half a mile of you to be called in this fashion (as determined by the GM). If there aren't enough rats to form a swarm, the charge is wasted. Called swarms move toward the music by the shortest available route but aren't under your control otherwise.

Whenever a **Swarm of Rats** that isn't under another creature's control comes within 30 feet of you while you are playing the pipes, the swarm makes a DC 15 Wisdom saving throw. On a successful save, the swarm behaves as it normally would and can't be swayed by the pipes' music for the next 24 hours. On a failed save, the swarm is swayed by the pipes' music and becomes Friendly to you and your allies for as long as you continue to play the pipes each round as a Magic action. A Friendly swarm obeys your commands. If you issue no commands to a Friendly swarm, it defends itself but otherwise takes no actions. If a Friendly swarm starts its turn more than 30 feet away from you, your control over that swarm ends, and the swarm behaves as it normally would and can't be swayed by the pipes' music for the next 24 hours.

Plate Armor of Etherealness

Armor (Half Plate Armor or Plate Armor), Legendary (Requires Attunement)

While you're wearing this armor, you can take a Magic action and use a command word to gain the effect of the *Etherealness* spell. The spell ends immediately if you remove the armor or take a Magic action to repeat the command word. This property of the armor can't be used again until the next dawn.

Portable Hole

Wondrous Item, Rare

This fine black cloth, soft as silk, is folded up to the dimensions of a handkerchief. It unfolds into a circular sheet 6 feet in diameter.

You can take a Magic action to unfold a Portable Hole and place it on or against a solid surface, whereupon the Portable Hole creates an extradimensional hole 10 feet deep. The cylindrical space within the hole exists on a different plane of existence, so it can't be used to create open passages. Any creature inside an open Portable Hole can exit the hole by climbing out of it.

You can take a Magic action to close a *Portable Hole* by taking hold of the edges of the cloth and folding it up. Folding the cloth closes the hole, and any creatures or objects within remain in the extradimensional space. No matter what's in it, the hole weighs next to nothing.

If the hole is folded up, a creature within the hole's extradimensional space can take an action to make a DC 10 Athletics check. On a successful check, the creature forces its way out and appears within 5 feet of the *Portable Hole*. A closed Portable Hole holds enough air for 1 hour of breathing, divided by the number of breathing creatures inside.

Placing a *Portable Hole* inside an extradimensional space created by a *Bag of Holding*, *Handy Haversack*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate and not behind Total Cover is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Potion of Animal Friendship

Potion, Uncommon

When you drink this potion, you can cast the level 3 version of the *Animal Friendship* spell (save DC 13).

Agitating this potion's muddy liquid brings little bits into view: a fish scale, a hummingbird feather, a cat claw, or a squirrel hair.

Potion of Clairvoyance

Potion, Rare

When you drink this potion, you gain the effect of the *Clairvoyance* spell (no Concentration required).

An eyeball bobs in this potion's yellowish liquid but vanishes when the potion is opened.

Potion of Climbing

Potion, Common

When you drink this potion, you gain a Climb Speed equal to your Speed for 1 hour. During this time, you have Advantage on Athletics checks to climb.

This potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colors.

Potion of Diminution

Potion, Rare

When you drink this potion, you gain the "reduce" effect of the *Enlarge/Reduce* spell for 1d4 hours (no Concentration required).

The red in the potion's liquid continuously contracts to a tiny bead and then expands to color the clear liquid around it. Shaking the bottle fails to interrupt this process.

Potion of Flying

Potion, Very Rare

When you drink this potion, you gain a Fly Speed equal to your Speed for 1 hour and can hover. If you're in the air when the potion wears off, you fall unless you have some other means of staying aloft.

This potion's clear liquid floats at the top of its container and has cloudy white impurities drifting in it.

Potion of Gaseous Form

Potion, Rare

When you drink this potion, you gain the effect of the *Gaseous Form* spell for 1 hour (no Concentration required) or until you end the effect as a Bonus Action.

This potion's container seems to hold fog that moves and pours like water.

Potion of Giant Strength

Potion, Rarity Varies

When you drink this potion, your Strength score changes for 1 hour. The type of giant determines the score (see the table below). The potion has no effect on you if your Strength is equal to or greater than that score.

This potion's transparent liquid has floating in it a sliver of light resembling a giant's fingernail.

Potion	Str.	Rarity
Hill Giant	21	Uncommon
Frost or stone Giant	23	Rare
Fore Giant	25	Rare
Cloud Giant	27	Very Rare
Storm Giant	29	Legendary

Potion of Growth

Potion, Uncommon

When you drink this potion, you gain the "enlarge" effect of the *Enlarge/Reduce* spell for 10 minutes (no Concentration required).

The red in the potion's liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process.

Potions of Healing

Potion, Rarity Varies

You regain Hit Points when you drink this potion. The number of Hit Points depends on the potion's rarity, as shown in the table below.

Whatever its potency, the potion's red liquid glimmers when agitated.

Potion	HP Regained	Rarity
Potion of Healing	2d4 + 2	C
PoH (greater)	4d4 + 4	U
PoH (superior)	8d4 + 8	R
PoH (supreme)	10d4 + 20	VR

Potion of Heroism

Potion, Rare

When you drink this potion, you gain 10 Temporary Hit Points that last for 1 hour. For the same duration, you are under the effect of the *Bless* spell (no Concentration required).

This potion's blue liquid bubbles and steams as if boiling.

Potion of Invisibility

Potion, Rare

This potion's container looks empty but feels as though it holds liquid. When you drink the potion, you have the Invisible condition for 1 hour. The effect ends early if you make an attack roll, deal damage, or cast a spell.

Potion of Invulnerability

Potion, Rare

For 1 minute after you drink this potion, you have Resistance to all damage.

This potion's syrupy liquid looks like liquefied iron.

Potion of Longevity

Potion, Very Rare

When you drink this potion, your physical age is reduced by 1d6 + 6 years, to a minimum of 13 years. Each time you subsequently drink a *Potion of Longevity*, there is 10 percent cumulative chance that you instead age by 1d6 + 6 years.

Suspended in this amber liquid is a tiny heart that, against all reason, is still beating. These ingredients vanish when the potion is opened.

Potion of Mind Reading

Potion, Rare

When you drink this potion, you gain the effect of the *Detect Thoughts* spell (save DC 13) for 10 minutes (no Concentration required).

This potion's dense, purple liquid has an ovoid cloud of pink floating in it.

Potion of Poison

Potion, Uncommon

This concoction looks, smells, and tastes like a *Potion of Healing* or another beneficial potion. However, it is actually poison masked by illusion magic. *Identify* reveals its true nature.

If you drink this potion, you take 4d6 Poison damage and must succeed on a DC 13 *Constitution saving throw* or have the Poisoned condition for 1 hour.

Potion of Resistance

Potion, Uncommon

When you drink this potion, you have Resistance to one type of damage for 1 hour. The GM chooses the type or determines it randomly by rolling on the following table.

1d10	Damage	Type 1d10	Damage Type
1	Acid	6	Necrotic
2	Cold	7	Poison
3	Fire	8	Psychic

1d10	Damage	Type 1d10	Damage Type
4	Force	9	Radiant
5	Lightning	10	Thunder

Potion of Speed

Potion, Very Rare

When you drink this potion, you gain the effect of the Haste spell for 1 minute (no Concentration required) without suffering the wave of lethargy that typically occurs when the effect ends.

This potion's yellow fluid is streaked with black and swirls on its own.

Potion of Vitality

Potion, Very Rare

When you drink this potion, it removes any Exhaustion levels you have and ends the Poisoned condition on you. For the next 24 hours, you regain the maximum number of Hit Points for any Hit Point Die you spend.

This potion's crimson liquid regularly pulses with dull light, calling to mind a heartbeat.

Potion of Water Breathing

Potion, Uncommon

You can breathe underwater for 24 hours after drinking this potion. This potion's cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

Quarterstaff of the Acrobat

Weapon (Quarterstaff), Very Rare (Requires Attunement)

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

While holding this weapon, you can cause it to emit green Dim Light out to 10 feet, either as a Bonus Action or after you roll Initiative, or you can extinguish the light as a Bonus Action.

While holding this weapon, you can take a Bonus Action to alter its form, turning it into a 6-inch rod (for ease of storage) or a 10-foot pole, or reverting it a Quarterstaff; the weapon will elongate only as far as the surrounding space allows.

In certain forms, the weapon has the following additional properties.

Acrobatic Assist (Quarterstaff and 10-Foot Pole Forms Only). While holding this weapon, you have Advantage on Acrobatics checks.

Attack Deflection (Quarterstaff Form Only). When you are hit by an attack while holding the weapon, you can take a Reaction to twirl the weapon around you, gaining a +5 bonus to your Armor Class against the triggering attack, potentially causing the attack to miss you. You can't use this property again until you finish a Short or Long Rest.

Ranged Weapon (Quarterstaff Form Only). This weapon has the Thrown property with a normal range of 30 feet and a long range of 120 feet. Immediately after you make a ranged attack with the weapon, it flies back to your hand.

Ring of Animal Influence

Ring, Rare

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can expend 1 charge to cast one of the following spells (save DC 13) from it:

Animal Friendship

Fear (affects Beasts only)

Speak with Animals

Ring of Djinni Summoning

Ring, Legendary (Requires Attunement)

While wearing this ring, you can take a Magic action to summon a particular Djinni from the Elemental Plane of Air. The djinni appears in an unoccupied space you choose within 120 feet of yourself. It remains as long as you maintain Concentration, to a maximum of 1 hour, or until it drops to 0 Hit Points.

While summoned, the djinni is Friendly to you and your allies, and it obeys your commands. If you fail to command it, the djinni defends itself against attackers but takes no other actions.

After the djinni departs, it can't be summoned again for 24 hours, and the ring becomes nonmagical if the djinni dies.

Rings of Djinni Summoning are often created by the djinn they summon and given to mortals as gifts of friendship or tokens of esteem.

Ring of Elemental Command

Ring, Legendary (Requires Attunement)

Each *Ring of Elemental Command* is linked to one of the four Elemental Planes. The GM chooses or randomly determines the linked plane. For example, a Ring of Elemental Command (air) is linked to the Elemental Plane of Air.

Every Ring of Elemental Command has the following two properties:

Elemental Bane. While wearing the ring, you have Advantage on attack rolls against Elementals and they have Disadvantage on attack rolls against you.

Elemental Compulsion. While wearing the ring, you can take a Magic action to try to compel an Elemental you see within 60 feet of yourself. The Elemental makes a DC 18 *Wisdom saving throw*. On a failed save, the Elemental has the Charmed condition until the start your next turn, and you determine what it does with its move and action on its next turn.

Elemental Focus. While wearing the ring, you benefit from additional properties corresponding to the ring's linked Elemental Plane:

Air. You know Auran, you have Resistance to Lightning damage, and you have a Fly Speed equal to your Speed and can hover.

Earth. You know Terran, and you have Resistance to Acid damage. Terrain composed of rubble, rocks, or dirt isn't Difficult Terrain for you. In addition, you can move through solid earth or rock as if those areas were Difficult Terrain without disturbing the matter through which you pass. If you end your turn in solid earth or rock, you are shunted out to the nearest unoccupied space you last occupied.

Fire. You know Ignan, and you have Immunity to Fire damage.

Water. You know Aquan, you gain a Swim Speed of 60 feet, and you can breathe underwater.

Spellcasting. The ring has 5 charges and regains 1d4 + 1 expended charges daily at dawn. While wearing the ring, you can cast a spell from it. Choose the spell from the list of available spells based on the Elemental Plane the ring is linked to, as shown in the following table. The table indicates how many charges you must expend to cast the spell, which has a save DC of 18.

Plane Spells (Charges)

Air *Chain Lightning* (3 charges), *Feather Fall* (0 charges), Gust of Wind (2 charges), *Wind Wall* (1 charge)

Earth *Earthquake* (5 charges), *Stone Shape* (2 charges), *Stoneskin* (3 charges), *Wall of Stone* (3 charges)

Fire *Burning Hands* (1 charge), *Fireball* (2 charges), *Fire Storm* (4 charges), *Wall of Fire* (3 charges)

Water *Create or Destroy Water* (1 charge), *Ice Storm* (2 charges), *Tsunami* (5 charges), *Wall of Ice* (3 charges), *Water Walk* (2 charges)

Ring of Evasion

Ring, Rare (Requires Attunement)

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. When you fail a Dexterity saving throw while wearing the ring, you can take a Reaction to expend 1 charge to succeed on that save instead.

Ring of Feather Falling

Ring, Rare (Requires Attunement)

When you fall while wearing this ring, you descend 60 feet per round and take no damage from falling.

Ring of Free Action

Ring, Rare (Requires Attunement)

While you wear this ring, Difficult Terrain doesn't cost you extra movement. In addition, magic can neither reduce any of your Speeds nor cause you to have the Paralyzed or Restrained condition.

Ring of Invisibility

Ring, Legendary (Requires Attunement)

While wearing this ring, you can take a Magic action to give yourself the Invisible condition. You remain Invisible until the ring is removed or until you take a Bonus Action to become visible again.

Ring of Jumping

Ring, Uncommon (Requires Attunement)

While wearing this ring, you can cast Jump from it, but can target only yourself when you do so.

Ring of Mind Shielding

Ring, Uncommon (Requires Attunement)

While wearing this ring, you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Creatures can telepathically communicate with you only if you allow it.

You can take a Magic action to cause the ring to become imperceptible until you take another Magic action to make it perceptible, until you remove the ring, or until you die.

If you die while wearing the ring, your soul enters it, unless it already houses a soul. You can remain in the ring or depart for the afterlife. As long as your soul is in the ring, you can telepathically communicate with any creature wearing it. A wearer can't prevent this telepathic communication.

Ring of Protection

Ring, Rare (Requires Attunement)

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

Ring of Regeneration

Ring, Very Rare (Requires Attunement)

While wearing this ring, you regain 1d6 Hit Points every 10 minutes if you have at least 1 Hit Point. If you lose a body part, the ring causes the missing part to regrow and return to full functionality after 1d6 + 1 days if you have at least 1 Hit Point the whole time.

Ring of Resistance

Ring, Rare

You have Resistance to one damage type while wearing this ring. The gemstone in the ring indicates the type, which the GM chooses or determines randomly by rolling on the following table.

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

Ring of Shooting Stars

Ring, Very Rare (Requires Attunement)

You can cast *Dancing Lights* or *Light* from the ring.

The ring has 6 charges and regains 1d6 expended charges daily at dawn. You can expend its charges to use the properties below.

Faerie Fire. You can expend 1 charge to cast Faerie Fire from the ring.

Lightning Spheres. You can expend 2 charges as a Magic action to create up to four 3-foot-diameter spheres of lightning. Each sphere appears in an unoccupied space you can see within 120 feet of yourself. The spheres last as long as you maintain Concentration, up to 1 minute. Each sphere sheds Dim Light in a 30-foot radius.

As a Bonus Action, you can move each sphere up to 30 feet, but no farther than 120 feet away from yourself. The first time the sphere comes within 5 feet of a creature other than you that isn't behind Total Cover, the sphere discharges lightning at that creature and disappears. That creature makes a DC 15 *Dexterity saving throw*. On a failed save, the creature takes Lightning damage based on the number of spheres you created, as shown in the following table. On a successful save, the creature takes half as much damage.

Number of Spheres	Lightning Damage
1	4d12
2	5d4
3	2d6
4	2d4

Shooting Stars. You can expend 1 to 3 charges as a Magic action. For every charge you expend, you launch a glowing mote of light from the ring at a point you can see within 60 feet of yourself. Each creature in a 15-foot Cube originating from that point is showered in sparks and makes a DC 15 *Dexterity saving throw*, taking 5d4 Radiant damage on a failed save or half as much damage on a successful one.

Ring of Spell Storing

Ring, Rare (Requires Attunement)

This ring stores spells cast into it, holding them until the attuned wearer uses them. The ring can store up to 5 levels worth of spells at a time. When found, it contains 1d6 − 1 levels of stored spells chosen by the GM.

Any creature can cast a spell of level 1 through 5 into the ring by touching the ring as the spell is cast. The spell has no effect other than to be stored in the ring. If the ring can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses.

While wearing this ring, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster but is otherwise treated as if you cast the spell. The spell cast from the ring is no longer stored in it, freeing up space.

Ring of Spell Turning

Ring, Legendary (Requires Attunement)

While wearing this ring, you have Advantage on saving throws against spells. If you succeed on the save for a spell of level 7 or lower, the spell has no effect on you. If that spell targeted only you and didn't create an area of effect, you can take a Reaction to deflect the spell back at the spell's caster; the caster must make a saving throw against the spell using their own spell save DC.

Ring of Swimming

Ring, Uncommon

You have a Swim Speed of 40 feet while wearing this ring.

Ring of Telekinesis

Ring, Very Rare (Requires Attunement)

While wearing this ring, you can cast *Telekinesis* from it.

Ring of the Ram

Ring, Rare (Requires Attunement)

This ring has 3 charges and regains 1d3 expended charges daily at dawn. While wearing the ring, you can take a Magic action to expend 1 to 3 charges to make a ranged spell attack against one creature you can see within 60 feet of yourself. The ring produces a spectral ram's head and makes its attack roll with a +7 bonus. On a hit, for each charge you spend, the target takes 2d10 Force damage and is pushed 5 feet away from you.

Alternatively, you can expend 1 to 3 of the ring's charges as a Magic action to try to break a nonmagical object you can see within 60 feet of yourself that isn't being worn or carried. The ring makes a Strength check with a +5 bonus for each charge you spend.

Ring of Three Wishes

Ring, Legendary

While wearing this ring, you can expend 1 of its 3 charges to cast *Wish* from it. The ring becomes nonmagical when you use the last charge.

Ring of Warmth

Ring, Uncommon (Requires Attunement)

If you take Cold damage while wearing this ring, the ring reduces the damage you take by 2d8.

In addition, while wearing this ring, you and everything you wear and carry are unharmed by temperatures of 0 degrees Fahrenheit or lower.

Ring of Water Walking

Ring, Uncommon

While wearing this ring, you cast *Water Walk* from it, targeting only yourself.

Ring of X-ray Vision

Ring, Rare (Requires Attunement)

While wearing this ring, you can take a Magic action to gain X-ray vision with a range of 30 feet for 1 minute. To you, solid objects within that radius appear transparent and don't prevent light from passing through them. The vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances or a thin sheet of lead block the vision.

Whenever you use the ring again before taking a Long Rest, you must succeed on a DC 15 Constitution saving throw or gain 1 Exhaustion level.

Robe of Eyes

Wondrous Item, Rare (Requires Attunement)

This robe is adorned with eyelike patterns. While you wear the robe, you gain the following benefits:

All-Around Vision. The robe gives you Advantage on Wisdom (Perception) checks that rely on sight.

Special Senses. You have Darkvision and Truesight, both with a range of 120 feet.

Drawbacks. A *Light* spell cast on the robe or a *Daylight* spell cast within 5 feet of the robe gives you the Blinded condition for 1 minute. At the end of each of your turns, you make a *Constitution saving throw* (DC 11 for *Light* or DC 15 for *Daylight*), ending the condition on yourself on a success.

Robe of Scintillating Colors

Wondrous Item, Very Rare (Requires Attunement)

This robe has 3 charges, and it regains 1d3 expended charges daily at dawn. While you wear it, you can take a Magic action and expend 1 charge to cause the garment to display a shifting pattern of dazzling hues until the end of your next turn. During this time, the robe sheds Bright Light in a 30-foot radius and Dim Light for an additional 30 feet, and creatures that can see you have Disadvantage on attack rolls against you. Any creature in the Bright Light that can see you when the robe's power is activated must succeed on a DC 15 *Wisdom saving throw* or have the Stunned condition until the effect ends.

Robe of Stars

Wondrous Item, Very Rare (Requires Attunement)

This black or dark-blue robe is embroidered with small white or silver stars. You gain a +1 bonus to saving throws while you wear it.

Six stars, located on the robe's upper-front portion, are particularly large. While wearing this robe, you can take a Magic action to remove one of the stars and expend it to cast the level 5 version of *Magic Missile*. Daily at dusk, 1d6 removed stars reappear on the robe.

While you wear the robe, you can take a Magic action to enter the Astral Plane along with everything you are wearing and carrying. You remain there until you take a Magic action to return to the plane you were on. You reappear in the last space you occupied or, if that space is occupied, the nearest unoccupied space.

Robe of the Archmagi

Wondrous Item, Legendary (Requires Attunement by a Sorcerer, Warlock, or Wizard)

This elegant garment is made from exquisite cloth and adorned with runes.

You gain these benefits while wearing the robe.

Armor. If you aren't wearing armor, your base Armor Class is 15 plus your Dexterity modifier.

Magic Resistance. You have Advantage on saving throws against spells and other magical effects.

War Mage. Your spell save DC and spell attack bonus each increase by 2.

Robe of Useful Items

Wondrous Item, Uncommon

This robe has cloth patches of various shapes and colors covering it. While wearing the robe, you can take a Magic action to detach one of the patches, causing it to become the object or creature it represents. Once the last patch is removed, the robe becomes an ordinary garment.

The robe has two of each of the following patches:

Bullseye Lantern (filled and lit)

Dagger

Mirror

Pole

Rope (coiled)

Sack

In addition, the robe has 4d4 other patches. The GM chooses the patches or determines them randomly by rolling on the following table.

1d100	Patch
01–08	Bag of 100 GP
09–15	Silver coffer (1 foot long, 6 inches wide and deep) worth 500 GP
16–22	Iron door (up to 10 feet wide and 10 feet high, barred on one side of your choice), which you can place in an opening you can reach; it conforms to fit the opening, attaching and hinging itself
23–30	10 gems worth 100 GP each
31–44	Wooden ladder (24 feet long)
45–51	Riding Horse with a Riding Saddle
52–59	Open pit (a 10-foot Cube), which you can place on the ground within 10 feet of yourself
60–68	4 Potions of Healing
69–75	Rowboat (12 feet long)
76–83	Spell Scroll containing one spell of level 1, 2, or 3 (your choice)
84–90	2 Mastiffs
91–96	Window (2 feet by 4 feet, up to 2 feet deep), which you can place on a vertical surface you can reach
97–00	Portable Ram

Rod of Absorption

Rod, Very Rare (Requires Attunement)

While holding this rod, you can take a Reaction to absorb a spell that is targeting only you and doesn't create an area of effect. The absorbed spell's effect is canceled, and the spell's energy—not the spell itself—is stored in the rod. The energy has the same level as the spell when it was cast. A canceled spell dissipates with no effect, and any resources used to cast it are wasted. The rod can absorb and store up to 50 levels of energy over the course of its existence. Once the rod absorbs 50 levels of energy, it can't absorb more. If you are targeted by a spell that the rod can't store, the rod has no effect on that spell.

When you become attuned to the rod, you know how many levels of energy the rod has absorbed over the course of its existence and how many levels of spell energy it currently has stored.

If you are a spellcaster holding the rod, you can convert energy stored in it into spell slots to cast spells you have prepared or know. You can create spell slots only of a level equal to or lower than your own spell slots, up to a maximum of level 5. You use the stored levels in place of your slots but otherwise cast the spell as normal. For example, you can use 3 levels stored in the rod as a level 3 spell slot.

A newly found rod typically has 1d10 levels of spell energy stored in it. A rod that can no longer absorb spell energy and has no energy remaining becomes nonmagical.

Rod of Alertness

Rod, Very Rare (Requires Attunement)

This rod has the following properties.

Alertness. While holding the rod, you have Advantage on Perception checks and on Initiative rolls.

Spells. While holding the rod, you can cast the following spells from it:

Detect Evil and Good

Detect Magic

Detect Poison and Disease

See Invisibility

Protective Aura. As a Magic action, you can plant the haft end of the rod in the ground, whereupon the rod's head sheds Bright Light in a 60-foot radius and Dim Light for an additional 60 feet. While in that Bright Light, you and your allies gain a +1 bonus to Armor Class and saving throws and can sense the location of any Invisible creature that is also in the Bright Light.

The rod's head stops glowing and the effect ends after 10 minutes or when a creature takes a Magic action to pull the rod from the ground. Once used, this property can't be used again until the next dawn.

Rod of Lordly Might

Rod, Legendary (Requires Attunement)

This rod has a flanged head, and it functions as a magic Mace that grants a +3 bonus to attack rolls and damage rolls made with it. The rod has properties associated with six different buttons that are set in a row along the haft. It has three other properties as well, detailed below.

Buttons. You can press one of the following buttons as a Bonus Action; a button's effect lasts until you push a different button or until you push the same button again, which causes the rod to revert to its normal form:

Button 1. A fiery blade sprouts from the end opposite the rod's flanged head. The flames shed Bright Light in a 40-foot radius and Dim Light for an additional 40 feet, and the blade functions as a magic Longsword or Shortsword (your choice) that deals an extra 2d6 Fire damage on a hit.

Button 2. The rod's flanged head folds down and two crescent-shaped blades spring out, transforming the rod into a magic Battleaxe that grants a +3 bonus to attack rolls and damage rolls made with it.

Button 3. The rod's flanged head folds down, a spear point springs from the rod's tip, and the rod's handle lengthens into a 6-foot haft, transforming the rod into a magic Spear that grants a +3 bonus to attack rolls and damage rolls made with it.

Button 4. The rod transforms into a climbing pole up to 50 feet long (you specify the length), though the rod's buttons remain within your reach. In surfaces as hard as granite, a spike at the bottom and three hooks at the top anchor the pole. Horizontal bars 3 inches long fold out from the sides, 1 foot apart, forming a ladder. The pole can bear up to 4,000 pounds. More weight or lack of solid anchoring causes the rod to revert to its normal form.

Button 5. The rod transforms into a handheld battering ram and grants its user a +10 bonus to Athletics checks made to break through doors, barricades, and other barriers.

Button 6. The rod assumes or remains in its normal form and indicates magnetic north. (Nothing happens if this function of the rod is used in a location that has no magnetic north.) The rod also gives you knowledge of your approximate depth beneath the ground or your height above it.

Drain Life. When you hit a creature with a melee attack using the rod, you can force the target to make a DC 17 *Constitution saving throw*. On a failed save, the target takes an extra 4d6 Necrotic damage, and you regain a number of Hit Points equal to half that Necrotic damage. Once used, this property can't be used again until the next dawn.

Paralyze. When you hit a creature with a melee attack using the rod, you can force the target to make a DC 17 *Constitution saving throw*. On a failed save, the target has the Paralyzed condition for 1 minute. The target repeats the save at the end of each of its turns, ending the effect on a success. Once used, this property can't be used again until the next dawn.

Terrify. While holding the rod, you can take a Magic action to force each creature you can see within 30 feet of yourself to make a DC 17 Wisdom saving throw. On a failed save, a target has the Frightened condition for 1 minute. A Frightened target repeats the save at the end of each of its turns, ending the effect on itself on a success. Once used, this property can't be used again until the next dawn.

Rod of Resurrection

Rod, Legendary (Requires Attunement)

The rod has 5 charges. While you hold it, you can cast one of the following spells from it: *Heal* (expends 1 charge) or *Resurrection* (expends 5 charges).

The rod regains 1 expended charge daily at dawn. If you expend the last charge, roll 1d20. On a 1, the rod disappears in a harmless burst of radiance.

Rod of Rulership

Rod, Rare (Requires Attunement)

You can take a Magic action to present the rod and command obedience from each creature of your choice that you can see within 120 feet of yourself. Each target must succeed on a DC 15 *Wisdom saving throw* or have the Charmed condition for 8 hours. While Charmed in this way, the creature regards you as its trusted leader. If harmed by you or your allies or commanded to do something contrary to its nature, a target ceases to be Charmed in this way. Once used, this property can't be used again until the next dawn.

Rod of Security

Rod, Very Rare

While holding this rod, you can take a Magic action to activate it. The rod then instantly transports you and up to 199 other willing creatures you can see to a demiplane. You choose the form the demiplane takes. It could be a tranquil garden, a cheery tavern, an immense palace, a tropical island, a fantastic carnival, or whatever else you can imagine. Regardless of its nature, the demiplane contains enough water and food to sustain its visitors, and the demiplane's environment can't harm its occupants. Everything else that can be interacted with there can exist only there. For example, a flower picked from a garden there disappears if it is taken outside the demiplane.

For each hour spent in the demiplane, a visitor regains Hit Points as if it had spent 1 Hit Point Die. Also, creatures don't age while there, although time passes normally. Visitors can remain there for up to 200 days divided by the number of creatures present (round down).

When the time runs out or you take a Magic action to end the effect, all visitors reappear in the location they occupied when you activated the rod or an unoccupied space nearest that location. Once used, this property can't be used again until 10 days have passed.

Rope of Climbing

Wondrous Item, Uncommon

This 60-foot length of rope can hold up to 3,000 pounds. While holding one end of the rope, you can take a Magic action to command the other end of the rope to animate and move toward a destination you choose, up to the rope's length away from you. That end moves 10 feet on your turn when you first command it and 10 feet at the start of each of your subsequent turns until reaching its destination or until you tell it to stop. You can also tell the rope to fasten itself securely to an object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying.

If you tell the rope to knot, large knots appear at 1-foot intervals along the rope. While knotted, the rope shortens to a 50-foot length and grants Advantage on ability checks made to climb using the rope.

The rope has AC 20, HP 20, and Immunity to Poison and Psychic damage. It regains 1 Hit Point every 5 minutes as long as it has at least 1 Hit Point. If the rope drops to 0 Hit Points, it is destroyed.

Rope of Entanglement

Wondrous Item, Rare

This rope is 30 feet long. While holding one end of the rope, you can take a Magic action to command the other end to dart forward and entangle one creature you can see within 20 feet of yourself. The target must succeed on a DC 15 *Dexterity saving throw* or have the Restrained condition. You can release the target by letting go of your end of the rope (causing the rope to coil up in the target's space) or by using a Bonus Action to repeat the command (causing the rope to coil up in your hand).

A target Restrained by the rope can take an action to make its choice of a DC 15 Athletics or Acrobatics check. On a successful check, the target is no longer Restrained by the rope. If you're still holding onto the rope when a target escapes from it, you can take a Reaction to command the rope to coil up in your hand; otherwise, the rope coils up in the target's space.

The rope has **AC** 20, **HP** 20, and **Immunity** to Poison and Psychic damage. It regains 1 Hit Point every 5 minutes as long as it has at least 1 Hit Point. If the rope drops to 0 Hit Points, it is destroyed.

Scarab of Protection

Wondrous Item, Legendary (Requires Attunement)

This beetle-shaped medallion provides three benefits while it is on your person.

Defense. You gain a +1 bonus to Armor Class.

Preservation. The scarab has 12 charges. If you fail a saving throw against a Necromancy spell or a harmful effect originating from an Undead, you can take a Reaction to expend 1 charge and turn the failed save into a successful one. The scarab crumbles into powder and is destroyed when its last charge is expended.

Spell Resistance. You have Advantage on saving throws against spells.

Scimitar of Speed

Weapon (Scimitar), Very Rare (Requires Attunement)

You gain a +2 bonus to attack rolls and damage rolls made with this magic weapon. In addition, you can make one attack with it as a Bonus Action on each of your turns.

Sending Stones

Wondrous Item, Uncommon

Sending Stones come in pairs, with each stone carved to match the other so the pairing is easily recognized. While you touch one stone, you can cast *Sending* from it. The target is the bearer of the other stone. If no creature bears the other stone, you know that fact as soon as you use the stone, and you don't cast the spell.

Once *Sending* is cast using either stone, the stones can't be used again until the next dawn. If one of the stones in a pair is destroyed, the other one becomes nonmagical.

Sentinel Shield

Armor (Shield), Uncommon

While holding this Shield, you have Advantage on Initiative rolls and Perception checks. The Shield is emblazoned with a symbol of an eye.

Shield, +1, +2, or +3

Armor (Shield), Uncommon (+1), Rare (+2), or Very Rare (+3)

While holding this Shield, you have a bonus to Armor Class determined by the Shield's rarity, in addition to the Shield's normal bonus to AC.

Shield of Missile Attraction

Armor (Shield), Rare (Requires Attunement)

While holding this Shield, you have Resistance to damage from attacks made with Ranged weapons.

Curse. This Shield is cursed. Attuning to it curses you until you are targeted by a *Remove Curse* spell or similar magic. Removing the Shield fails to end the curse on you. Whenever an attack with a Ranged weapon targets a creature within 10 feet of you, the curse causes you to become the target instead.

Shield of the Cavalier

Armor (Shield), Very Rare (Requires Attunement)

While holding this Shield, you have a +2 bonus to Armor Class. This bonus is in addition to the Shield's normal bonus to AC.

The Shield has the following additional properties that you can use while holding it.

Forceful Bash. When you take the Attack action, you can make one of the attack rolls using the Shield against a target within 5 feet of yourself. Apply your Proficiency Bonus and Strength modifier to the attack roll. On a hit, the Shield deals Force damage to the target equal to 2d6 + 2 plus your Strength modifier, and if the target is a creature, you can push it up to 10 feet directly away from yourself. If the creature is your size or smaller, you can also knock it down, giving it the Prone condition.

Protective Field. As a Reaction, when you or an ally you can see within 5 feet of you is targeted by an attack or makes a saving throw against an area of effect, you can use the Shield to create an immobile 5-foot Emanation originating from you. When the Emanation appears, any creatures or objects not fully contained within it are pushed into the nearest unoccupied spaces outside it. The attack or area of effect that triggered the Reaction has no effect on creatures and objects inside the Emanation, which lasts as long as you maintain Concentration, up to 1 minute. Nothing can pass into or out of the Emanation. A creature or object inside the Emanation can't be damaged by attacks or effects originating from outside, nor can a creature inside the Emanation damage anything outside it. Once this property is used, it can't be used again until the next dawn.

Slippers of Spider Climbing

Wondrous Item, Uncommon (Requires Attunement)

While you wear these light shoes, you can move up, down, and across vertical surfaces and along ceilings, while leaving your hands free. You have a Climb Speed equal to your Speed. However, the slippers don't allow you to move this way on a slippery surface, such as one covered by ice or oil.

Sovereign Glue

Wondrous Item, Legendary

This viscous, milky-white substance can form a permanent adhesive bond between any two objects. It must be stored in a jar or flask that has been coated inside with *Oil of Slipperiness*. When found, a container contains 1d6 + 1 ounces.

One ounce of the glue can cover a 1-foot square surface. Applying an ounce of *Sovereign Glue* takes a Utilize action, and the applied glue takes 1 minute to set. Once it has done so, the bond it creates can be broken only by the application of *Universal Solvent* or *Oil of Etherealness*, or with a *Wish* spell.

Spellguard Shield

Armor (Shield), Very Rare (Requires Attunement)

While holding this Shield, you have Advantage on saving throws against spells and other magical effects, and spell attack rolls have Disadvantage against you.

Spell Scroll

Scroll, Rarity Varies

A Spell Scroll bears the words of a single spell, written in a mystical cipher. If the spell is on your spell list, you can read the scroll and cast its spell without Material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the scroll crumbles to dust. If the casting is interrupted, the scroll isn't lost.

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

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

Spell Level	Rarity Save	DC	Attack Bonus
Cantrip	Common	13	+5
1	Common	13	+5
2	Uncommon	13	+5
3	Uncommon	15	+7

Spell Level	Rarity Save	DC	Attack Bonus
4	Rare	15	+7
5	Rare	17	+9
6	Very Rare	17	+9
7	Very Rare	18	+10
8	Very Rare	18	+10
9	Legendary	19	+11

Copying a Scroll into a Spellbook. A Wizard spell on a Spell Scroll can be copied into a spellbook. When a spell is copied in this way, the copier must succeed on an Arcana check with a DC equal to 10 plus the spell's level. On a successful check, the spell is copied. Whether the check succeeds or fails, the Spell Scroll is destroyed.

Sphere of Annihilation

Wondrous Item, Legendary

This 2-foot-diameter black sphere is a hole in the multiverse, hovering in space and stabilized by a magical field surrounding it.

The sphere obliterates all matter it passes through and all matter that passes through it. Artifacts are the exception. Unless an Artifact is susceptible to damage from a Sphere of Annihilation, it passes through the sphere unscathed. Anything else that touches the sphere but isn't wholly engulfed and obliterated by it takes 8d10 Force damage.

Controlling the Sphere. *A Sphere of Annihilation* is stationary until someone takes control of it. If you are within 60 feet of a sphere, you can take a Magic action to make a DC 25 Arcana check. On a successful check, you control the sphere until the start of your next turn, and if it was under another creature's control, that creature loses control of the sphere. On a failed check, the sphere moves 10 feet toward you in a straight line.

While in control of the sphere, you can take a Bonus Action to cause it to move in one direction of your choice, up to a number of feet equal to 5 times your Intelligence modifier (minimum 5 feet). Any creature whose space the sphere enters must succeed on a DC 19 *Dexterity saving throw* or be touched by it, taking 8d10 Force damage. A creature reduced to 0 Hit Points by this damage is obliterated, leaving its possessions behind but no other physical remains.

Sphere Interactions. If the sphere comes into contact with a planar portal (such as that created by the *Gate* spell) or an extradimensional space (such as that within a *Portable Hole*), the GM determines randomly what happens using the following table.

1d100	Result
01–50	The sphere is destroyed.
51–85	The sphere moves through the portal or into the extradimensional space.
86–00	A spatial rift sends the sphere and each creature and object within 180 feet of the sphere to a random plane of existence.

Staff of Charming

Staff, Rare (Requires Attunement by a Bard, Cleric, Druid, Sorcerer, Warlock, or Wizard)

This staff has 10 charges. While holding the staff, you can use any of its properties:

Cast Spell. You can expend 1 of the staff's charges to cast *Charm Person*, *Command*, or *Comprehend Languages* from it using your spell save DC.

Reflect Enchantment. If you succeed on a saving throw against an *Enchantment* spell that targets only you, you can take a Reaction to expend 1 charge from the staff and turn the spell back on its caster as if you had cast the spell.

Resist Enchantment. If you fail a saving throw against an Enchantment spell that targets only you, you can turn your failed save into a successful one. You can't use this property of the staff again until the next dawn.

Regaining Charges. The staff regains 1d8 + 2 expended charges daily at dawn. If you expend the last charge, roll 1d20. On a 1, the staff crumbles to dust and is destroyed.

Staff of Fire

Staff, Very Rare (Requires Attunement by a Druid, Sorcerer, Warlock, or Wizard)

You have Resistance to Fire damage while you hold this staff.

Spells. The staff has 10 charges. While holding the staff, you can cast one of the spells on the following table from it, using your spell save DC. The table indicates how many charges you must expend to cast the spell.

Spell	Charge Cost
Burning Hands	1
Fireball	3
Wall of Fire	4

Regaining Charges. The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll 1d20. On a 1, the staff crumbles into cinders and is destroyed.

Staff of Frost

Staff, Very Rare (Requires Attunement by a Druid, Sorcerer, Warlock, or Wizard)

You have Resistance to Cold damage while you hold this staff.

Spells. The staff has 10 charges. While holding the staff, you can cast one of the spells on the following table from it, using your spell save DC. The table indicates how many charges you must expend to cast the spell.

Spell	Charge Cost
Cone of Cold	5
Fog Cloud	1
Ice Storm	4
Wall of Ice	4

Regaining Charges. The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll 1d20. On a 1, the staff turns to water and is destroyed.

Staff of Healing

Staff, Rare (Requires Attunement by a Bard, Cleric, or Druid)

This staff has 10 charges. While holding the staff, you can cast one of the spells on the following table from it, using your spellcasting ability modifier. The table indicates how many charges you must expend to cast the spell.

Spell	Charge Cost
Cure Wounds	1 charge per spell level (maximum 4 for a level 4 spell)
Lesser Restoration	2
Mass Cure Wounds	5

Regaining Charges. The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll 1d20. On a 1, the staff vanishes in a flash of light, lost forever.

Staff of Power

Staff, Very Rare (Requires Attunement by a Sorcerer, Warlock, or Wizard)

This staff has 20 charges and can be wielded as a magic Quarterstaff that grants a +2 bonus to attack rolls and damage rolls made with it. While holding it, you gain a +2 bonus to Armor Class, saving throws, and spell attack rolls.

Spells. While holding the staff, you can cast one of the spells on the following table from it, using your spell save DC. The table indicates how many charges you must expend to cast the spell.

Spell	Charge Cost
Cone of Cold	5
Fireball (level 5 version)	5
Globe of Invulnerability	6
Hold Monster	5
Levitate	2
Lightning Bolt (level 5 version)	5
Magic Missile	1
Ray of Enfeeblement	1
Wall of Force	5

Regaining Charges. The staff regains 2d8 + 4 expended charges daily at dawn. If you expend the last charge, roll 1d20. On a 1, the staff retains its +2 bonus to attack rolls and damage rolls but loses all other properties. On a 20, the staff regains 1d8 + 2 charges.

Retributive Strike. You can take a Magic action to break the staff over your knee or against a solid surface. The staff is destroyed and releases its magic in an explosion that fills a 30-foot Emanation originating from itself. You have a 50 percent chance to instantly travel to a random plane of existence, avoiding the explosion. If you fail to avoid the effect, you take Force damage equal to 16 times the number of charges in the staff. Each other creature in the area makes a DC 17 *Dexterity saving throw*. On a failed save, a creature takes Force damage equal to 4 times the number of charges in the staff. On a successful save, a creature takes half as much damage.

Staff of Striking

Staff, Very Rare (Requires Attunement)

This staff can be wielded as a magic Quarterstaff that grants a +3 bonus to attack rolls and damage rolls made with it.

The staff has 10 charges. When you hit with a melee attack using it, you can expend up to 3 charges. For each charge you expend, the target takes an extra 1d6 Force damage.

Regaining Charges. The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll 1d20. On a 1, the staff becomes a nonmagical Quarterstaff.

Staff of Swarming Insects

Staff, Rare (Requires Attunement by a Bard, Cleric, Druid, Sorcerer, Warlock, or Wizard)

This staff has 10 charges.

Insect Cloud. While holding the staff, you can take a Magic action and expend 1 charge to cause a swarm of harmless flying insects to fill a 30-foot Emanation originating from you. The insects remain for 10 minutes, making the area Heavily Obscured for creatures other than you. A strong wind (like that created by *Gust of Wind*) disperses the swarm and ends the effect.

Spells. While holding the staff, you can cast one of the spells on the following table from it, using your spell save DC and spell attack modifier. The table indicates how many charges you must expend to cast the spell.

Spell	Charge Cost
Giant Insect	4
Insect Plague	5

Regaining Charges. The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll 1d20. On a 1, a swarm of insects consumes and destroys the staff, then disperses.

Staff of the Magi

Staff, Legendary (Requires Attunement by a Sorcerer, Warlock, or Wizard)

This staff has 50 charges and can be wielded as a magic Quarterstaff that grants a +2 bonus to attack rolls and damage rolls made with it. While you hold it, you gain a +2 bonus to spell attack rolls.

Spell Absorption. While holding the staff, you have Advantage on saving throws against spells. In addition, you can take a Reaction when another creature casts a spell that targets only you. If you do, the staff absorbs the magic of the spell, canceling its effect and gaining a number of charges equal to the absorbed spell's level. However, if doing so brings the staff's total number of charges above 50, the staff explodes as if you activated its Retributive Strike (see below).

Spells. While holding the staff, you can cast one of the spells on the following table from it, using your spell save DC. The table indicates how many charges you must expend to cast the spell.

Spell	Charge Cost
Arcane Lock	0
Conjure Elemental	7
Detect Magic	0
Dispel Magic	3
Enlarge/Reduce	0
Fireball (level 7 version)	7
Flaming Sphere	2
Ice Storm	4
Invisibility	2
Knock	2

Spell	Charge Cost
Light	0
Lightning Bolt (level 7 version)	7
Passwall	5
Plane Shift	7
Protection from Evil and Good	0
Telekinesis	5
Wall of Fire	4
Web	2

Regaining Charges. The staff regains 4d6 + 2 expended charges daily at dawn. If you expend the last charge, roll 1d20. On a 20, the staff regains 1d12 + 1 charges.

Retributive Strike. You can take a Magic action to break the staff over your knee or against a solid surface. The staff is destroyed and releases its magic in an explosion that fills a 30-foot Emanation originating from itself. You have a 50 percent chance to instantly travel to a random plane of existence, avoiding the explosion. If you fail to avoid the effect, you take Force damage equal to 16 times the number of charges in the staff. Each other creature in the area makes a DC 17 Dexterity saving throw. On a failed save, a creature takes Force damage equal to 6 times the number of charges in the staff. On a successful save, a creature takes half as much damage.

Staff of the Python

Staff, Uncommon (Requires Attunement)

As a Magic action, you can throw this staff so that it lands in an unoccupied space within 10 feet of you, causing the staff to become a **Giant Constrictor Snake** in that space. The snake is under your control and shares your Initiative count, taking its turn immediately after yours.

On your turn, you can mentally command the snake (no action required) if it is within 60 feet of you and you don't have the Incapacitated condition. You decide what action the snake takes and where it moves during its turn, or you can issue it a general command, such as to attack your enemies or guard a location. Absent commands from you, the snake defends itself.

As a Bonus Action, you can command the snake to revert to staff form in its current space, and you can't use the staff's property again for 1 hour. If the snake is reduced to 0 Hit Points, it dies and reverts to its staff form; the staff then shatters and is destroyed. If the snake reverts to staff form before losing all its Hit Points, it regains all of them.

Staff of the Woodlands

Staff, Rare (Requires Attunement by a Druid)

This staff has 6 charges and can be wielded as a magic Quarterstaff that grants a +2 bonus to attack rolls and damage rolls made with it. While holding it, you have a +2 bonus to spell attack rolls.

Spells. While holding the staff, you can cast one of the spells on the following table from it, using your spell save DC. The table indicates how many charges you must expend to cast the spell.

Spell	Charge Cost
Animal Friendship	1
Awaken	5
Barkskin	2
Locate Animals or Plants	2
Pass without Trace	2
Speak with Animals	1
Speak with Plants	3
Wall of Thorns	6

Tree Form. You can take a Magic action to plant one end of the staff in earth in an unoccupied space and expend 1 charge to transform the staff into a healthy tree. The tree is 60 feet tall and has a 5-foot-diameter trunk, and its branches at the top spread out in a 20-foot radius. The tree appears ordinary but radiates a faint aura of Transmutation magic that can be discerned with the *Detect Magic* spell. While touching the tree and using a Magic action, you return the staff to its normal form. Any creature in the tree falls when the tree reverts to a staff.

Regaining Charges. The staff regains 1d6 expended charges daily at dawn. If you expend the last charge, roll 1d20. On a 1, the staff loses its properties and becomes a nonmagical Quarterstaff.

Staff of Thunder and Lightning

Staff, Very Rare (Requires Attunement)

This staff can be wielded as a magic Quarterstaff that grants a +2 bonus to attack rolls and damage rolls made with it. It also has the following additional properties. Once one of these properties is used, it can't be used again until the next dawn.

Lightning. When you hit with a melee attack using the staff, you can cause the target to take an extra 2d6 Lightning damage (no action required).

Thunder. When you hit with a melee attack using the staff, you can cause the staff to emit a crack of thunder audible out to 300 feet (no action required). The target you hit must succeed on a DC 17 *Constitution saving throw* or have the Stunned condition until the end of your next turn.

Thunder and Lightning. Immediately after you hit with a melee attack using the staff, you can take a Bonus Action to use the Lightning and Thunder properties (see above) at the same time. Doing so doesn't expend the daily use of those properties, only the use of this one.

Lightning Strike. You can take a Magic action to cause a bolt of lightning to leap from the staff's tip in a Line that is 5 feet wide and 120 feet long. Each creature in that Line makes a DC 17 *Dexterity saving throw*, taking 9d6 Lightning damage on a failed save or half as much damage on a successful one.

Thunderclap. You can take a Magic action to cause the staff to produce a thunderclap audible out to 600 feet. Every creature within a 60-foot Emanation originating from you makes a DC 17 *Constitution saving throw*. On a failed save, a creature takes 2d6 Thunder damage and has the Deafened condition for 1 minute. On a successful save, a creature takes half as much damage only.

Staff of Withering

Staff, Rare (Requires Attunement)

This staff has 3 charges and regains 1d3 expended charges daily at dawn.

The staff can be wielded as a magic Quarterstaff. On a hit, it deals damage as a normal Quarterstaff, and you can expend 1 charge to deal an extra 2d10 Necrotic damage to the target and force it to make a DC 15 *Constitution saving throw*. On a failed save, the target has Disadvantage for 1 hour on any ability check or saving throw that uses Strength or Constitution.

Stone of Controlling Earth Elementals

Wondrous Item, Rare

While touching this 5-pound stone to the ground, you can take a Magic action to summon an **Earth Elemental**. The elemental appears in an unoccupied space you choose within 30 feet of yourself, obeys your commands, and takes its turn immediately after you on your Initiative count. The elemental disappears after 1 hour, when it dies, or when you dismiss it as a Bonus Action. The stone can't be used this way again until the next dawn.

Stone of Good Luck (Luckstone)

Wondrous Item, Uncommon (Requires Attunement)

While this polished agate is on your person, you gain a +1 bonus to ability checks and saving throws.

Sun Blade

Weapon (Longsword), Rare (Requires Attunement)

This item appears to be a sword hilt.

Blade of Radiance. While grasping the hilt, you can take a Bonus Action to cause a blade of pure radiance to spring into existence or make the blade disappear. While the blade exists, this magic weapon functions as a Longsword with the Finesse property. If you are proficient with Longswords or Shortswords, you are proficient with *the Sun Blade*.

You gain a +2 bonus to attack rolls and damage rolls made with this weapon, which deals Radiant damage instead of Slashing damage. When you hit an Undead with it, that target takes an extra 1d8 Radiant damage.

Sunlight. The sword's luminous blade emits Bright Light in a 15-foot radius and Dim Light for an additional 15 feet. The light is sunlight. While the blade persists, you can take a Magic action to expand or reduce its radius of Bright Light and Dim Light by 5 feet each, to a maximum of 30 feet each or a minimum of 10 feet each.

Sword of Life Stealing

Weapon (Glaive, Greatsword, Longsword, Rapier, Scimitar, or Shortsword), Rare (Requires Attunement)

When you attack a creature with this magic weapon and roll a 20 on the d20 for the attack roll, that target takes an extra 15 Necrotic damage if it isn't a Construct or an Undead, and you gain Temporary Hit Points equal to the amount of Necrotic damage taken.

Sword of Sharpness

Weapon (Glaive, Greatsword, Longsword, or Scimitar), Very Rare (Requires Attunement)

When you attack an object with this magic weapon and hit, maximize your weapon damage dice against the target.

When you attack a creature with this weapon and roll a 20 on the d20 for the attack roll, that target takes an extra 14 Slashing damage and gains 1 Exhaustion level.

Sword of Wounding

Weapon (Glaive, Greatsword, Longsword, Rapier, Scimitar, or Shortsword), Rare (Requires Attunement)

When you hit a creature with an attack using this magic weapon, the target takes an extra 2d6 Necrotic damage and must succeed on a DC 15 Constitution saving throw or be unable to regain Hit Points for 1 hour. The target repeats the save at the end of each of its turns, ending the effect on itself on a success.

Talisman of Pure Good

Wondrous Item, Legendary (Requires Attunement by a Cleric or Paladin)

This talisman is a mighty symbol of goodness. A Fiend or an Undead that touches the talisman takes 8d6 Radiant damage and takes the damage again each time it ends its turn holding or carrying the talisman.

Holy Symbol. You can use the talisman as a *Holy Symbol*. You gain a +2 bonus to spell attack rolls while you wear or hold it.

Pure Rebuke. The talisman has 7 charges. While wearing or holding the talisman, you can take a Magic action to expend 1 charge and target one creature you can see on the ground within 120 feet of yourself. A flaming fissure opens under the target, and the target makes a DC 20 *Dexterity saving throw*. If the target is a Fiend or an Undead, it has Disadvantage on the save. On a failed save, the target falls into the fissure and is destroyed, leaving no remains. On a successful save, the target isn't cast into the fissure but takes 4d6 Psychic damage from the ordeal. In either case, the fissure then closes, leaving no trace of its existence. When you expend the last charge, the talisman disperses into motes of golden light and is destroyed.

Talisman of the Sphere

Wondrous Item, Legendary (Requires Attunement)

While holding or wearing this talisman, you have Advantage on any Arcana check you make to control a *Sphere of Annihilation*. In addition, when you start your turn in control of a *Sphere of Annihilation*, you can take a Magic action to move it 10 feet plus a number of additional feet equal to 10 times your Intelligence modifier. This movement doesn't have to be in a straight line.

Talisman of Ultimate Evil

Wondrous Item, Legendary (Requires Attunement)

This item symbolizes unrepentant evil. A creature that isn't a Fiend or an Undead that touches the talisman takes 8d6 Necrotic damage and takes the damage again each time it ends its turn holding or carrying the talisman.

Holy Symbol. You can use the talisman as a Holy Symbol. You gain a +2 bonus to spell attack rolls while you wear or hold it.

Ultimate End. The talisman has 6 charges. While wearing or holding the talisman, you can take a Magic action to expend 1 charge and target one creature you can see on the ground within 120 feet of yourself. A flaming fissure opens under the target, and the target makes a DC 20 *Dexterity saving throw*. If the target is a Celestial, it has Disadvantage on the save. On a failed save, the target falls into the fissure and is destroyed, leaving no remains. On a successful save, the target isn't cast into the fissure but takes 4d6 Psychic damage from the ordeal. In either case, the fissure then closes, leaving no trace of its existence. When you expend the last charge, the talisman dissolves into foul-smelling slime and is destroyed.

Thunderous Greatclub

Weapon (Greatclub), Very Rare (Requires Attunement)

While you are attuned to this magic weapon, your Strength is 20 unless your Strength is already equal to or greater than that score. The weapon deals an extra 1d8 Thunder damage to any creature it hits and an extra 3d8 Thunder damage to objects it hits that aren't being worn or carried.

The weapon has the following additional properties.

Clap of Thunder. As a Magic action, you can strike the weapon against a hard surface to create a loud clap of thunder audible out to 300 feet. You also create a 30-foot Cone of thunderous energy. Each creature in the Cone must succeed on a DC 15 *Strength saving throw* or have the Prone condition. Nonmagical objects in the Cone that aren't being worn or carried take 3d8 Thunder damage.

Earthquake. As a Magic action, you can strike the weapon against the ground to create an intense seismic disturbance in a 50-foot-radius circle centered on the point of impact. Structures in contact with the ground in that area take 50 Bludgeoning damage, and each creature on the ground in that area must succeed on a DC 20 *Dexterity saving throw* or have the Prone condition. If that creature is also concentrating, it must succeed on a DC 20 *Constitution saving throw*, or its Concentration is broken. In addition, you can cause a 30-foot-deep, 10-foot-wide fissure to open up on the ground anywhere in the area. Any creature on a spot where the fissure opens must make a DC 20 *Dexterity saving throw*, falling into the fissure on a failed save or moving with the fissure's edge on a successful one. Any structure on a spot where the fissure opens collapses into the fissure. Once you use this property, it can't be used again until the next dawn.

Tome of Clear Thought

Wondrous Item, Very Rare

This book contains memory and logic exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Intelligence increases by 2, to a maximum of 30. The manual then loses its magic but regains it in a century.

Tome of Leadership and Influence

Wondrous Item, Very Rare

This book contains guidelines for influencing and charming others, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Charisma increases by 2, to a maximum of 30. The manual then loses its magic but regains it in a century.

Tome of Understanding

Wondrous Item, Very Rare

This book contains intuition and insight exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Wisdom increases by 2, to a maximum of 30. The manual then loses its magic, but regains it in a century.

Trident of Fish Command

Weapon (Trident), Uncommon (Requires Attunement)

This magic weapon has 3 charges, and it regains 1d3 expended charges daily at dawn. While you carry it, you can expend 1 charge to cast *Dominate Beast* (save DC 15) from it on a Beast that has a Swim Speed.

Universal Solvent

Wondrous Item, Legendary

This tube holds milky liquid with a strong alcohol smell. When found, a tube contains 1d6 + 1 ounces.

You can take a Utilize action to pour 1 or more ounces of solvent from the tube onto a surface within reach. Each ounce instantly dissolves up to 1 square foot of adhesive it touches, including *Sovereign Glue*.

Vicious Weapon

Weapon (Any Simple or Martial), Rare

This magic weapon deals an extra 2d6 damage to any creature it hits. This extra damage is of the same type as the weapon's normal damage.

Vorpal Sword

Weapon (Glaive, Greatsword, Longsword, or Scimitar), Legendary (Requires Attunement)

You gain a +3 bonus to attack rolls and damage rolls made with this magic weapon. In addition, the weapon ignores Resistance to Slashing damage.

When you use this weapon to attack a creature that has at least one head and roll a 20 on the d20 for the attack roll, you cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it has Immunity to Slashing damage, if it doesn't have or need a head, or if the GM decides that the creature is too big for its

head to be cut off with this weapon. Such a creature instead takes an extra 30 Slashing damage from the hit. If the creature has Legendary Resistance, it can expend one daily use of that trait to avoid losing its head, taking the extra damage instead.

Wand of Binding

Wand, Rare (Requires Attunement)

This wand has 7 charges.

Spells. While holding the wand, you can cast one of the spells (save DC 17) on the following table from it. The table indicates how many charges you must expend to cast the spell.

Spell	Charge Cost
Hold Monster	5
Hold Person	2

Regaining Charges. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll 1d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of Enemy Detection

Wand, Rare (Requires Attunement)

This wand has 7 charges. While holding it, you can take a Magic action to expend 1 charge. For 1 minute, you know the direction of the nearest creature Hostile to you within 60 feet, but not its distance from you. The wand can sense the presence of Hostile creatures that are Invisible, ethereal, disguised, or hidden, as well as those in plain sight. The effect ends if you stop holding the wand.

Regaining Charges. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll 1d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of Fear

Wand, Rare (Requires Attunement)

This wand has 7 charges.

Spells. While holding the wand, you can cast one of the spells (save DC 15) on the following table from it. The table indicates how many charges you must expend to cast the spell.

Spell	Charge Cost
Command (flee or grovel only)	1
Fear (60-foot Cone)	3

Regaining Charges. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll 1d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of Fireballs

Wand, Rare (Requires Attunement by a Spellcaster)

This wand has 7 charges. While holding it, you can expend no more than 3 charges to cast *Fireball* (save DC 15) from it. For 1 charge, you cast the level 3 version of the spell. You can increase the spell's level by 1 for each additional charge you expend.

Regaining Charges. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll 1d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of Lightning Bolts

Wand, Rare (Requires Attunement by a Spellcaster)

This wand has 7 charges. While holding it, you can expend no more than 3 charges to cast *Lightning Bolt* (save DC 15) from it. For 1 charge, you cast the level 3 version of the spell. You can increase the spell's level by 1 for each additional charge you expend.

Regaining Charges. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll 1d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of Magic Detection

Wand, Uncommon

This wand has 3 charges. While holding it, you can expend 1 charge to cast *Detect Magic* from it. The wand regains 1d3 expended charges daily at dawn.

Wand of Magic Missiles

Wand, Uncommon

This wand has 7 charges. While holding it, you can expend no more than 3 charges to cast *Magic Missile* from it. For 1 charge, you cast the level 1 version of the spell. You can increase the spell's level by 1 for each additional charge you expend.

Regaining Charges. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll 1d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of Paralysis

Wand, Rare (Requires Attunement by a Spellcaster)

This wand has 7 charges. While holding it, you can take a Magic action to expend 1 charge to cause a thin blue ray to streak from the tip toward a creature you can see within 60 feet of yourself. The target must succeed on a DC 15 *Constitution saving throw* or have the Paralyzed condition for 1 minute. At the end of each of the target's turns, it repeats the save, ending the effect on itself on a success.

Regaining Charges. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll 1d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of Polymorph

Wand, Very Rare (Requires Attunement by a Spellcaster)

This wand has 7 charges. While holding it, you can expend 1 charge to cast *Polymorph* (save DC 15) from it.

Regaining Charges. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll 1d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of Secrets

Wand, Uncommon

This wand has 3 charges and regains 1d3 expended charges daily at dawn. While holding it, you can take a Magic action to expend 1 charge, and if a secret door or trap is within 60 feet of you, the wand pulses and points at the one nearest to you.

Wand of the War Mage, +1, +2, or +3

Wand, Uncommon (+1), Rare (+2), or Very Rare (+3) (Requires Attunement by a Spellcaster)

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity. In addition, you ignore Half Cover when making a spell attack roll.

Wand of Web

Wand, Uncommon (Requires Attunement by a Spellcaster)

This wand has 7 charges. While holding it, you can expend 1 charge to cast *Web* (save DC 13) from it.

Regaining Charges. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll 1d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of Wonder

Wand, Rare (Requires Attunement)

This wand has 7 charges. While holding it, you can take a Magic action to expend 1 charge while choosing a point within 120 feet of yourself. That location becomes the point of origin of a spell or other magical effect determined by rolling on the *Wand of Wonder* Effects table. Spells cast from the wand have a save DC of 15. If a spell's maximum range is normally less than 120 feet, it becomes 120 feet when cast from the wand. If an effect has multiple possible subjects, the GM determines randomly which among them are affected.

Regaining Charges. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll 1d20. On a 1, the wand crumbles into dust and is destroyed.

Wand of Wonder Effects

1d100 Effect

01–20 You cast a spell originating from the chosen point. Roll 1d10 to determine the spell: on a 1–2, *Darkness*; on a 3–4, *Faerie Fire*; on a 5–6, *Fireball*; on a 7–8, *Slow*; on a 9–10, *Stinking Cloud*.

21–25 Nothing happens at the chosen point of origin. Instead, you have the Stunned condition until the start of your next turn, believing something awesome just happened.

26–30 You cast *Gust of Wind*. The Line created by the spell extends from you to the chosen point of origin.

31–35 Nothing happens at the chosen point of origin. Instead, you take 1d6 Psychic damage.

36–40 Heavy rain falls for 1 minute in a 120-foot-high, 60-foot-radius Cylinder centered on the chosen point of origin. During that time, the area of effect is Lightly Obscured.

41–45 A cloud of 600 oversized butterflies fills a 60-foot-high, 30-foot-radius Cylinder centered on the chosen point of origin. The butterflies remain for 10 minutes, during which time the area of effect is Heavily Obscured.

46–50 You cast *Lightning Bolt*. The Line created by the spell extends from you to the chosen point of origin.

51–55 The creature closest to the chosen point of origin is enlarged as if you had cast *Enlarge/ Reduce* on it. If the target isn't you and can't be affected by that spell, you become the target instead.

56–60 A magically formed creature appears in an unoccupied space as close to the chosen point of origin as possible. The creature isn't under your control, acts as it normally would, and disappears after 1 hour or when it drops to 0 Hit Points. Roll 1d4 to determine which creature appears. On a 1, a **Rhinoceros** appears; on a 2, an **Elephant** appears; and on a 3–4, a **Rat** appears.

61–64 Grass covers a 60-foot-radius circle of ground, with the center of that circle as close to the chosen point of origin as possible. Grass that's already there grows to ten times its normal size and remains overgrown for 1 minute.

65–68 An object of the GM's choice disappears into the Ethereal Plane. The object must be neither worn nor carried, within 120 feet of the chosen point of origin, and no larger than 10 feet in any dimension. If there are no such objects in range, nothing happens.

69–72 Nothing happens at the chosen point of origin. Instead, you shrink as if you had cast *Enlarge/ Reduce* on yourself and remain in that state for 1 minute.

73–77 Leaves grow from the creature nearest to the chosen point of origin. Unless they are picked off, the leaves turn brown and fall off after 24 hours.

78–82 Nothing happens at the chosen point of origin. Instead, a burst of colorful, shimmering light extends from you in a 30-foot Emanation. Each creature in the area must succeed on a DC 15 *Constitution saving throw* or have the Blinded condition for 1 minute. A creature repeats the save at the end of each of its turns, ending the effect on itself on a success.

83–87 Nothing happens at the chosen point of origin. Instead, you cast *Invisibility* on yourself.

88–92 Nothing happens at the chosen point of origin. Instead, a stream of 1d4 × 10 gems, each worth 1 GP, shoots from the wand's tip in a Line 30 feet long and 5 feet wide toward the chosen point of origin. Each gem deals 1 Bludgeoning damage, and the total damage of the gems is divided equally among all creatures in the Line.

93–97 You cast *Polymorph*, targeting the creature closest to the chosen point of origin. Roll 1d4 to determine the target's new form. On a 1, the new form is a **Black Bear**; on a 2, the new form is a **Giant Wasp**; on a 3–4, the new form is a **Frog**.

98–00 The creature closest to the chosen point of origin makes a DC 15 *Constitution saving throw*. On a failed save, the creature has the Restrained condition and begins to turn to stone. While Restrained in this way, the creature repeats the save at the end of its next turn with Disadvantage. On a successful save, the effect ends. On a failed save, the creature has the Petrified condition instead of the Restrained condition. The petrification lasts until the creature is freed by the *Greater Restoration* spell or similar magic.

Weapon, +1, +2, or +3

Weapon (Any Simple or Martial), Uncommon (+1), Rare (+2), or Very Rare (+3)

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

Weapon of Warning

Weapon (Any Simple or Martial), Uncommon (Requires Attunement)

As long as this weapon is within your reach and you are attuned to it, you and allies within 30 feet of you gain the following benefits.

Alarm. The weapon magically awakens each subject who is sleeping naturally when combat begins. This benefit doesn't wake a subject from magically induced sleep.

Supernatural Readiness. Each subject has Advantage on its Initiative rolls.

Well of Many Worlds

Wondrous Item, Legendary

This fine black cloth, soft as silk, is folded up to the dimensions of a handkerchief. It unfolds into a circular sheet 6 feet in diameter.

You can take a Magic action to unfold the Well of Many Worlds and place it on a solid surface, whereupon it forms a two-way, 6-foot-diameter, circular portal to another world or plane of existence. Each time the item opens a portal, the GM decides where it leads. The portal remains open until a creature within 5 feet of it takes a Magic action to close it by taking hold of the edges of the cloth and folding it up.

Once the *Well of Many Worlds* has opened a portal, it can't do so again for 1d8 hours.

Wind Fan

Wondrous Item, Uncommon

While holding this fan, you can cast *Gust of Wind* (save DC 13) from it. Each subsequent time the fan is used before the next dawn, it has a cumulative 20 percent chance of not working; if the fan fails to work, it tears into useless, nonmagical tatters.

Winged Boots

Wondrous Item, Uncommon (Requires Attunement)

These boots have 4 charges and regain 1d4 expended charges daily at dawn. While wearing the boots, you can take a Magic action to expend 1 charge, gaining a Fly Speed of 30 feet for 1 hour. If you are flying when the duration expires, you descend at a rate of 30 feet per round until you land.

Wings of Flying

Wondrous Item, Rare (Requires Attunement)

While wearing this cloak, you can take a Magic action to turn the cloak into a pair of wings on your back. The wings lasts for 1 hour or until you end the effect early as a Magic action. The wings give you a Fly Speed of 60 feet. If you are aloft when the wings disappear, you fall. When the wings disappear, you can't use them again for 1d12 hours.

Monsters

Stat Block Overview

A monster has a stat block that contains the rules necessary to use it in the game. Stat blocks are divided into the following parts:

Name and General Details. The name of the monster is followed by its size, creature type (along with any descriptive tags), and alignment.

Combat Highlights. Armor Class, Hit Points, Speed, and Initiative are provided here.

Ability Scores. A monster's ability scores, ability modifiers, and saving throws are listed here.

Other Details. The monster's Senses, Languages, and CR entries appear here. Additional details appear in some monsters, such as skill proficiencies, Resistances, Immunities, and Gear. If a monster lacks those details, entries for them don't appear.

Traits. Monster characteristics that are active at all times or during certain situations appear here.

Actions. The monster can take the actions here in addition to those in "Playing the Game."

Bonus Actions. This section provides a monster's Bonus Actions, if any.

Reactions and Legendary Actions. These sections provide Reactions and Legendary Actions, if any.

Parts of a Stat Block

The rules for a stat block are detailed in "Rules Glossary" and in this section.

Size

A monster is Tiny, Small, Medium, Large, Huge, or Gargantuan. If size options are presented, you choose the creature's size from those options. See "Playing the Game" for information on size.

Creature Type

Each monster has a tag that identifies the type of creature it is. Certain spells, magic items, class features, and other effects in the game interact in special ways with creatures of a particular type.

The game includes the following creature types, which have no rules of their own:

- **Aberrations** are utterly alien beings, such as aboleths and cloakers.
- **Beasts** are non-Humanoid natural creatures, like horses and wolves, as well as most giant animals.
- **Celestials** are magical creatures, such as angels and pegasi, with ties to the Upper Planes.
- **Constructs** are magically created creatures such as homunculi and shield guardians.
- **Dragons** are scaly beings of ancient origin, such as red dragons and wyverns.
- **Elementals** are beings from the Elemental Planes, such as efreet and water elementals.
- **Fey** are creatures tied to the the plane of Farie, otherwise called the Seelie or Unseelie Courts, or the forces of nature, such as dryads and goblins.
- **Fiends** are creatures tied to terrifying Lower Planes, such as balors and hell hounds.
- **Giants** are towering beings with humanlike shapes, like fire giants and trolls.
- **Humanoids** are people defined by their roles and professions, such as mages, pirates, and warriors. They include members of varied species.
- **Monstrosities** are unnatural creatures with strange origins, such as mimics and owlbears.
- **Oozes** are gelatinous creatures, including black puddings and gelatinous cubes.
- **Plants** are sentient vegetation and fungal monsters, such as shambling mounds and treants.
- **Undead** are spirits and the reanimated dead, such as ghosts, vampires, and zombies.

Descriptive Tags

A monster might have one or more tags in parentheses following its type. Such tags provide additional categorization and have no rules of their own, but certain game effects might refer to them.

Alignment

The alignment specified in a monster's stat block is a default suggestion of how to roleplay the monster, inspired by its traditional role in the game or real-world folklore. Change a monster's alignment to suit your storytelling needs. The Neutral alignment, in particular, is an invitation for you to consider whether an individual leans toward one of the other alignments.

"Character Creation" describes the nine alignments and unaligned creatures.

Armor Class

A monster's Armor Class (AC) includes its natural armor, Dexterity, gear, and other defenses. See "Playing the Game" for information on Armor Class.

Initiative

The Initiative entry specifies the monster's Initiative modifier followed by the monster's Initiative score in parentheses. Use the modifier when you roll to determine a monster's Initiative. A monster's Initiative modifier is typically equal to its Dexterity modifier, but some monsters have additional modifiers, such as Proficiency Bonus, applied to that number.

If you don't want to roll a monster's Initiative, use the Initiative score as the monster's Initiative in combat. Initiative is further detailed in "Playing the Game."

Hit Points

A monster's Hit Points are presented as a number followed by parentheses, where the monster's Hit Point Dice are provided, along with any contribution from its Constitution. Either use the number for the monster's Hit Points or roll the die expression in parentheses to determine the monster's Hit Points randomly; don't use both.

A monster's size typically determines the die used to calculate its Hit Points, as shown in the Hit Dice by Size table.

Hit Dice Monster	by Size Size Hit Die	Average HP per Die
Tiny Small Medium Large Huge Gargantuan	d4 d6 d8 d10 d12 d20	2½ 3½ 4½ 5½ 6½ 10½

A monster's Constitution modifier is multiplied by the number of Hit Dice it possesses, and the result is added to its Hit Points. For example, if a monster has a Constitution of 12 (+1 modifier) and 2d8 Hit Dice, it has 2d8 + 2 Hit Points (average 11).

For more on Hit Points, see "Playing the Game."

Speed

The Speed entry specifies a monster's Speed. Some monsters have one or more of the following speeds: Burrow, Climb, Fly, Swim. Rules for Speed and these specials speeds appear in "Rules Glossary."

Ability Scores

Every monster has six ability scores along with corresponding ability score modifiers and saving throw modifiers. For more information on ability scores and saving throws, see "Playing the Game."

Skills

The Skills entry specifies a monster's skill proficiencies, if any. For example, a monster that is very perceptive and stealthy might have bonuses to Wisdom (Perception) and Stealth checks. A skill bonus is the sum of a monster's relevant ability modifier and its Proficiency Bonus. Other modifiers might apply.

Resistances and Vulnerabilities

These entries list a monster's Resistances and Vulnerabilities, if any. See "Playing the Game" for more information.

Running a Monster

To ensure a monster acts in accordance with its Challenge Rating, follow these rules during combat:

Special Abilities. If the monster has a special ability that deals a lot of damage but has a limited number of uses, such as a recharging breath weapon or a spell it can cast only once per day, have it use that special ability as quickly and as often as possible.

Multiattack. If the monster has Multiattack, have it use Multiattack on any of its turns in which it's not using one of its more powerful abilities.

Bonus Actions, Reactions, Legendary Actions. If the monster has Bonus Actions, Reactions, or Legendary Actions in its stat block, make sure it uses them as often as it can.

Immunities

This entry lists the monster's Immunities, if any. If the monster has damage and condition Immunities, the damage types are listed before the conditions. See "Playing the Game" for details.

Gear

Monsters have proficiency with their equipment. If a monster has equipment that can be given away or retrieved, the items are listed in the Gear entry. The monster's stat block might include special flourishes that happen when the monster uses an item, and the stat block might ignore the rules in "Equipment" for that item. When used by someone else, a retrievable item uses its "Equipment" rules, ignoring any special flourishes in the stat block.

The Gear entry doesn't necessarily list all of a monster's equipment. For example, a monster that wears clothes is assumed to be dressed appropriately, and those clothes aren't in this entry.

Equipment mentioned outside the Gear entry is considered to be supernatural or highly specialized, and it is unusable when the monster is defeated.

Ammunition and Ranged Attacks

A monster that requires ammunition to make ranged attacks carries the necessary ammunition.

Equipping a Monster with Other Items

You may equip monsters with additional gear however you like, using the items in "Equipment" for inspiration. You decide how much of a monster's equipment is recoverable after the creature is slain and whether any of that equipment is still usable.

Beware of giving a monster combat-oriented magic items, since those might alter the monster's Challenge Rating. If you do give a monster a magic item, the monster can have Attunement with magic items as noted in "Equipment." A monster with a class tag after its creature type is considered a member of that class for Attunement purposes.

Senses

The Senses entry specifies a monster's Passive Perception score, as well as any special senses the monster possesses. Passive Perception and special senses are described in "Rules Glossary."

Languages

This entry lists languages that the monster can use to communicate. Sometimes a monster can understand a language but can't communicate with it, which is noted in its entry. "None" indicates that a creature doesn't comprehend any language.

Telepathy

Telepathy is a magical ability that allows a creature to communicate mentally with another creature within a specified range. See "Rules Glossary" for more information.

Challenge Rating

Challenge Rating is defined in "Rules Glossary," while guidance on using CR to plan potential combat encounters is in "Gameplay Toolbox."

Experience Points

The number of Experience Points (XP) a monster is worth is based on its CR, as detailed in the Experience Points by Challenge Rating table. XP is awarded for defeating the monster in combat or otherwise neutralizing it.

Unless a rule says otherwise, a monster summoned by a spell or another magical ability is worth the XP noted in its stat block.

Experience CR	Points by Challenge XP	Rating CR	XP
0	0 or 10	14	11,500
1/8	25	15	13,000
1/4	50	16	15,000
1/2	100	17	18,000
1	200	18	20,000
2	450	19	22,000
3	700	20	25,000

Experience CR	Points by Challenge XP	Rating CR	XP
4	1,100	21	33,000
5	1,800	22	41,000
6	2,300	23	50,000
7	2,900	24	62,000
8	3,900	25	75,000
9	5,000	26	90,000
10	5,900	27	105,000
11	7,200	28	120,000
12	8,400	29	135,000
13	10,000	30	155,000

Proficiency Bonus

A monster's Proficiency Bonus (PB) is determined by its CR, as shown in the Proficiency Bonus by Challenge Rating table, and is reflected in saving throws, skills, and other statistics where the monster's exceptional aptitude is a factor.

Proficiency CR	Bonus by Challenge PB	Rating CR	PB
0–4	+2	17–20	+6
5–8	+3	21–24	+7
9–12	+4	25–28	+8
13–16	+5	29–30	+9

Traits

A monster's traits, if any, are features that are active at all times or in certain situations.

Actions

A monster can take the actions in this section or take one of the actions available to all creatures, as described in "Playing the Game."

Attack Notation

The entry for a monster's attack identifies whether the attack is a melee or a ranged attack and then provides the attack roll's bonus, its reach or range, and what happens on a hit. An attack is against one target unless its entry says otherwise. For details on different kinds of attacks, see "Playing the Game" and "Spells."

Hit. Any damage dealt or other effects that occur as a result of an attack hitting a target are described after the "Hit:" notation.

Miss. If an attack has an effect that occurs on a miss, that information follows the "Miss:" notation.

Hit or Miss. If an attack has an effect that occurs regardless of whether it hits or misses its target, that information follows the "Hit or Miss:" notation.

Saving Throw Effect Notation

If an effect forces a saving throw, the effect identifies the kind of save required and then provides the save's DC, a description of which creatures make the save, and an explanation of what happens on a failed or successful save.

"Half damage only" on a successful save means the target takes half as much damage (round down) as targets that fail the save, while also ignoring all other parts of the effect.

Damage Notation

A stat block usually provides both a number and a die expression for each instance of damage. For example, an attack might deal 4 (1d4 + 2) damage on a hit. You decide whether to use the number or the die expression in parentheses; don't use both.

Multiattack

Some creatures can make more than one attack when they take the Attack action. Such creatures have the Multiattack entry in the "Actions" section of their stat block. This entry details the attacks a creature can make, as well as any additional abilities it can use, as part of the Attack action.

Spellcasting

If a monster can cast any spells, its stat block lists the spells and provides the monster's spellcasting ability, spell save DC (if any spells require a saving throw), and spell attack bonus (if any spells require an attack roll). Unless noted otherwise, a spell of level 1 or higher is always cast at its lowest possible level and can't be cast at a higher level.

A monster's spell can have special rules or restrictions. For example, a green hag can cast the Invisibility spell, but the spell has a "self only" restriction, which means the spell affects only the hag.

Spell Components. The Spellcasting trait notes whether the monster's spellcasting ignores the need for certain spell components. If any spell components are required, describe the monster's use of Verbal, Somatic, or Material components to signal to characters that it is casting a spell. A monster that requires Material components has them.

Casting Times of 1+ Minutes. If a spell has a casting time of 1 minute or more yet is listed in a spellcasting action, the monster doesn't cast the spell in just one action unless the action's description states otherwise; the monster must take the Magic action on each of its turns and maintain Concentration to cast the spell, as described in "Rules Glossary."

Bonus Action

If a monster has Bonus Action options, they are listed in this section. See "Playing the Game" for details on Bonus Actions.

Reactions

If the monster has Reaction options, those are listed in this section along with their triggers. See "Playing the Game" for details on Reactions.

Legendary Actions

If the monster has Legendary Action options, those are listed in this section. A Legendary Action is an action that a monster can take immediately after another creature's turn. Only one of these actions can be taken at a time and only after another creature's turn ends. The monster can't take a Legendary Action if it has the Incapacitated condition or is otherwise unable to take actions.

The monster has a limited number of Legendary Action uses, and that number is specified in the stat block. The monster expends one use whenever it takes a Legendary Action, and it regains all expended uses at the start of each of its turns.

Limited Usage

Some parts of a stat block have restrictions on the number of times they can be used. Here are the most common ways that usage is limited:

X/Day. This notation means the stat block part can be used a certain number of times (represented by X) and that a monster must finish a Long Rest to regain expended uses. For example, a Reaction that includes "1/Day" means the Reaction can be taken once and that the monster must finish a Long Rest to take it again.

Recharge X–Y. This notation means a monster can use the stat block part once. At the start of each of the monster's turns, roll 1d6. If the roll is within the number range given in the notation (represented by X–Y), the monster regains the use of that part, which also recharges when the monster finishes a Short or Long Rest. For example, "Recharge 5–6" in an action means a monster can take the action once. Then, at the start of each of the monster's turns, it regains the use of that action if it rolls a 5 or 6 on 1d6.

Recharge after a Short or Long Rest. This notation means the monster can use the stat block part once and must then finish a Short or Long Rest to use it again.

1d6. If the roll is within the number range given in the notation (represented by X–Y), the monster regains the use of that part, which also recharges when the monster finishes a Short or Long Rest. For example, "Recharge 5–6" in an action means a monster can take the action once. Then, at the start of each of the monster's turns, it regains the use of that action if it rolls a 5 or 6 on 1d6.

Bestiary

Aboleth

Large Aberration, Lawful Evil

AC 20 **Initiative** -1 (9)

HP 187 (25d10 + 50)

Speed 20 ft., swim 40 ft.

		Mod	Save			Mod	Save
STR	21	+5	+5	INT	18	+4	+8
DEX	9	-1	+1	WIS	15	+2	+6
CON	15	+2	+6	CHA	18	+4	+4

Skills History +8, Perception +6

Senses Passive Perception 16

Languages Deep Speech; telepathy 120 ft

CR 10 (XP 5900; PB +4)

Traits

Amphibious. The aboleth can breathe air and water.

Eldritch Restoration. If destroyed, the aboleth gains a new body in 5d10 days, reviving with all its Hit Points in the Far Realm or another location chosen by the GM.

Legendary Resistance (3/Day, or 4/Day in Lair). If the aboleth fails a saving throw, it can choose to succeed instead.

Mucus Cloud. While underwater, the aboleth is surrounded by mucus. *Constitution Saving Throw:* DC 15, each creature in a 5-foot Emanation originating from the aboleth at the end of the aboleth's turn. *Failure:* The target is cursed. Until the curse ends, the target's skin becomes slimy, the target can breathe air and water, and it can't regain Hit Points unless it is underwater. While the cursed creature is outside a body of water, the creature takes 6 (1d12) Acid damage at the end of every 10 minutes unless moisture is applied to its skin before those minutes have passed.

Probing Telepathy. If a creature the aboleth can see communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires.

Actions

Multiattack. The Aboleth makes 3 Tentacle attacks.

Tentacle. *Melee Attack Roll:* +9, reach 15 ft., *Hit:* 21 (3d10 + 5) Bludgeoning damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 16) from one of four tentacles.

Consume Memories. *Intelligence Saving Throw:* DC 16, one creature within 30 feet that is Charmed or Grappled by the aboleth. *Failure:* 10 (3d6) Psychic damage. *Success:* Half damage. *Failure or Success:* The aboleth gains the target's memories if the target is a Humanoid and is reduced to 0 Hit Points by this action.

Dominate Mind (2/Day). *Wisdom Saving Throw:* DC 14, one creature the aboleth can see within 30 feet. *Failure:* The target has the Charmed condition until the aboleth dies or is on a different plane of existence from the target. While Charmed, the target acts as an ally to the aboleth and is under its control while within 60 feet of it. In addition, the aboleth and the target can communicate telepathically with each other over any distance.

The target repeats the save whenever it takes damage as well as after every 24 hours it spends at least 1 mile away from the aboleth, ending the effect on itself on a success.

Legendary Actions

Legendary Action Uses: *3 (4 in Lair). Immediately after another creature's turn, the aboleth can expend a use to take one of the following actions. The aboleth regains all expended uses at the start of each of its turns.*

Lash. The aboleth makes one Tentacle attack.

Psychic Drain. If the aboleth has at least one creature Charmed or Grappled, it uses Consume Memories and regains 5 (1d10) Hit Point

Air Elemental

Large Elemental, Neutral

AC 18 **Initiative** +5 (15)

HP 120 (16d10 + 32)

Speed 20 ft., swim 40 ft.

		Mod	Save			Mod	Save
STR	14	+2	+2	INT	6	-2	-2
DEX	20	+5	+5	WIS	10	+0	+0
CON	14	+2	+2	CHA	6	-2	-2

Resistances Lightning, Slashing, Piercing, Bludgeoning

Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious; Poison, Thunder

Senses Darkvision 60 ft., Passive Perception 10

Languages Primordian (Auran)

CR 5 (XP 1800; PB +3)

Traits

Air Form. The elemental can enter a creature's space and stop there. It can move through a space as narrow as 1 inch without expending extra movement to do so.

Actions

Multiattack. The Air Elemental makes 3 Thundrous Slam attacks.

Thundrous Slam. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 15 (3d8 + 2) Acid damage.

Whirlwind (Recharge 4–6). *Strength Saving Throw:* DC 15, one Medium or smaller creature in the elemental's space. *Failure:* 24 (4d10 + 2) Thunder damage, and the target is pushed up to 20 feet straight away from the elemental and has the Prone condition. *Success:* Half damage only.

Animated Items

Animated Armor

Medium Construct, Unaligned

AC 16 **Initiative** +0 (10)

HP 49 (9d8 + 9)

Speed 25 ft.

		Mod	Save			Mod	Save
STR	14	+2	+2	INT	1	-5	-5
DEX	11	+0	+0	WIS	3	-4	-4
CON	13	+1	+1	CHA	1	-5	-5

Immunities Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned; Poison, Psychic

Senses Blindsight 60 ft., Passive Perception 6

Languages

CR 1 (XP 200; PB +2)

Actions

Multiattack. The Animated Armor makes 2 Slam attacks.

Slam. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 9 (2d6 + 2) Bludgeoning damage.

Animated Rug of Smothering

Large Construct, Unaligned

AC 16 **Initiative** +2 (12)

HP 71 (13d10 + 0)

Speed 20 ft., fly 60 ft.

		Mod	Save			Mod	Save
STR	17	+3	+3	INT	1	-5	-5
DEX	14	+2	+2	WIS	3	-4	-4
CON	10	+0	+0	CHA	1	-5	-5

Immunities Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned; Poison, Psychic

Senses Blindsight 60 ft., Passive Perception 6

Languages

CR 2 (XP 450; PB +2)

Actions

Multiattack. The Animated Rug of Smothering makes 2 Smother attacks.

Smother. Melee Attack Roll: +5, reach 5 ft., *Hit:* 14 (2d10 + 3) Bludgeoning damage.

If the target is a Medium or smaller creature, the rug can give it the Grappled condition (escape DC 14) instead of dealing damage. Until the grapple ends, the target has the Blinded and Restrained conditions, is suffocating, and takes 10 (2d6 + 3) Bludgeoning damage at the start of each of its turns. The rug can smother only one creature at a time.

While grappling the target, the rug can't take this action, the rug halves the damage it takes (round down), and the target takes the same amount of damage.

Ankheg

Large Monstrosity, Unaligned

AC 16 **Initiative** +0 (10)

HP 67 (9d10 + 18)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	17	+3	+3	INT	1	-5	-5
DEX	11	+0	+0	WIS	13	+1	+1
CON	14	+2	+2	CHA	6	-2	-2

Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 11

Languages None

CR 2 (XP 450; PB +2)

Traits

Tunneler. The ankheg can burrow through solid rock at half its Burrow Speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

Multiattack. The Ankheg makes 2 Bite attacks.

Bite. Melee Attack Roll: +5, reach 5 ft., *Hit:* 13 (3d6 + 3) Slashing damage plus 3 (1d6) Acid damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 13).

Acid Spray (Recharge 6). *Dexterity Saving Throw:* DC 14, each creature in a 30-foot-long, 5-foot-wide Line. *Failure:* 14 (4d6) Acid damage. *Success:* Half damage.

Assassin

Medium Humanoid, Neutral

AC 19 **Initiative** +4 (14)

HP 156 (24d8 + 48)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	11	+0	+0	INT	16	+3	+6
DEX	18	+4	+7	WIS	11	+0	+0
CON	14	+2	+2	CHA	10	+0	+0

Skills Acrobatics +7, Perception +3

Resistances Poison

Senses Passive Perception 13

Languages Common, Thieves' Cant

CR 8 (XP 3900; PB +3)

Traits

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it has the Incapacitated condition.

Actions

Multiattack. The Assassin makes 2 Short Sword attacks and 1 Light Crossbow attack.

Short Sword. *Melee Attack Roll:* +7, reach 5 ft., *Hit:* 7 (1d6 + 4) Piercing damage plus 17 (5d6) Poison damage, and the target has the Poisoned condition until the start of the assassin's next turn.

Light Crossbow. *Ranged Attack Roll:* +7, range 80ft., *Hit:* 8 (1d8 + 4) Acid damage plus 21 (6d6) Poison damage

Bonus Actions

Cunning Action. The assassin takes the Dash, Disengage, or Hide action

Awakened Plants

Awakened Shrub

Small Plant, Neutral

AC 14 **Initiative** -1 (9)

HP 3 (1d6 + 0)

Speed 20 ft.

		Mod	Save			Mod	Save
STR	3	-4	-4	INT	10	+0	+0
DEX	8	-1	-1	WIS	10	+0	+0
CON	11	+0	+0	CHA	6	-2	-2

Resistances Piercing, Bludgeoning

Vulnerabilities Fire

Senses Passive Perception 10

Languages Common plus one other language

CR 0 (XP 10; PB +2)

Actions

Rake. *Melee Attack Roll:* +1, reach 5 ft., *Hit:* 4 (2d4 + -1) Slashing damage.

Awakened Tree

Huge Plant, Neutral Evil

AC 13 **Initiative** -2 (8)

HP 42 (5d12 + 10)

Speed 20 ft.

		Mod	Save			Mod	Save
STR	19	+4	+4	INT	10	+0	+0
DEX	6	-2	-2	WIS	10	+0	+0
CON	15	+2	+2	CHA	7	-2	-2

Resistances Piercing, Bludgeoning

Vulnerabilities Fire

Senses Passive Perception 10

Languages Common plus one other language

CR 2 (XP 450; PB +2)

Actions

Slam. *Melee Attack Roll:* +6, reach 10 ft., *Hit:* 22 (4d8 + 4) Bludgeoning damage.

Axe Beak

Large Monstrosity, Unaligned

AC 15 **Initiative** +1 (11)

HP 26 (4d10 + 4)

Speed 50 ft.

		Mod	Save			Mod	Save
STR	14	+2	+2	INT	2	-4	-4
DEX	12	+1	+1	WIS	10	+0	+0
CON	12	+1	+1	CHA	5	-3	-3

Senses Passive Perception 10

Languages None

CR 1/4 (XP 50; PB +2)

Actions

Beak. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 11 (2d8 + 2) Slashing damage.

Azer

Medium Elemental, Lawful Neutral

AC 16 **Initiative** +1 (11)

HP 71 (11d8 + 22)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	17	+3	+3	INT	12	+1	+1
DEX	12	+1	+1	WIS	13	+1	+1
CON	15	+2	+4	CHA	10	+0	+0

Immunities Poisoned; Fire, Poison

Senses Passive Perception 11

Languages Primordial (Ignan)

CR 2 (XP 450; PB +2)

Traits

Fire Aura. At the end of each of the azer's turns, each creature of the azer's choice in a 5-foot Emanation originating from the azer takes 5 (1d10) Fire

Illumination. The azer sheds Bright Light in a 10-foot radius and Dim Light for an additional 10 feet

Actions

Burning Hammer. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 12 (2d8 + 3) Acid damage plus 9 (2d8) Fire damage.

Balor

Huge Fiend (Demon), Chaotic Evil

AC 24 **Initiative** +2 (12)

HP 325 (26d12 + 156)

Speed 40 ft., fly 80 ft.

		Mod	Save			Mod	Save
STR	26	+8	+8	INT	20	+5	+5
DEX	15	+2	+2	WIS	16	+3	+8
CON	22	+6	+6	CHA	22	+6	+6

Skills Perception +9

Resistances Cold, Lightning

Immunities Charmed, Frightened, Poisoned; Fire, Poison

Senses Passive Perception 19

Languages Abyssal, Telepathy 120 ft.

CR 19 (XP 22000; PB +6)

Traits

Death Throes. The balor explodes when it dies. *Dexterity Saving Throw:* DC 20, each creature in a 30-foot Emanation originating from the balor. *Failure:* 31 (9d6) Fire damage plus 31 (9d6) Force damage. *Success:* Half damage. *Failure or Success:* If the balor dies outside the Abyss, it gains a new body instantly, reviving with all its Hit Points somewhere in the Abyss.

Fire Aura. At the end of each of the balor's turns, each creature in a 5-foot Emanation originating from the balor takes 13 (3d8) Fire damage.

Legendary Resistance (3/Day). If the balor fails a saving throw, it can choose to succeed instead.

Magic Resistance. The balor has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The Balor makes 1 Flame Whip attack and 1 Lightning Blade attack.

Flame Whip. *Melee Attack Roll:* +14, reach 30 ft., *Hit:* 34 (4d12 + 8) Force damage.

If the target is a Huge or smaller creature, the balor pulls the target up to 25 feet straight toward itself, and the target has the Prone condition.

Lightning Blade. *Melee Attack Roll:* +14, reach 10 ft., *Hit:* 34 (4d12 + 8) Force damage. plus 16 (3d10) Lightning damage, and the target can't take Reactions until the start of the balor's next turn.

Bonus Actions

Teleport. The balor teleports itself or a willing demon within 10 feet of itself up to 60 feet to an unoccupied space the balor can see.

Bandits

Bandit

Medium Humanoid, Neutral

AC 14 **Initiative** +2 (12)

HP 11 (2d8 + 2)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	14	+2	+2	INT	10	+0	+0
DEX	15	+2	+2	WIS	10	+0	+0

		Mod	Save			Mod	Save
CON	12	+1	+1	CHA	10	+0	+0

Senses Passive Perception 10

Languages Common, Thieves' Cant

CR 1/8 (XP 25; PB +2)

Actions

Scimitar. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 5 (1d6 + 2) Slashing damage.

Light Crossbow. *Ranged Attack Roll:* +4, range 80ft., *Hit:* 6 (1d8 + 2) Piercing damage.

Bandit Captain

Medium Humanoid, Neutral

AC 16 **Initiative** +3 (13)

HP 71 (11d8 + 22)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	15	+2	+4	INT	14	+2	+2
DEX	16	+3	+5	WIS	11	+0	+2
CON	14	+2	+2	CHA	14	+2	+2

Skills Athletics +4, Deception +4, Perception +2

Senses Passive Perception 12

Languages Common, Thieves' Cant

CR 2 (XP 450; PB +2)

Actions

Multiattack. The Bandit Captain makes 1 Scimitar attack and 1 Pistol attack.

Scimitar. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 10 (2d6 + 3) Slashing damage.

Pistol. *Ranged Attack Roll:* +5, range 80ft., *Hit:* 14 (2d10 + 3) Piercing damage.

Reactions

Parry. *Trigger:* The bandit is hit by a melee attack roll while holding a weapon. *Response:* The bandit adds 2 to its AC against that attack, possibly causing it to miss.

Barbed Devil

Medium Fiend (Devil), Lawful Evil

AC 18 **Initiative** +3 (13)

HP 110 (13d8 + 52)

Speed 30 ft., climb 30 ft.

		Mod	Save			Mod	Save
STR	16	+3	+6	INT	12	+1	+1
DEX	17	+3	+3	WIS	14	+2	+5
CON	18	+4	+7	CHA	14	+2	+2

Skills Deception +5, Insight +5, Perception +5

Resistances Cold

Immunities Poisoned; Fire, Poison

Senses Darkvision 120 ft. (unimpeded by magical Darkness), Passive Perception 15

Languages Infernal; telepathy 120 ft.

CR 5 (XP 1800; PB +3)

Traits

Barbed Hide. At the start of each of its turns, the devil deals 5 (1d10) Piercing damage to any creature it is grappling or any creature grappling it.

Diabolical Restoration. If the devil dies outside the Nine Hells, its body disappears in sulfurous smoke, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Nine Hells.

Magic Resistance. The devil has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The Barbed Devil makes 1 Claws attack and 1 Tail attack, or it makes two Hurl Flame attacks

Claws. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 16 (3d8 + 3) Piercing damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 15) from both claws.

Tail. *Melee Attack Roll:* +6, reach 10 ft., *Hit:* 19 (3d10 + 3) Slashing damage.

Hurl Flame. *Ranged Attack Roll:* +6, range 150 ft., *Hit:* 20 (5d6 + 3) Fire damage. If the target is a flammable object that isn't being worn or carried, it starts burning.

Basilisk

Medium Monstrosity, Unaligned

AC 17 **Initiative** -1 (9)

HP 78 (12d8 + 24)

Speed 20 ft.

		Mod	Save			Mod	Save
STR	16	+3	+3	INT	2	-4	-4
DEX	8	-1	-1	WIS	8	-1	-1
CON	15	+2	+2	CHA	7	-2	-2

Senses Darkvision 60 ft., Passive Perception 9

Languages None

CR 3 (XP 700; PB +2)

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 10 (2d6 + 3) Piercing damage plus 7 (2d6) Poison damage.

Bonus Actions

Petrifying Gaze (Recharge 4–6). *Constitution Saving Throw:* DC 14, each creature in a 30-foot Cone. If the basilisk sees its reflection in the Cone, the basilisk must make this save. *First Failure:* The target has the Restrained condition and repeats the save at the end of its next turn with Disadvantage if it is still Restrained, ending the effect on itself on a success. *Second Failure:* The target has the Petrified condition instead of the Restrained condition.

Bearded Devil

Medium Fiend (Devil), Lawful Evil

AC 17 **Initiative** +2 (12)

HP 78 (12d8 + 24)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	16	+3	+5	INT	9	-1	-1
DEX	15	+2	+2	WIS	11	+0	+0
CON	15	+2	+4	CHA	14	+2	+4

Resistances Cold

Immunities Frightened, Poisoned; Fire, Poison

Senses Darkvision 120 ft., Passive Perception 10

Languages Infernal; telepathy 120 ft.

CR 3 (XP 700; PB +2)

Traits

Magic Resistance. The devil has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The Bearded Devil makes 1 Beard attack and 1 Infernal Glaive attack.

Beard. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 7 (1d8 + 3) Piercing damage. The target has the Poisoned condition until the start of the devil's next turn. Until this poison ends, the target can't regain Hit Points.

Infernal Glaive. *Melee Attack Roll:* +5, reach 10 ft., *Hit:* 8 (1d10 + 3) Slashing damage. If the target is a creature and doesn't already have an infernal wound, it is subjected to the following effect: *Constitution Saving Throw:* DC 14. *Failure:* The target receives an infernal wound. While wounded, the target loses 5 (1d10) Hit Points at the start of each of its turns. The wound closes after 1 minute, after a spell restores Hit Points to the target, or after the target or a creature within 5 feet of it takes an action to stanch the wound, doing so by succeeding on a DC 14 Medicine check.

Behir

Huge Monstrosity, Neutral Evil

AC 20 **Initiative** +3 (13)

HP 210 (20d12 + 80)

Speed 50 ft., climb 40 ft.

		Mod	Save			Mod	Save
STR	23	+6	+6	INT	7	-2	-2
DEX	16	+3	+3	WIS	14	+2	+2
CON	18	+4	+4	CHA	12	+1	+1

Skills Perception +6, Stealth +7

Immunities Lightning

Senses Passive Perception 16

Languages Draconic

CR 11 (XP 7200; PB +4)

Actions

Multiattack. The Behir makes 3 Bite attacks and 1 Constrict.

Bite. *Melee Attack Roll:* +10, reach 10 ft., *Hit:* 19 (2d12 + 6) Piercing damage.

Constrict. *Strength Saving Throw:* DC 18, one Large or smaller creature the behir can see within 5 feet. *Failure:* 28 (5d8 + 6) Bludgeoning damage. The target has the Grappled condition (escape DC 16), and it has the Restrained condition until the grapple ends.

Lightning Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 16, each creature in a 90-foot-long, 5-footwide Line. *Failure:* 66 (12d10) Lightning damage. *Success:* Half damage

Berserker

Medium Humanoid, Neutral

AC 16 **Initiative** +1 (11)

HP 75 (10d8 + 30)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	16	+3	+3	INT	7	-2	-2
DEX	12	+1	+1	WIS	14	+2	+2
CON	17	+3	+3	CHA	12	+1	+1

Senses Passive Perception 12

Languages Common

CR 2 (XP 450; PB +2)

Traits

Bloodied Frenzy. While Bloodied, the berserker has Advantage on attack rolls and saving throws.

Actions

Greataxe. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 12 (2d8 + 3) Slashing damage.

Black Dragons

Black Dragon, Wyrmling

Medium Dragon (Chromatic), Chaotic Evil

AC 16 **Initiative** +2 (12)

HP 66 (12d8 + 12)

Speed 30 ft., swim 30 ft., fly 60 ft.

		Mod	Save			Mod	Save
STR	15	+2	+2	INT	10	+0	+0
DEX	14	+2	+4	WIS	11	+0	+2
CON	13	+1	+1	CHA	13	+1	+1

Skills Perception +2, Stealth +4

Immunities Acid

Senses Darkvision 60 ft., Blindsight 10 ft., Passive Perception 12

Languages Draconic

CR 2 (XP 450; PB +2)

Traits

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The Black Dragon, Wyrmling makes 2 Rend attacks.

Rend. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 6 (1d8 + 2) Slashing damage plus 2 (1d4) Acid damage.

Acid Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 11, each creature in a 15-foot-long, 5-footwide Line. *Failure:* 22 (5d8) Acid damage. *Success:* Half damage.

Black Dragon, Young

Large Dragon (Chromatic), Chaotic Evil

AC 18 **Initiative** +2 (12)

HP 142 (19d8 + 57)

Speed 30 ft., swim 30 ft., fly 60 ft.

		Mod	Save			Mod	Save
STR	19	+4	+4	INT	12	+1	+1
DEX	14	+2	+5	WIS	11	+0	+3
CON	17	+3	+3	CHA	15	+2	+2

Skills Perception +3, Stealth +5

Immunities Acid

Senses Darkvision 120 ft., Blindsight 30 ft., Passive Perception 13

Languages Draconic

CR 7 (XP 2900; PB +3)

Traits

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The Black Dragon, Young makes 3 Rend attacks.

Rend. *Melee Attack Roll:* +7, reach 5 ft., *Hit:* 17 (3d8 + 4) Slashing damage plus 3 (1d6) Acid damage.

Acid Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 14, each creature in a 30-foot-long, 5-footwide Line. *Failure:* 49 (14d6) Acid damage. *Success:* Half damage.

Black Dragon, Adult

Huge Dragon (Chromatic), Chaotic Evil

AC 21 **Initiative** +2 (12)

HP 253 (22d12 + 110)

Speed 40 ft., swim 40 ft., fly 80 ft.

		Mod	Save			Mod	Save
STR	23	+6	+6	INT	14	+2	+2
DEX	14	+2	+7	WIS	13	+1	+6
CON	21	+5	+5	CHA	19	+4	+4

Skills Perception +11, Stealth +7

Immunities Acid

Senses Darkvision 120 ft., Blindsight 60 ft., Passive Perception 21

Languages Common, Draconic

CR 14 (XP 11500; PB +5)

Traits

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The Black Dragon, Adult makes 3 Rend attacks. It can replace one attack with a use of Spellcasting to cast Acid Arrow (level 3 version).

Rend. *Melee Attack Roll:* +11, reach 10 ft., *Hit:* 19 (3d8 + 6) Slashing damage plus 7 (2d6) Acid damage.

Acid Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 18, each creature in a 60-foot-long, 5-footwide Line. *Failure:* 54 (12d8) Acid damage. *Success:* Half damage

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 17, +9 to hit with spell attacks):

At Will: *Acid Arrow* (level 3 version), *Detect Magic, Fear*

1/Day Each: *Speak with Dead, Vitriolic Sphere*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Cloud of Insects. *Dexterity Saving Throw:* DC 17, one creature the dragon can see within 120 feet. *Failure:* 22 (4d10) Poison damage, and the target has Disadvantage on saving throws to maintain Concentration until the end of its next turn. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Frightful Presence. The dragon uses Spellcasting to cast Fear. The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Black Dragon, Ancient

Gargantuan Dragon (Chromatic), Chaotic Evil

AC 25 **Initiative** +2 (12)

HP 350 (20d20 + 140)

Speed 40 ft., swim 40 ft., fly 80 ft.

		Mod	Save			Mod	Save
STR	27	+8	+8	INT	16	+3	+3
DEX	14	+2	+7	WIS	15	+2	+7
CON	25	+7	+7	CHA	22	+6	+6

Skills Perception +16, Stealth +9

Immunities Acid

Senses Darkvision 120 ft., Blindsight 60 ft., Passive Perception 26

Languages Common, Draconic

CR 21 (XP 33000; PB +7)

Traits

Amphibious. The dragon can breathe air and water.

Legendary Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The Black Dragon, Ancient makes 3 Rend attacks. It can replace one attack with a use of Spellcasting to cast Acid Arrow (level 4 version).

Rend. *Melee Attack Roll:* +15, reach 15 ft., *Hit:* 21 (3d8 + 8) Slashing damage plus 9 (2d8) Acid damage.

Acid Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 22, each creature in a 90-foot-long, 10-footwide Line. *Failure:* 67 (15d8) Acid damage. *Success:* Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 21, +13 to hit with spell attacks):**At Will:** *Acid Arrow* (level 4 version), *Detect Magic, Fear***1/Day Each:** *Create Undead, Speak with Dead, Vitriolic Sphere* (level 5 version)

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Cloud of Insects. *Dexterity Saving Throw:* DC 21, one creature the dragon can see within 120 feet. *Failure:* 33 (6d10) Poison damage, and the target has Disadvantage on saving throws to maintain Concentration until the end of its next turn. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Frightful Presence. The dragon uses Spellcasting to cast *Fear*. The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Black Pudding

Large Ooze, Unaligned

AC 17 **Initiative** -3 (7)

HP 102 (12d10 + 36)

Speed 20 ft., climb 20 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	1	-5	-5
DEX	5	-3	-3	WIS	6	-2	-2
CON	16	+3	+3	CHA	1	-5	-5

Immunities Charmed, Deafened, Exhaustion, Frightened, Grappled, Prone, Restrained; Acid, Cold, Lightning, Slashing

Senses Blindsight 60 ft., Passive Perception 8

Languages None

CR 4 (XP 1100; PB +2)

Traits

Amorphous. The pudding can move through a space as narrow as 1 inch without expending extra movement to do so.

Corrosive Form. A creature that hits the pudding with a melee attack roll takes 4 (1d8) Acid damage. Nonmagical ammunition is destroyed immediately after hitting the pudding and dealing any damage. Any nonmagical weapon takes a cumulative −1 penalty to attack rolls immediately after dealing damage to the pudding and coming into contact with it. The weapon is destroyed if the penalty reaches −5. The penalty can be removed by casting the *Mending* spell on the weapon. In 1 minute, the pudding can eat through 2 feet of nonmagical wood or metal.

Spider Climb. The pudding can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Dissolving Pseudopod. *Melee Attack Roll:* +6, reach 10 ft., *Hit:* 18 (4d6 + 4) Acid damage. Nonmagical armor worn by the target takes a −1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10. The penalty can be removed by casting the *Mending* spell on the armor.

Reactions

Split. *Trigger:* While the pudding is Large or Medium and has 10+ Hit Points, it becomes Bloodied or is subjected to Lightning or Slashing damage. *Response:* The pudding splits into two new Black Puddings. Each new pudding is one size smaller than the original pudding and acts on its Initiative. The original pudding's Hit Points are divided evenly between the new puddings (round down).

Blink Dog

Medium Fey, Lawful Good

AC 15 **Initiative** +3 (13)

HP 27 (5d8 + 5)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	12	+1	+1	INT	10	+0	+0
DEX	17	+3	+3	WIS	13	+1	+1
CON	12	+1	+1	CHA	11	+0	+0

Skills Perception +5, Stealth +7

Senses Darkvision 60 ft., Passive Perception 15

Languages Blink Dog; understands Elvish and Sylvan but can't speak them

CR 1/4 (XP 50; PB +2)

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 8 (2d4 + 3) Piercing damage.

Bonus Actions

Teleport (Recharge 4–6). The dog teleports up to 40 feet to an unoccupied space it can see.

Blue Dragons

Blue Dragon, Wyrmling

Medium Dragon (Chromatic), Lawful Evil

AC 17 **Initiative** +0 (10)

HP 78 (12d8 + 24)

Speed 30 ft., fly 60 ft., burrow 20 ft.

		Mod	Save			Mod	Save
STR	17	+3	+3	INT	12	+1	+1
DEX	10	+0	+2	WIS	11	+0	+2
CON	15	+2	+2	CHA	15	+2	+2

Skills Perception +2, Stealth +2

Immunities Lightning

Senses Darkvision 60 ft., Blindsight 10 ft., Passive Perception 12

Languages Draconic

CR 3 (XP 700; PB +2)

Actions

Multiattack. The Blue Dragon, Wyrmling makes 2 Rend attacks.

Rend. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 14 (2d10 + 3) Slashing damage plus 3 (1d6) Lightning damage.

Lightning Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 12, each creature in a 30-foot-long, 5-footwide Line. *Failure:* 21 (6d6) Lightning damage. *Success:* Half damage.

Blue Dragon, Young

Large Dragon (Chromatic), Lawful Evil

AC 19 **Initiative** +0 (10)

HP 171 (18d10 + 72)

Speed 40 ft., fly 80 ft., burrow 20 ft.

		Mod	Save			Mod	Save
STR	21	+5	+5	INT	14	+2	+2
DEX	10	+0	+4	WIS	13	+1	+5
CON	19	+4	+4	CHA	17	+3	+3

Skills Perception +9, Stealth +4

Immunities Lightning

Senses Darkvision 120 ft., Blindsight 30 ft., Passive Perception 19

Languages Common, Draconic

CR 9 (XP 5000; PB +4)

Actions

Multiattack. The dragon makes three Rend attacks.

Rend. *Melee Attack Roll:* +9, reach 10 ft. *Hit:* 24 (3d8 + 5) Slashing damage plus 5 (1d10) Lightning damage.

Lightning Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 16, each creature in a 60-foot-long, 5-foot-wide Line. *Failure:* 66 (12d10) Lightning damage. *Success:* Half damage.

Blue Dragon, Adult

Blue Dragon, Adult

Huge Dragon (Chromatic), Lawful Evil

AC 22 **Initiative** +0 (10)

HP 275 (22d12 + 132)

Speed 40 ft., fly 80 ft., burrow 30 ft.

		Mod	Save			Mod	Save
STR	25	+7	+7	INT	16	+3	+3
DEX	10	+0	+5	WIS	15	+2	+7
CON	23	+6	+6	CHA	20	+5	+5

Skills Perception +12, Stealth +5

Immunities Lightning

Senses Darkvision 120 ft., Blindsight 60 ft., Passive Perception 22

Languages Common, Draconic

CR 16 (XP 15000; PB +5)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead

Actions

Multiattack. The Blue Dragon, Adult makes 3 Rend attacks. It can replace one attack with a use of Spellcasting to cast Shatter.

Rend. *Melee Attack Roll:* +12, reach 10 ft., *Hit:* 23 (3d10 + 7) Slashing damage plus 11 (2d10) Lightning damage.

Lightning Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 19, each creature in a 90-foot-long, 5-foot wide Line. *Failure:* 60 (11d10) Lightning damage. *Success:* Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 18):

At Will: *Detect Magic, Invisibility, Mage Hand, Shatter*

1/Day Each: *Scrying, Sending*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Cloaked Flight. The dragon uses Spellcasting to cast *Invisibility* on itself, and it can fly up to half its Fly Speed. The dragon can't take this action again until the start of its next turn.

Sonic Boom. The dragon uses Spellcasting to cast *Shatter*. The dragon can't take this action again until the start of its next turn.

Tail Swipe. The dragon makes one Rend attack.

Blue Dragon, Ancient

Gargantuan Dragon (Chromatic), Lawful Evil

AC 25 **Initiative** +0 (10)

HP 407 (22d20 + 176)

Speed 40 ft., fly 80 ft., burrow 40 ft.

		Mod	Save			Mod	Save
STR	29	+9	+9	INT	18	+4	+4
DEX	10	+0	+7	WIS	17	+3	+10
CON	27	+8	+8	CHA	25	+7	+7

Skills Perception +17, Stealth +7

Immunities Lightning

Senses Darkvision 120 ft., Blindsight 60 ft., Passive Perception 27

Languages Common, Draconic

CR 23 (XP 50000; PB +7)

Traits

Legendary Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *Shatter* (level 3 version).

Rend. *Melee Attack Roll:* +16, reach 15 ft. *Hit:* 31 (4d10 + 9) Slashing damage plus 22 (4d10) Lightning damage.

Lightning Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 23, each creature in a 120-foot-long, 10-foot-wide Line. *Failure:* 88 (16d10) Lightning damage. *Success:* Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 22):**At Will:** *Detect Magic*, *Invisibility*, *Mage Hand*, *Shatter* (level 3 version)**1/Day Each:** *Scrying*, *Sending*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend one use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Cloaked Flight. The dragon uses Spellcasting to cast *Invisibility* on itself, then flies up to half its Fly Speed. The dragon can't take this action again until the start of its next turn.

Sonic Boom. The dragon uses Spellcasting to cast *Shatter* (level 3 version). The dragon can't take this action again until the start of its next turn.

Tail Swipe. The dragon makes one Rend attack.

Bone Devil

Large Fiend (Devil), Lawful Evil

AC 19 **Initiative** +3 (13)

HP 171 (18d10 + 72)

Speed 40 ft., fly 40 ft.

		Mod	Save			Mod	Save
STR	18	+4	+8	INT	13	+1	+1
DEX	16	+3	+3	WIS	14	+2	+6
CON	18	+4	+4	CHA	16	+3	+7

Skills Deception +7, Insight +6

Resistances Cold

Immunities Poisoned; Fire, Poison

Senses Darkvision 120 ft. (unimpeded by magical Darkness), Passive Perception 12

Languages Infernal; telepathy 120 ft.

CR 9 (XP 5000; PB +4)

Traits

Diabolical Restoration. If the devil dies outside the Nine Hells, its body disappears in sulfurous smoke, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Nine Hells.

Magic Resistance. The devil has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The Bone Devil makes 2 Claw attacks and 1 Infernal Sting attack.

Claw. *Melee Attack Roll:* +8, reach 10 ft., *Hit:* 20 (3d10 + 4) Slashing damage.

Infernal Sting. *Melee Attack Roll:* +8, reach 10 ft., *Hit:* 15 (2d10 + 4) Piercing damage plus 18 (4d8) Poison damage and the target has the Poisoned condition until the start of the devil's next turn. While Poisoned, the target can't regain Hit Points.

Brass Dragons

Brass Dragon, Wyrmling

Medium Dragon (Metallic), Chaotic Good

AC 16 **Initiative** +2 (12)

HP 55 (10d8 + 10)

Speed 30 ft., fly 60 ft., burrow 20 ft.

		Mod	Save			Mod	Save
STR	15	+2	+2	INT	10	+0	+0
DEX	14	+2	+4	WIS	11	+0	+2
CON	13	+1	+1	CHA	13	+1	+1

Skills Stealth +4

Immunities Fire

Senses Darkvision 60 ft., Blindsight 10 ft., Passive Perception 14

Languages Draconic

CR 1 (XP 200; PB +2)

Actions

Multiattack. The Brass Dragon, Wyrmling makes 2 Rend attacks.

Rend. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 8 (1d12 + 2) Slashing damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 11, each creature in a 20-foot-long, 5-footwide Line. *Failure:* 14 (4d6) Fire damage. *Success:* Half damage.

Sleep Breath. *Constitution Saving Throw:* DC 11, each creature in a 15-foot Cone. *Failure:* The target has the Incapacitated condition until the end of its next turn, at which point it repeats the save with Disadvantage. *Second Failure:* The target has the Unconscious condition for 1 minute. This effect ends for the target if it takes damage or a creature within 5 feet of it takes an action to wake it.

Brass Dragon, Young

Large Dragon (Metallic), Chaotic Good

AC 18 **Initiative** +3 (13)

HP 127 (15d10 + 45)

Speed 40 ft., fly 80 ft., burrow 20 ft.

		Mod	Save			Mod	Save
STR	19	+4	+4	INT	12	+1	+1
DEX	16	+3	+6	WIS	11	+0	+3
CON	17	+3	+3	CHA	15	+2	+2

Skills Perception +6, Persuasion +5, Stealth +6

Immunities Fire

Senses Darkvision 120 ft., Blindsight 30 ft., Passive Perception 16

Languages Common, Draconic

CR 6 (XP 2300; PB +3)

Actions

Multiattack. The Brass Dragon, Young makes 3 Rend attacks. It can replace two attacks with a use of Sleep Breath.

Rend. *Melee Attack Roll:* +7, reach 5 ft., *Hit:* 15 (2d10 + 4) Slashing damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 14, each creature in a 40-foot-long, 5-footwide Line. *Failure:* 38 (11d6) Fire damage. *Success:* Half damage.

Sleep Breath. *Constitution Saving Throw:* DC 14, each creature in a 30-foot Cone. *Failure:* The target has the Incapacitated condition until the end of its next turn, at which point it repeats the save with Disadvantage. *Second Failure:* The target has the Unconscious condition for 1 minute. This effect ends for the target if it takes damage or a creature within 5 feet of it takes an action to wake it.

Brass Dragon, Adult

Huge Dragon (Metallic), Chaotic Good

AC 21 **Initiative** +5 (15)

HP 230 (20d12 + 100)

Speed 40 ft., fly 80 ft., burrow 20 ft.

		Mod	Save			Mod	Save
STR	23	+6	+6	INT	14	+2	+2
DEX	20	+5	+10	WIS	13	+1	+6
CON	21	+5	+5	CHA	17	+3	+3

Skills History +7, Persuasion +8, Stealth +10

Immunities Fire

Senses Darkvision 120 ft., Blindsight 60 ft., Passive Perception 21

Languages Common, Draconic

CR 13 (XP 10000; PB +5)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The Brass Dragon, Adult makes 3 Rend attacks.

Rend. Melee Attack Roll: +11, reach 10 ft., *Hit:* 22 (3d10 + 6) Slashing damage plus 4 (1d8) Fire damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 18, each creature in a 60-foot-long, 5-footwide Line. *Failure:* 45 (10d8) Fire damage. *Success:* Half damage.

Sleep Breath. *Constitution Saving Throw:* DC 18, each creature in a 60-foot Cone. *Failure:* The target has the Incapacitated condition until the end of its next turn, at which point it repeats the save with Disadvantage. *Second Failure:* The target has the Unconscious condition for 10 minutes. This effect ends for the target if it takes damage or a creature within 5 feet of it takes an action to wake it.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 16):

At Will: *Detect Magic, Minor Illusion, Scorching Ray, Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell), *Speak with Animals*

1/Day Each: *Detect Thoughts, Control Weather*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Blazing Light. The dragon uses Spellcasting to cast *Scorching Ray*.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Scorching Sands. *Dexterity Saving Throw:* DC 16, one creature the dragon can see within 120 feet. *Failure:* 27 (6d8) Fire damage, and the target's Speed is halved until the end of its next turn. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Brass Dragon, Ancient

Gargantuan Dragon (Metallic), Chaotic Good

AC 25 **Initiative** +6 (16)

HP 332 (19d20 + 133)

Speed 40 ft., fly 80 ft., burrow 20 ft.

		Mod	Save			Mod	Save
STR	27	+8	+8	INT	16	+3	+3
DEX	22	+6	+11	WIS	15	+2	+7
CON	25	+7	+7	CHA	22	+6	+6

Skills History +9, Persuasion +12, Stealth +12

Immunities Fire

Senses Darkvision 120 ft., Blindsight 60 ft., Passive Perception 24

Languages Common, Draconic

CR 20 (XP 25000; PB +6)

Traits

Legendary Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The Brass Dragon, Ancient makes 3 Rend attacks.

Rend. Melee Attack Roll: +14, reach 10 ft., *Hit:* 27 (3d12 + 8) Slashing damage plus 10 (3d6) Fire damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 20, each creature in a 90-foot Cone. *Failure:* 58 (13d8) Fire damage. *Success:* Half damage.

Sleep Breath. *Constitution Saving Throw:* DC 20, each creature in a 90-foot Cone. *Failure:* The target has the Incapacitated condition until the end of its next turn, at which point it repeats the save with Disadvantage. *Second Failure:* The target has the Unconscious condition for 10 minutes. This effect ends for the target if it takes damage or a creature within 5 feet of it takes an action to wake it.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 20):

At Will: *Detect Magic, Minor Illusion, Scorching Ray* (level 3 version), *Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell), *Speak with Animals*

1/Day Each: *Control Weather, Detect Thoughts*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Blazing Light. The dragon uses Spellcasting to cast *Scorching Ray* (level 3 version).

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Scorching Sands. *Dexterity Saving Throw:* DC 20, one creature the dragon can see within 120 feet. *Failure:* 36 (8d8) Fire damage, and the target's Speed is halved until the end of its next turn. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Bronze Dragons

Bronze Dragon, Wyrmling

Medium Dragon (Metallic), Lawful Good

AC 16 **Initiative** +1 (11)

HP 65 (10d8 + 20)

Speed 30 ft., swim 30 ft., fly 60 ft.

		Mod	Save			Mod	Save
STR	17	+3	+3	INT	12	+1	+1
DEX	12	+1	+1	WIS	11	+0	+0
CON	15	+2	+2	CHA	15	+2	+2

Skills Perception +4 (Expertise), Stealth +3

Immunities Lightning

Senses Darkvision 60 ft., Blindsight 10 ft., Passive Perception 14

Languages Draconic

CR 2 (XP 450; PB +2)

Traits

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The Bronze Dragon, Wyrmling makes 2 Rend attacks.

Rend. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 12 (2d8 + 3) Slashing damage.

Lightning Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 14, each creature in a 40-foot-long, 5-footwide Line. *Failure:* 16 (3d10) Lightning damage. *Success:* Half damage.

Repulsion Breath. *Strength Saving Throw:* DC 14, each creature in a 30-foot Cone. *Failure:* The target is pushed up to 30 feet straight away from the dragon and has the Prone condition.

Bronze Dragon, Young

Large Dragon (Metallic), Lawful Good

AC 19 **Initiative** +3 (13)

HP 161 (17d10 + 68)

Speed 40 ft., swim 40 ft., fly 80 ft.

		Mod	Save			Mod	Save
STR	21	+5	+5	INT	14	+2	+2
DEX	16	+3	+6	WIS	13	+1	+4
CON	19	+4	+4	CHA	17	+3	+3

Skills Insight +4, Perception +7, Stealth +6

Immunities Lightning

Senses Darkvision 120 ft., Blindsight 30 ft., Passive Perception 17

Languages Common, Draconic

CR 8 (XP 3900; PB +3)

Traits

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The Bronze Dragon, Young makes 3 Rend attacks. It can replace one attack with a use of Repulsion Breath.

Rend. *Melee Attack Roll:* +8, reach 5 ft., *Hit:* 21 (3d10 + 5) Slashing damage.

Lightning Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 16, each creature in a 60-foot-long, 5-footwide Line. *Failure:* 49 (9d10) Lightning damage. *Success:* Half damage

Repulsion Breath. *Strength Saving Throw:* DC 16, each creature in a 30-foot Cone. *Failure:* The target is pushed up to 40 feet straight away from the dragon and has the Prone condition.

Bronze Dragon, Adult

Huge Dragon (Metallic), Lawful Good

AC 22 **Initiative** +0 (10)

HP 262 (21d12 + 126)

Speed 30 ft., swim 40 ft., fly 80 ft.

		Mod	Save			Mod	Save
STR	25	+7	+7	INT	16	+3	+3
DEX	10	+0	+0	WIS	15	+2	+7
CON	23	+6	+6	CHA	20	+5	+5

Skills Insight +7, Perception +12, Stealth +5

Immunities Lightning

Senses Darkvision 120 ft., Blindsight 60 ft., Passive Perception 22

Languages Common, Draconic

CR 15 (XP 13000; PB +5)

Traits

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The Bronze Dragon, Adult makes 3 Rend attacks. It can replace one attack with a use of (A) Repulsion Breath or (B) Spellcasting to cast Guiding Bolt (level 2 version).

Rend. *Melee Attack Roll:* +12, reach 10 ft., *Hit:* 26 (3d12 + 7) Slashing damage plus 5 (1d10) Lightning damage.

Lightning Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 19, each creature in a 90-foot-long, 5-footwide Line. *Failure:* 55 (10d10) Lightning damage. *Success:* Half damage

Repulsion Breath. *Strength Saving Throw:* DC 19, each creature in a 30-foot Cone. *Failure:* The target is pushed up to 60 feet straight away from the dragon and has the Prone condition.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 18, +10 to hit with spell attacks):

At Will: *Detect Magic, Guiding Bolt* (level 2 version), *Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell), *Speak with Animals, Thaumaturgy*

1/Day Each: *Detect Thoughts, Water Breathing*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Guiding Light. The dragon uses Spellcasting to cast Guiding Bolt (level 2 version).

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Thunderclap. *Constitution Saving Throw:* DC 18, each creature in a 20-foot-radius Sphere centered on a point the dragon can see within 90 feet. *Failure:* 10 (3d6) Thunder damage, and the target has the Deafened condition until the end of its next turn.

Bronze Dragon, Ancient

Gargantuan Dragon (Metallic), Lawful Good

AC 25 **Initiative** +0 (10)

HP 370 (20d20 + 160)

Speed 40 ft., swim 40 ft., fly 80 ft.

		Mod	Save			Mod	Save
STR	29	+9	+9	INT	18	+4	+4
DEX	10	+0	+0	WIS	17	+3	+8
CON	27	+8	+8	CHA	25	+7	+7

Skills Insight +10, Perception +17, Stealth +7

Immunities Lightning

Senses Darkvision 120 ft., Blindsight 60 ft., Passive Perception 27

Languages Common, Draconic

CR 22 (XP 41000; PB +7)

Traits

Amphibious. The dragon can breathe air and water.

Legendary Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The Bronze Dragon, Ancient makes 3 Rend attacks.

Rend. *Melee Attack Roll:* +16, reach 15 ft., *Hit:* 28 (3d12 + 9) Slashing damage plus 19 (3d12) Lightning damage.

Lightning Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 20, each creature in a 120-foot-long, 10-foot-wide Line. *Failure:* 82 (15d10) Lightning damage. *Success:* Half damage.

Repulsion Breath. *Strength Saving Throw:* DC 20, each creature in a 30-foot Cone. *Failure:* The target is pushed up to 60 feet straight away from the dragon and has the Prone condition.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 20, +14 to hit with spell attacks):

At Will: *Detect Magic, Guiding Bolt* (level 2 version), Shapechange (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell), *Speak with Animals, Thaumaturgy*

1/Day Each: *Detect Thoughts, Control Water, Scrying, Water Breathing*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Guiding Light. The dragon uses Spellcasting to *cast Guiding Bolt* (level 2 version).

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Thunderclap. *Constitution Saving Throw:* DC 20, each creature in a 20-foot-radius Sphere centered on a point the dragon can see within 120 feet. *Failure:* 13 (3d8) Thunder damage, and the target has the Deafened condition until the end of its next turn.

Bugbears

Bugbear Warrior

Medium Fey (Goblinoid), Chaotic Evil

AC 17 **Initiative** +2 (12)

HP 55 (10d8 + 10)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	15	+2	+2	INT	8	-1	-1
DEX	14	+2	+2	WIS	11	+0	+0
CON	13	+1	+1	CHA	9	-1	-1

Skills Stealth +4, Survival +2

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Goblin

CR 1 (XP 200; PB +2)

Traits

Abduct. The bugbear needn't spend extra movement to move a creature it is grappling.

Actions

Multiattack. The Bugbear Warrior makes 1 Grab attack and 1 Light Hammer attack.

Grab. *Melee Attack Roll:* +4, reach 10 ft., *Hit:* 11 (2d8 + 2) Bludgeoning damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 14).

Light Hammer. *Melee Attack Roll:* +4, reach 10 ft., *Hit:* 9 (2d6 + 2) Bludgeoning damage.

Bugbear Stalker

Medium Fey (Goblinoid), Chaotic Evil

AC 17 **Initiative** +2 (12)

HP 78 (12d8 + 24)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	17	+3	+3	INT	11	+0	+0
DEX	14	+2	+2	WIS	12	+1	+1
CON	14	+2	+2	CHA	11	+0	+0

Skills Stealth +4, Survival +3

Senses Passive Perception 11

Languages Common, Goblin

CR 3 (XP 700; PB +2)

Traits

Abduct. The bugbear needn't spend extra movement to move a creature it is grappling.

Actions

Multiattack. The Bugbear Stalker makes 2 Javelin attacks or 2 Morning Star attacks.

Javelin. *Melee or Ranged Attack Roll:* +5, reach 10 ft. or range 30/120 ft., *Hit:* 13 (3d6 + 3) Piercing damage.

Morning Star. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 12 (2d8 + 3) Piercing damage.

Bonus Actions

Quick Grapple. *Dexterity Saving Throw:* DC 14, one Medium or smaller creature the bugbear can see within 10 feet. *Failure:* The target has the Grappled condition (escape DC 14).

Bulette

Large Monstrosity, Unaligned

AC 18 **Initiative** +0 (10)

HP 115 (11d10 + 55)

Speed 40 ft., burrow 30 ft.

		Mod	Save			Mod	Save
STR	19	+4	+4	INT	2	-4	-4
DEX	11	+0	+0	WIS	10	+0	+0
CON	21	+5	+5	CHA	5	-3	-3

Skills Perception +3

Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 13

Languages None

CR 5 (XP 1800; PB +3)

Actions

Multiattack. The Bulette makes 2 Bite attacks.

Bite. *Melee Attack Roll:* +7, reach 5 ft., *Hit:* 23 (3d12 + 4) Piercing damage.

Deadly Leap. The bulette spends 5 feet of movement to jump to a space within 15 feet that contains one or more Large or smaller creatures. *Dexterity Saving Throw:* DC 15, each creature in the bulette's destination space. *Failure:* 19 (3d12) Bludgeoning damage, and the target has the Prone condition. *Success:* Half damage, and the target is pushed 5 feet straight away from the bulette.

Centaur

Large Fey, Neutral Good

AC 16 **Initiative** +2 (12)

HP 75 (10d10 + 20)

Speed 50 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	9	-1	-1
DEX	14	+2	+2	WIS	13	+1	+1
CON	14	+2	+2	CHA	11	+0	+0

Skills Athletics +6, Perception +3

Senses Passive Perception 13

Languages Elvish, Sylvan

CR 2 (XP 450; PB +2)

Actions

Multiattack. The Centaur makes 2 Pike attacks.

Pike. *Melee Attack Roll:* +6, reach 10 ft., *Hit:* 10 (1d12 + 4) Piercing damage.

Longbow. *Ranged Attack Roll:* +4, range 150ft., *Hit:* 9 (2d6 + 2) Piercing damage.

Trampling Charge (Recharge 5–6). The centaur moves up to its Speed without provoking Opportunity Attacks and can move through the spaces of Medium or smaller creatures. Each creature whose space the centaur enters is targeted once by the following effect. *Strength Saving Throw:* DC 14. *Failure:* 7 (1d6 + 4) Bludgeoning damage, and the target has the Prone condition.

Chain Devil

Medium Fiend (Devil), Lawful Evil

AC 19 **Initiative** +0 (10)

HP 157 (21d8 + 63)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	5	-3	-3
DEX	10	+0	+0	WIS	11	+0	+3
CON	16	+3	+3	CHA	5	-3	-3

Skills Intimidation +0, Perception +3

Resistances Cold, Slashing, Piercing, Bludgeoning

Immunities Poisoned; Fire, Poison

Senses Darkvision 120 ft., Passive Perception 13

Languages Infernal; telepathy 120 ft.

CR 8 (XP 3900; PB +3)

Traits

Diabolical Restoration. If the devil dies outside the Nine Hells, its body disappears in sulfurous smoke, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Nine Hells.

Magic Resistance. The devil has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The Chain Devil makes 2 Chain attacks. and uses Conjure Infernal Chain.

Chain. *Melee Attack Roll:* +7, reach 10 ft., *Hit:* 22 (4d8 + 4) Slashing damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 16) from one of two chains, and it has the Restrained condition until the grapple ends.

Conjure Infernal Chain. The devil conjures a fiery chain to bind a creature. *Dexterity Saving Throw:* DC 16, one creature the devil can see within 60 feet. *Failure:* 9 (3d6 + 4) Fire damage, and the target has the Restrained condition until the end of the devil's next turn, at which point the chain disappears. If the target is Large or smaller, the devil moves the target up to 30 feet straight toward itself. *Success:* The chain disappears.

Reactions

Unnerving Gaze. *Trigger:* A creature the devil can see starts its turn within 30 feet of the devil and can see the devil. *Response: Wisdom Saving Throw:* DC 16, the triggering creature. *Failure:* The target has the Frightened condition until the end of its turn. *Success:* The target is immune to this devil's Unnerving Gaze for 24 hours.

Chimera

Large Monstrosity, Chaotic Evil

AC 18 **Initiative** +0 (10)

HP 133 (14d10 + 56)

Speed 30 ft., fly 60 ft.

		Mod	Save			Mod	Save
STR	19	+4	+4	INT	3	-4	-4
DEX	11	+0	+0	WIS	14	+2	+2
CON	19	+4	+4	CHA	10	+0	+0

Skills Perception +8

Senses Passive Perception 18

Languages Understands Draconic but can't speak

CR 6 (XP 2300; PB +3)

Actions

Multiattack. The Chimera makes 1 Bite attack, 1 Claw attack, and 1 Ram attack. It can replace the Claw attack with a use of Fire Breath if available.

Bite. *Melee Attack Roll:* +7, reach 5 ft., *Hit:* 15 (2d10 + 4) Piercing damage. If the chimera had Advantage on the attack roll, the attack instead deals 26 (4d10 + 4) Piercing damage.

Claw. *Melee Attack Roll:* +7, reach 5 ft., *Hit:* 11 (2d6 + 4) Slashing damage.

Ram. *Melee Attack Roll:* +7, reach 5 ft., *Hit:* 17 (3d8 + 4) Bludgeoning damage.

If the target is a Medium or smaller creature, it has the Prone condition.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 15, each creature in a 15-foot Cone. *Failure:* 31 (7d8) Fire damage. *Success:* Half damage.

Chuul

Large Aberration, Chaotic Evil

AC 17 **Initiative** +0 (10)

HP 102 (12d10 + 36)

Speed 30 ft., swim 30 ft.

		Mod	Save			Mod	Save
STR	19	+4	+4	INT	5	-3	-3
DEX	10	+0	+0	WIS	11	+0	+0
CON	16	+3	+3	CHA	5	-3	-3

Skills Perception +4

Immunities Poisoned; Poison

Senses Darkvision 60 ft., Passive Perception 14

Languages Understands Deep Speech but can’t speak

CR 4 (XP 1100; PB +2)

Traits

Amphibious. The chuul can breathe air and water.

Sense Magic. The chuul senses magic within 120 feet of itself. This trait otherwise works like the *Detect Magic* spell but isn’t itself magical.

Actions

Multiattack. The Chuul makes 2 Pincer attacks. and uses Paralyzing Tentacles.

Pincer. *Melee Attack Roll:* +6, reach 10 ft., *Hit:* 15 (2d10 + 4) Bludgeoning damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 15) from one of two pincers.

Paralyzing Tentacles. *Constitution Saving Throw:* DC 13, one creature Grappled by the chuul. *Failure:* The target has the Poisoned condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically. While Poisoned, the target has the Paralyzed condition.

Clay Golem

Large Construct, Unaligned

AC 19 **Initiative** -1 (9)

HP 171 (18d10 + 72)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	20	+5	+5	INT	3	-4	-4
DEX	9	-1	-1	WIS	8	-1	-1
CON	18	+4	+4	CHA	1	-5	-5

Resistances Slashing, Piercing, Bludgeoning

Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned; Acid, Poison, Psychic

Senses Darkvision 60 ft., Passive Perception 9

Languages Understands Common plus one other language but can't speak

CR 9 (XP 5000; PB +4)

Traits

Acid Absorption. Whenever the golem is subjected to Acid damage, it takes no damage and instead regains a number of Hit Points equal to the Acid damage dealt.

Berserk. Whenever the golem starts its turn Bloodied, roll 1d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object. Once the golem goes berserk, it continues to be berserk until it is destroyed or it is no longer Bloodied.

Immutable Form. The golem can't shape-shift.

Magic Resistance. The golem has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The Clay Golem makes 2 Slam attacks, or it makes three Slam attacks if it used Hasten this turn.

Slam. *Melee Attack Roll:* +9, reach 5 ft., *Hit:* 16 (2d10 + 5) Bludgeoning damage plus 6 (1d12) Acid damage. The target's Hit Point maximum decreases by an amount equal to the Acid damage taken.

Bonus Actions

Hasten (Recharge 5–6). The golem takes the Dash and Disengage actions.

Cloaker

Large Aberration, Chaotic Neutral

AC 19 **Initiative** +2 (12)

HP 156 (24d10 + 24)

Speed 20 ft., fly 40 ft.

		Mod	Save			Mod	Save
STR	17	+3	+3	INT	13	+1	+1
DEX	15	+2	+2	WIS	14	+2	+2
CON	12	+1	+1	CHA	7	-2	-2

Skills Stealth +5

Immunities Frightened

Senses Darkvision 120 ft., Passive Perception 12

Languages Deep Speech, Undercommon

CR 8 (XP 3900; PB +3)

Traits

Light Sensitivity. While in Bright Light, the cloaker has Disadvantage on attack rolls.

Actions

Attach. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 16 (3d8 + 3) Piercing damage. If the target is a Large or smaller creature, the cloaker attaches to it. While the cloaker is attached, the target has the Blinded condition, and the cloaker can't make Attach attacks against other targets. In addition, the cloaker halves the damage it takes (round down), and the target takes the same amount of damage.

The cloaker can detach itself by spending 5 feet of movement. The target or a creature within 5 feet of it can take an action to try to detach the cloaker, doing so by succeeding on a DC 16 Athletics check.

Tail. *Melee Attack Roll:* +6, reach 10 ft., *Hit:* 22 (3d12 + 3) Slashing damage.

Bonus Actions

Moan. *Wisdom Saving Throw:* DC 16, each creature in a 60-foot Emanation originating from the cloaker. *Failure:* The target has the Frightened condition until the end of the cloaker's next turn. *Success:* The target is immune to this cloaker's Moan for the next 24 hours.

Phantasms (Recharge after a Short or Long Rest). The cloaker casts the *Mirror Image* spell, requiring no spell components and using Wisdom as the spellcasting ability. The spell ends early if the cloaker starts or ends its turn in Bright Light

Cloud Giant

Huge Giant, Neutral

AC 19 **Initiative** +0 (10)

HP 175 (14d12 + 84)

Speed 40 ft., fly 30 ft.

		Mod	Save			Mod	Save
STR	27	+8	+8	INT	12	+1	+1
DEX	10	+0	+0	WIS	16	+3	+7
CON	22	+6	+10	CHA	16	+3	+3

Skills Insight +7, Perception +11

Senses Passive Perception 21

Languages Common, Giant

CR 9 (XP 5000; PB +4)

Actions

Multiattack. The giant makes two attacks, using Thunderous Mace or Thundercloud in any combination. It can replace one attack with a use of Spellcasting to cast *Fog Cloud*.

Thunderous Mace. *Melee Attack Roll:* +12, reach 10 ft., *Hit:* 26 (4d8 + 8) Bludgeoning damage plus 10 (3d6) Thunder damage.

Thundercloud. *Ranged Attack Roll:* +12, range 240 ft., *Hit:* 26 (4d8 + 8) Thunder damage.

and the target has the Incapacitated condition until the end of its next turn.

Spellcasting. The giant casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 15):

At Will: *Detect Magic, Fog Cloud, Light*

1/Day Each: *Control Weather, Gaseous Form, Telekinesis*

Bonus Actions

Misty Step. The giant casts the *Misty Step* spell, using the same spellcasting ability as Spellcasting.

Cockatrice

Small Monstrosity, Unaligned

AC 15 **Initiative** +1 (11)

HP 36 (8d6 + 8)

Speed 20 ft., fly 40 ft.

		Mod	Save			Mod	Save
STR	6	-2	-2	INT	2	-4	-4
DEX	12	+1	+1	WIS	13	+1	+1
CON	12	+1	+1	CHA	5	-3	-3

Immunities Petrified

Senses Darkvision 60 ft., Passive Perception 11

Languages None

CR 1/2 (XP 100; PB +2)

Actions

Petrifying Bite. *Melee Attack Roll:* +3, reach 5 ft., *Hit:* 6 (2d4 + 1) Piercing damage. If the target is a creature, it is subjected to the following effect. *Constitution Saving Throw:* DC 13. *First Failure:* The target has the Restrained condition. The target repeats the save with Disadvantage at the end of its next turn if it is still Restrained, ending the effect on itself on a success. *Second Failure:* The target has the Petrified condition, instead of the Restrained condition, for 24 hours.

Commoner

Medium Humanoid, Neutral

AC 14 **Initiative** +0 (10)

HP 4 (1d8 + 0)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	10	+0	+0	INT	10	+0	+0
DEX	10	+0	+0	WIS	10	+0	+0
CON	10	+0	+0	CHA	10	+0	+0

Senses Passive Perception 10

Languages Common

CR 0 (XP 10; PB +2)

Traits

Training. The commoner has proficiency in one skill of the GM's choice and has Advantage whenever it makes an ability check using that skill.

Actions

Club. *Melee Attack Roll:* +2, reach 5 ft., *Hit:* 2 (1d4 + 0) Bludgeoning damage.

Copper Dragons

Copper Dragon Wyrmling

Medium Dragon (Metallic), Chaotic Good

AC 16 **Initiative** +1 (11)

HP 55 (10d8 + 10)

Speed 30 ft., fly 60 ft., climb 30 ft.

		Mod	Save			Mod	Save
STR	15	+2	+2	INT	14	+2	+2
DEX	12	+1	+3	WIS	11	+0	+2
CON	13	+1	+1	CHA	13	+1	+1

Skills Perception +2, Stealth +3

Immunities Acid

Senses Darkvision 60 ft., Blindsight 10 ft., Passive Perception 12

Languages Draconic

CR 1 (XP 200; PB +2)

Actions

Multiattack. The Copper Dragon Wyrmling makes 2 Rend attacks.

Rend. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 7 (1d10 + 2) Slashing damage.

Acid Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 11, each creature in a 20-foot-long, 5-footwide Line. *Failure:* 18 (4d8) Acid damage. *Success:* Half damage.

Slowing Breath. *Constitution Saving Throw:* DC 11, each creature in a 15-foot Cone. *Failure:* The target can't take Reactions; its Speed is halved; and it can take either an action or a Bonus Action on its turn, not both. This effect lasts until the end of its next turn.

Copper Dragon, Young

Large Dragon (Metallic), Chaotic Good

AC 18 **Initiative** +5 (15)

HP 144 (17d10 + 51)

Speed 40 ft., fly 80 ft., climb 40 ft.

		Mod	Save			Mod	Save
STR	19	+4	+4	INT	16	+3	+3
DEX	20	+5	+8	WIS	13	+1	+4
CON	17	+3	+3	CHA	15	+2	+2

Skills Deception +5, Perception +7, Stealth +8

Immunities Acid

Senses Darkvision 120 ft., Blindsight 30 ft., Passive Perception 17

Languages Common, Draconic

CR 7 (XP 2900; PB +3)

Actions

Multiattack. The Copper Dragon, Young makes 3 Rend attacks. It can replace one attack with a use of Slowing Breath.

Rend. *Melee Attack Roll:* +7, reach 10 ft., *Hit:* 20 (3d10 + 4) Slashing damage.

Acid Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 14, each creature in a 40-foot-long, 5-footwide Line. *Failure:* 40 (9d8) Acid damage. *Success:* Half damage

Slowing Breath. *Constitution Saving Throw:* DC 14, each creature in a 30-foot Cone. *Failure:* The target can't take Reactions; its Speed is halved; and it can take either an action or a Bonus Action on its turn, not both. This effect lasts until the end of its next turn.

Copper Dragon, Adult

Huge Dragon (Metallic), Chaotic Good

AC 21 **Initiative** +1 (11)

HP 253 (22d12 + 110)

Speed 40 ft., fly 80 ft., climb 40 ft.

		Mod	Save			Mod	Save
STR	23	+6	+6	INT	18	+4	+4
DEX	12	+1	+1	WIS	15	+2	+7
CON	21	+5	+5	CHA	18	+4	+4

Skills Deception +9, Perception +12, Stealth +6

Immunities Acid

Senses Darkvision 120 ft., Blindsight 60 ft., Passive Perception 22

Languages Common, Draconic

CR 14 (XP 11500; PB +5)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead

Actions

Multiattack. The Copper Dragon, Adult makes 3 Rend attacks. It can replace one attack with a use of (A) Slowing Breath or (B) Spellcasting to cast Mind Spike (level 4 version).

Rend. *Melee Attack Roll:* +11, reach 10 ft., *Hit:* 22 (3d10 + 6) Slashing damage plus 9 (2d8) Acid damage.

Acid Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 18, each creature in a 60-foot-long, 5-footwide Line. *Failure:* 54 (12d8) Acid damage. *Success:* Half damage.

Slowing Breath. *Constitution Saving Throw:* DC 18, each creature in a 60-foot Cone. *Failure:* The target can't take Reactions; its Speed is halved; and it can take either an action or a Bonus Action on its turn, not both. This effect lasts until the end of its next turn.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 18): **At Will:** *Detect Magic, Mind Spike* (level 4 version), *Minor Illusion, Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell) **1/Day Each:** *Greater Restoration, Major Image*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.***Giggling Magic.*** *Charisma Saving Throw:* DC 17, one creature the dragon can see within 90 feet. Failure: 24 (7d6) Psychic damage. Until the end of its next turn, the target rolls 1d6 whenever it makes an ability check or attack roll and subtracts the number rolled from the D20 Test. *Failure or Success*: The dragon can't take this action again until the start of its next turn. ***Mind Jolt.*** The dragon uses Spellcasting to cast *Mind Spike* (level 4 version). The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Copper Dragon, Ancient

Gargantuan Dragon (Metallic), Chaotic Good

AC 25 **Initiative** +1 (11)

HP 350 (20d20 + 140)

Speed 40 ft., fly 80 ft., climb 40 ft.

		Mod	Save			Mod	Save
STR	27	+8	+8	INT	20	+5	+5
DEX	12	+1	+6	WIS	17	+3	+8
CON	25	+7	+7	CHA	22	+6	+6

Skills Deception +13, Perception +17, Stealth +8

Immunities Acid

Senses Darkvision 120 ft., Blindsight 60 ft., Passive Perception 27

Languages Common, Draconic

CR 21 (XP 33000; PB +7)

Traits

Legendary Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The Copper Dragon, Ancient makes 3 Rend attacks. It can replace one attack with a use of (A) Slowing Breath or (B) Spellcasting to cast Mind Spike (level 5 version).

Rend. *Melee Attack Roll:* +15, reach 15 ft., *Hit:* 27 (3d12 + 8) Slashing damage plus 11 (2d10) Acid damage.

Acid Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 22, each creature in a 90-foot-long, 10-footwide Line. *Failure:* 63 (14d8) Acid damage. *Success:* Half damage.

Slowing Breath. *Constitution Saving Throw:* DC 22, each creature in a 90-foot Cone. *Failure:* The target can't take Reactions; its Speed is halved; and it can take either an action or a Bonus Action on its turn, not both. This effect lasts until the end of its next turn.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 21):

At Will: *Detect Magic, Mind Spike* (level 5 version), *Minor Illusion, Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell)

1/Day Each: *Greater Restoration, Major Image, Project Image*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Giggling Magic. Charisma Saving Throw: DC 21, one creature the dragon can see within 120 feet. Failure: 31 (9d6) Psychic damage. Until the end of its next turn, the target rolls 1d8 whenever it makes an ability check or attack roll and subtracts the number rolled from the D20 Test. Failure or Success: The dragon can't take this action again until the start of its next turn.

Mind Jolt. The dragon uses Spellcasting to cast Mind Spike (level 5 version). The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Couatl

Medium Celestial, Lawful Good

AC 17 **Initiative** +5 (15)

HP 97 (13d8 + 39)

Speed 30 ft., fly 80 ft.

		Mod	Save			Mod	Save
STR	16	+3	+3	INT	18	+4	+4
DEX	20	+5	+5	WIS	20	+5	+5
CON	17	+3	+3	CHA	18	+4	+4

Resistances Slashing, Piercing, Bludgeoning

Senses Truesight 120 ft., Passive Perception 15

Languages All; telepathy 120 ft.

CR 4 (XP 1100; PB +2)

Traits

Shielded Mind. The couatl's thoughts can't be read by any means, and other creatures can communicate with it telepathically only if it allows them.

Actions

Bite. *Melee Attack Roll:* +7, reach 5 ft., *Hit:* 24 (3d12 + 5) Piercing damage, and the target has the Poisoned condition until the end of the couatl's next turn.

Constrict. *Strength Saving Throw:* DC 15, one Medium or smaller creature the couatl can see within 5 feet. *Failure:* 8 (1d6 + 5) Bludgeoning damage. The target has the Grappled condition (escape DC 15), and it has the Restrained condition until the grapple ends.

Spellcasting. The couatl casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability (spell save DC 15):

At Will: *Detect Evil and Good, Detect Magic, Detect Thoughts, Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell)

1/Day Each: *Create Food and Water, Dream, Greater Restoration, Scrying, Sleep*

Bonus Actions

Divine Aid (2/Day). The couatl casts Bless, Lesser Restoration, or Sanctuary, requiring no spell components and using the same spellcasting ability as Spellcasting.

Crawling Claw

Crawling Claw (Swarm)

Tiny Undead, Neutral Evil

AC 17 **Initiative** +3 (13)

HP 81 (18d4 + 36)

Speed 30 ft., climb 30 ft.

		Mod	Save			Mod	Save
STR	14	+2	+2	INT	5	-3	-3
DEX	16	+3	+3	WIS	10	+0	+0
CON	14	+2	+2	CHA	4	-3	-3

Resistances Slashing, Piercing, Bludgeoning

Immunities Charmed, Exhaustion, Frightened, Grappled, Incapacitated, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned; Necrotic, Poison

Senses Blindsight 30 ft., Passive Perception 10

Languages Understands Common but can't speak

CR 3 (XP 700; PB +2)

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain Hit Points or gain Temporary Hit Points.

Actions

Swarm of Grasping Hands. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 21 (4d8 + 3) Necrotic damage, or 11 (2d8 + 2) Necrotic damage if the swarm is Bloodied. If the target is a Medium or smaller creature, it has the Prone condition.

Cultists

Cultist

Medium Humanoid, Neutral

AC 14 **Initiative** +1 (11)

HP 13 (3d8 + 0)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	11	+0	+0	INT	10	+0	+0
DEX	12	+1	+1	WIS	11	+0	+2
CON	10	+0	+0	CHA	10	+0	+0

Skills Deception +2, Perception +2, Religion +2

Senses Passive Perception 12

Languages Common

CR 1/8 (XP 25; PB +2)

Actions

Ritual Sickle. *Melee Attack Roll:* +2, reach 5 ft., *Hit:* 5 (2d4 + 0) Slashing damage.

Cultist Fanatic

Medium Humanoid, Neutral

AC 16 **Initiative** +2 (12)

HP 66 (12d8 + 12)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	11	+0	+0	INT	10	+0	+0
DEX	14	+2	+2	WIS	14	+2	+4
CON	12	+1	+1	CHA	13	+1	+1

Senses Passive Perception 12

Languages Common

CR 2 (XP 450; PB +2)

Actions

Multiattack. The Cultist Fanatic makes 2 Pact Blade attacks.

Pact Blade. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 6 (1d8 + 2) Slashing damage plus 4 (1d8) Necrotic damage.

Spellcasting. The cultist casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 14, +4 to hit with spell attacks):

At Will: *Light, Thaumaturgy*

2/Day: *Command*

1/Day: *Hold Person*

Bonus Actions

Spiritual Weapon (2/Day). The cultist casts the *Spiritual Weapon* spell, using the same spellcasting ability as Spellcasting.

Darkmantle

Small Aberration, Lawful Good

AC 15 **Initiative** +1 (11)

HP 40 (9d6 + 9)

Speed 20 ft., fly 30 ft.

		Mod	Save			Mod	Save
STR	16	+3	+3	INT	2	-4	-4
DEX	12	+1	+1	WIS	10	+0	+0
CON	13	+1	+1	CHA	5	-3	-3

Senses Blindsight 60 ft., Passive Perception 10

Languages None

CR 1/2 (XP 100; PB +2)

Actions

Crush. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 9 (1d12 + 3) Bludgeoning damage and the darkmantle attaches to the target. If the target is a Medium or smaller creature and the darkmantle had Advantage on the attack roll, it covers the target, which has the Blinded condition and is suffocating while the darkmantle is attached in this way.

While attached to a target, the darkmantle can attack only the target but has Advantage on its attack rolls. Its Speed becomes 0, it can't benefit from any bonus to its Speed, and it moves with the target.

A creature can take an action to try to detach the darkmantle from itself, doing so with a successful DC 13 Strength (Athletics) check. On its turn, the darkmantle can detach itself by using 5 feet of movement.

Darkness Aura (1/Day). Magical Darkness fills a 15-foot Emanation originating from the darkmantle. This effect lasts while the darkmantle maintains Concentration on it, up to 10 minutes. Darkvision can't penetrate this area, and no light can illuminate it.

Death Dog

Medium Monstrosity, Neutral Evil

AC 16 **Initiative** +2 (12)

HP 58 (9d8 + 18)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	15	+2	+2	INT	3	-4	-4
DEX	14	+2	+2	WIS	13	+1	+1
CON	14	+2	+2	CHA	6	-2	-2

Skills Stealth +4

Immunities Blinded, Charmed, Deafened, Frightened, Stunned, Unconscious

Senses Darkvision 120 ft., Passive Perception 15

Languages None

CR 1 (XP 200; PB +2)

Actions

Multiattack. The Death Dog makes 2 Bite attacks.

Bite. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 6 (1d8 + 2) Piercing damage. If the target is a creature, it is subjected to the following effect. *Constitution Saving Throw:* DC 14. *First Failure:* The target has the Poisoned condition. While Poisoned, the target's Hit Point maximum doesn't return to normal when finishing a Long Rest, and it repeats the save every 24 hours that elapse, ending the effect on itself on a success. *Subsequent Failures:* The Poisoned target's Hit Point maximum decreases by 5 (1d10).

Denizen of Leng

Denizens of Leng

Medium Aberration, Chaotic Evil

AC 17 **Initiative** +4 (14)

HP 110 (13d8 + 52)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	14	+2	+2	INT	18	+4	+7
DEX	18	+4	+4	WIS	17	+3	+3
CON	19	+4	+7	CHA	20	+5	+8

Skills Arcana +7, Deception +8, Insight +6, Perception +6, Stealth +7

Resistances Cold, Lightning

Immunities Poisoned; Poison

Senses Darkvision 60 ft., Passive Perception 16

Languages All

CR 5 (XP 1800; PB +3)

Traits

Regeneration. The denizen regains 5 Hit Points at the start of its turn if it has at least 1 Hit Point. If its ability to use Plane Shift or other planar travel is suppressed, this trait doesn't function.

Rejuvenation. If the denizen dies while not on its home plane, it revives on Leng with all its Hit Points in 4d6 hours.

Sneak Attack (1/Turn). The denizen deals an extra 17 (5d6) damage when it hits a target with a Bite or Claws attack and has Advantage on the attack roll, or when the target is within 5 feet of an ally of the denizen that isn't Incapacitated and the denizen doesn't have Disadvantage on the attack roll.

Actions

Multiattack. The Denizen of Leng makes 1 Bite attack and 2 Claws attacks.

Bite. *Melee Attack Roll:* +7, reach 5 ft., *Hit:* 11 (2d6 + 4) Piercing damage. If the target is a creature, it makes a DC 15 Constitution saving throw. *Failure:* The target gains one Exhaustion level.

Claws. *Melee Attack Roll:* +7, reach 5 ft., *Hit:* 8 (1d8 + 4) Slashing damage.

Spellcasting. The denizen casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):**3/Day Each:** *Detect Thoughts, Hypnotic Pattern, Levitate, Minor Illusion***1/Day Each:** *Locate Object, Plane Shift* (self only)

Wrapped from head to toe in leather robes, this creature appears almost human at first glance. The longer one looks, however, the more one becomes aware of strange and terrifying realities beneath the façade.

Deva

Medium Celestial (Angel), Lawful Good

AC 20 **Initiative** +4 (14)

HP 187 (22d8 + 88)

Speed 30 ft., fly 80 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	17	+3	+3
DEX	18	+4	+4	WIS	20	+5	+9
CON	18	+4	+4	CHA	20	+5	+9

Skills Insight +9, Perception +9

Resistances Radiant

Immunities Charmed, Exhaustion, Frightened

Senses Darkvision 120 ft., Passive Perception 19

Languages All, Telepathy 120 ft.

CR 10 (XP 5900; PB +4)

Traits

Exalted Restoration. If the deva dies outside Mount Celestia, its body disappears, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Twin Paradises.

Magic Resistance. The deva has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The Deva makes 2 Holy Mace attacks.

Holy Mace. *Melee Attack Roll:* +8, reach 5 ft., *Hit:* 8 (1d8 + 4) Bludgeoning damage plus 18 (4d8) Radiant damage.

Spellcasting. The deva casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 17):

At Will: *Detect Evil and Good, Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell)

1/Day Each: *Commune, Raise Dead*

Djinni

Large Elemental, Neutral

AC 20 **Initiative** +2 (12)

HP 207 (18d10 + 108)

Speed 30 ft., fly 90 ft. (hover)

		Mod	Save			Mod	Save
STR	21	+5	+5	INT	15	+2	+2
DEX	15	+2	+6	WIS	16	+3	+7
CON	22	+6	+6	CHA	20	+5	+5

Immunities Lightning, Thunder

Senses Darkvision 120 ft., Passive Perception 13

Languages Primordial (Auran)

CR 11 (XP 7200; PB +4)

Traits

Elemental Restoration. If the djinni dies outside the Elemental Plane of Air, its body dissolves into mist, and it gains a new body in 1d4 days, reviving with all its Hit Points somewhere on the Plane of Air.

Magic Resistance. The djinni has Advantage on saving throws against spells and other magical effects.

Wishes. The djinni has a 30 percent chance of knowing the *Wish* spell. If the djinni knows it, the djinni can cast it only on behalf of a non-genie creature who communicates a wish in a way the djinni can understand. If the djinni casts the spell for the creature, the djinni suffers none of the spell's stress. Once the djinni has cast it three times, the djinni can't do so again for 365 days.

Actions

Multiattack. The Djinni makes 3 Storm Blade attacks. in any combination.

Storm Blade. *Melee Attack Roll:* +9, reach 5 ft., *Hit:* 18 (3d8 + 5) Slashing damage plus 7 (2d6) Lightning damage.

Storm Bolt. *Ranged Attack Roll:* +9, range 120 ft., *Hit:* 23 (4d8 + 5) Thunder damage. If the target is a Large or smaller creature, it has the Prone condition.

Create Whirlwind. The djinni conjures a whirlwind at a point it can see within 120 feet. The whirlwind fills a 20-foot-radius, 60-foot-high Cylinder centered on that point. The whirlwind lasts until the djinni's Concentration on it ends. The djinni can move the whirlwind up to 20 feet at the start of each of its turns. Whenever the whirlwind enters a creature's space or a creature enters the whirlwind, that creature is subjected to the following effect. *Strength Saving Throw:* DC 17 (a creature makes this save only once per turn, and the djinni is unaffected). *Failure:* While in the whirlwind, the target has the Restrained condition and moves with the whirlwind. At the start of each of its turns, the Restrained target takes 21 (6d6) Thunder damage. At the end of each of its turns, the target repeats the save, ending the effect on itself on a success.

Spellcasting. The djinni casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 17):

At Will: *Detect Evil and Good, Detect Magic***2/Day Each:** *Create Food and Water* (can create wine instead of water), *Tongues, Wind Walk*

1/Day Each: *Creation, Gaseous Form, Invisibility, Major Image, Plane Shift*

Doppelganger

Medium Monstrosity, Neutral

AC 17 **Initiative** +4 (14)

HP 84 (13d8 + 26)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	11	+0	+0	INT	11	+0	+0
DEX	18	+4	+4	WIS	12	+1	+1
CON	14	+2	+2	CHA	14	+2	+2

Skills Insight +3

Immunities Charmed

Senses Darkvision 60 ft., Passive Perception 11

Languages Common plus three other languages

CR 3 (XP 700; PB +2)

Actions

Multiattack. The Doppelganger makes 2 Slam attacks and uses Unsettling Visage if available.

Slam. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 13 (2d8 + 4) Bludgeoning damage.

Read Thoughts. The doppelganger casts *Detect Thoughts*, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 12).

Unsettling Visage (Recharge 6). Wisdom Saving Throw: DC 12, each creature in a 15-foot Emanation originating from the doppelganger that can see the doppelganger. *Failure:* The target has the Frightened condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Bonus Actions

Shape-Shift. The doppelganger shape-shifts into a Medium or Small Humanoid, or it returns to its true form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Dragon Turtle

Gargantuan Dragon, Neutral

AC 23 **Initiative** +6 (16)

HP 294 (19d20 + 95)

Speed 20 ft., swim 40 ft.

		Mod	Save			Mod	Save
STR	25	+7	+7	INT	10	+0	+0
DEX	22	+6	+6	WIS	12	+1	+6
CON	20	+5	+10	CHA	12	+1	+1

Resistances Fire

Senses Darkvision 120 ft., Passive Perception 11

Languages Draconic, Primordial (Aquan)

CR 17 (XP 18000; PB +6)

Traits

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The Dragon Turtle makes 3 Bite attacks or 1 Tail attack.

Bite. *Melee Attack Roll:* +13, reach 15 ft., *Hit:* 23 (3d10 + 7) Piercing damage plus 7 (2d6) Fire damage.

Tail. *Melee Attack Roll:* +13, reach 15 ft., *Hit:* 23 (3d10 + 7) Bludgeoning damage. If the target is a Huge or smaller creature, it has the Prone condition.

Steam Breath (Recharge 5–6). *Constitution Saving Throw:* DC 19, each creature in a 60-foot Cone. *Failure:* 56 (16d6) Fire damage. *Success:* Half damage. *Failure or Success:* Being underwater doesn't grant Resistance to this Fire damage.

Drakkin

Medium Humanoid (Drakkin), Always Evil

AC 15 **Initiative** +2 (12)

HP 67 (9d8 + 27)

Speed 30 ft., fly 40 ft.

		Mod	Save			Mod	Save
STR	16	+3	+5	INT	10	+0	+0
DEX	14	+2	+4	WIS	12	+1	+3
CON	16	+3	+5	CHA	13	+1	+3

Skills Perception +3

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Draconic

CR 2 (XP 450; PB +2)

Traits

Draconic Heritage. The Drakkin is Humanoid in form but was created in the image of a chromatic Dragon. It has Resistance to the damage type of its Breath Weapon, and its own Breath Weapon can't harm it. Its heritage sets the damage type, area,

and saving throw:**Black:** Acid; 15-foot Cone; Dexterity save.**Blue:** Lightning; 30-foot Line; Dexterity save.**Green:** Poison; 15-foot Cone; Constitution save.**Red:** Fire; 15-foot Cone; Dexterity save.**White:** Cold; 15-foot Cone; Constitution save.

Actions

Multiattack. The Drakkin makes 2 Greatsword attacks. It can replace any Greatsword attack with a Javelin attack.

Greatsword. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 13 (3d6 + 3) Slashing damage.

Javelin. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 30/120 ft., *Hit:* 6 (1d6 + 3) Piercing damage.

Breath Weapon (Recharge 5–6). The Drakkin exhales energy in the area set by its heritage. Dexterity or Constitution Saving Throw (by heritage): DC 13, each creature in the area. *Failure:* 14 (4d6) damage of its heritage's type. *Success:* Half damage.

Drider

Large Monstrosity, Chaotic Evil

AC 18 **Initiative** +4 (14)

HP 133 (14d10 + 56)

Speed 30 ft., climb 30 ft.

		Mod	Save			Mod	Save
STR	16	+3	+3	INT	13	+1	+1
DEX	19	+4	+4	WIS	16	+3	+3
CON	18	+4	+4	CHA	12	+1	+1

Skills Perception +6, Stealth +10

Senses Darkvision 120 ft., Passive Perception 16

Languages Elvish, Undercommon

CR 6 (XP 2300; PB +3)

Traits

Spider Climb. The drider can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, the drider has Disadvantage on ability checks and attack rolls.

Web Walker. The drider ignores movement restrictions caused by webs, and the drider knows the location of any other creature in contact with the same web.

Actions

Multiattack. The Drider makes 3 Foreleg attacks and 3 Poison Burst attacks in any combination.

Foreleg. *Melee Attack Roll:* +7, reach 10 ft., *Hit:* 17 (3d8 + 4) Piercing damage.

Poison Burst. *Ranged Attack Roll:* +7, range 120 ft., *Hit:* 14 (3d6 + 4) Poison damage.

Bonus Actions

Innate Magic (Recharge 5–6). The drider casts *Darkness, Faerie Fire,* or *Web,* requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 14).

Drow Elf

Drow

Medium Humanoid (Elf), Neutral Evil

AC 15 **Initiative** +2 (12)

HP 27 (6d8)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	10	+0	+0	INT	11	+0	+0
DEX	14	+2	+2	WIS	11	+0	+0
CON	10	+0	+0	CHA	12	+1	+1

Skills Perception +2, Stealth +4

Senses Darkvision 120 ft., Passive Perception 12

Languages Elvish, Undercommon

CR 1/4 (XP 50; PB +2)

Traits

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Sunlight Sensitivity. While in sunlight, the drow has Disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Shortsword. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 5 (1d6 + 2) Piercing damage.

Hand Crossbow. *Ranged Attack Roll:* +4, range 30/120 ft., *Hit:* 5 (1d6 + 2) 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 in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components: **At will:** Dancing Lights 1/day each: Darkness, Faerie Fire

Druid

Medium Humanoid (Druid), Neutral

AC 16 **Initiative** +1 (11)

HP 66 (12d8 + 12)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	10	+0	+0	INT	12	+1	+1
DEX	12	+1	+1	WIS	16	+3	+3
CON	13	+1	+1	CHA	11	+0	+0

Skills Medicine +5, Nature +3, Perception +5

Senses Passive Perception 15

Languages Common, Druidic, Sylvan

CR 2 (XP 450; PB +2)

Actions

Multiattack. The Druid makes 2 Vine Staff attacks in any combination.

Vine Staff. *Melee Attack Roll:* +3, reach 5 ft., *Hit:* 5 (1d8 + 1) Bludgeoning damage plus 7 (2d6) Radiant damage.

Verdant Wisp. *Ranged Attack Roll:* +3, range 90 ft., *Hit:* 11 (3d6 + 1) Radiant damage.

Spellcasting. The druid casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

At Will: *Druidcraft, Speak with Animals*

2/Day Each: *Entangle, Thunderwave*

1/Day Each: *Animal Messenger, Longstrider, Moonbeam*

Dryad

Medium Fey, Neutral

AC 16 **Initiative** +3 (13)

HP 54 (12d8 + 0)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	10	+0	+0	INT	14	+2	+2
DEX	16	+3	+3	WIS	15	+2	+2
CON	11	+0	+0	CHA	18	+4	+4

Skills Perception +4

Senses Darkvision 60 ft., Passive Perception 14

Languages Elvish, Sylvan

CR 1 (XP 200; PB +2)

Traits

Magic Resistance. The dryad has Advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants. The dryad can communicate with Beasts and Plants as if they shared a language

Actions

Multiattack. The Dryad makes 1 Vine Lash attack or 1 Thorn Burst attack and it can use Spellcasting to cast Charm Monster.

Vine Lash. *Melee Attack Roll:* +5, reach 10 ft., *Hit:* 7 (1d8 + 3) Bludgeoning damage.

Thorn Burst. *Ranged Attack Roll:* +5, range 60 ft., *Hit:* 6 (1d6 + 3) Piercing damage.

Spellcasting. The dryad casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 14):

At Will: *Animal Friendship, Charm Monster* (lasts 24 hours; ends early if the dryad casts the spell again), *Druidcraft*

1/Day Each: *Entangle, Pass without Trace*

Bonus Actions

Tree Stride. If within 5 feet of a Large or bigger tree, the dryad teleports to an unoccupied space within 5 feet of a second Large or bigger tree that is within 60 feet of the previous tree.

Duergar Dwarf

Medium Humanoid (Dwarf), Lawful Evil

AC 16 **Initiative** +0 (10)

HP 52 (8d8 + 16)

Speed 25 ft.

		Mod	Save			Mod	Save
STR	14	+2	+2	INT	11	+0	+0
DEX	11	+0	+0	WIS	10	+0	+0
CON	14	+2	+2	CHA	9	-1	-1

Senses Darkvision 120 ft., Passive Perception 10

Languages Undercommon, Dwarvish

CR 1 (XP 200; PB +2)

Traits

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 Perception checks that rely on sight.

Actions

Multiattack. The Duergar Dwarf makes 2 Warpick attacks or 2 Javelin attacks. in any combination.

Warpick. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 6 (1d8 + 2) Piercing damage. When the duergar is enlarged, it deals 13 (2d8 + 4) piercing damage.

Javelin. *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 30/120 ft., *Hit:* 5 (1d6 + 2) Piercing damage. When the duergar is enlarged, it deals 13 (2d6 + 4) piercing damage.

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.

Invisibility (Recharges after a Short or Long Rest). The duergar magically gains the Invisibility condition until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, for up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Earth Elemental

Large Elemental, Neutral

AC 18 **Initiative** -1 (9)

HP 115 (11d10 + 55)

Speed 30 ft., burrow 30 ft.

		Mod	Save			Mod	Save
STR	20	+5	+5	INT	5	-3	-3
DEX	8	-1	-1	WIS	10	+0	+0
CON	20	+5	+5	CHA	5	-3	-3

Vulnerabilities Thunder

Immunities Exhaustion, Paralyzed, Petrified; Poison

Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 10

Languages Primordial (Terran)

CR 5 (XP 1800; PB +3)

Traits

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

Actions

Multiattack. The Earth Elemental makes 2 Slam attacks or 2 Rock Launch attacks in any combination

Slam. *Melee Attack Roll:* +8, reach 10 ft., *Hit:* 18 (3d8 + 5) Bludgeoning damage.

Rock Launch. *Ranged Attack Roll:* +8, range 60/240 ft., *Hit:* 8 (1d6 + 5) Bludgeoning damage. If the target is a Large or smaller creature, it has the Prone condition.

Efreeti

Large Elemental (Genie), Lawful Evil

AC 20 **Initiative** +1 (11)

HP 200 (16d10 + 112)

Speed 40 ft., fly 60 ft.

		Mod	Save			Mod	Save
STR	22	+6	+6	INT	16	+3	+3
DEX	12	+1	+1	WIS	15	+2	+6
CON	24	+7	+7	CHA	19	+4	+8

Immunities Fire

Senses Darkvision 120 ft., Passive Perception 12

Languages Primordial (Ignan)

CR 11 (XP 7200; PB +4)

Traits

Elemental Restoration. If the efreeti dies outside the Elemental Plane of Fire, its body dissolves into ash, and it gains a new body in 1d4 days, reviving with all its Hit Points somewhere on the Plane of Fire.

Magic Resistance. The efreeti has Advantage on saving throws against spells and other magical effects

Wishes. The efreeti has a 30 percent chance of knowing the *Wish* spell. If the efreeti knows it, the efreeti can cast it only on behalf of a non-genie creature who communicates a wish in a way the efreeti can understand. If the efreeti casts the spell for the creature, the efreeti suffers none of the spell's stress. Once the efreeti has cast it three times, the efreeti can't do so again for 365 days.

Actions

Multiattack. The Efreeti makes 3 Heated Blade attacks or 3 Hurl Flame attacks.

Heated Blade. *Melee Attack Roll:* +10, reach 5 ft., *Hit:* 13 (2d6 + 6) Slashing damage plus 13 (2d12) Fire damage.

Hurl Flame. *Ranged Attack Roll:* +10, range 120 ft., *Hit:* 30 (7d6 + 6) Fire damage.

Spellcasting. The efreeti casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 17):

At Will: *Detect Magic, Elementalism*

1/Day Each: *Gaseous Form, Invisibility, Major Image, Plane Shift, Tongues, Wall of Fire* (level 7 version)

Erinyes

Medium Fiend (Devil), Lawful Evil

AC 20 **Initiative** +3 (13)

HP 221 (26d8 + 104)

Speed 30 ft., fly 60 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	14	+2	+2
DEX	16	+3	+7	WIS	14	+2	+2
CON	18	+4	+8	CHA	18	+4	+4

Skills Perception +6, Persuasion +8

Resistances Cold

Immunities Poisoned; Fire, Poison

Senses Truesight 120 ft., Passive Perception 16

Languages Infernal; Telepathy 120 ft

CR 12 (XP 8400; PB +4)

Traits

Diabolical Restoration. If the erinyes dies outside the Nine Hells, its body disappears in sulfurous smoke, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Nine Hells.

Magic Resistance. The erinyes has Advantage on saving throws against spells and other magical effects.

Magic Rope. The erinyes has a magic rope. While bearing it, the erinyes can use the Entangling Rope action. The rope has AC 20, HP 90, and Immunity to Poison and Psychic damage. The rope turns to dust if reduced to 0 Hit Points, if it is 5+ feet away from the erinyes for 1 hour or more, or if the erinyes dies. If the rope is damaged or destroyed, the erinyes can fully restore it when finishing a Short or Long Rest.

Actions

Multiattack. The Erinyes makes 3 Withering Sword attacks and can use Entangling Rope.

Withering Sword. *Melee Attack Roll:* +8, reach 5 ft., *Hit:* 13 (2d8 + 4) Slashing damage plus 11 (2d10) Necrotic damage.

Entangling Rope (Requires Magic Rope). *Strength Saving Throw:* DC 16, one creature the erinyes can see within 120 feet. *Failure:* 14 (4d6) Force damage, and the target has the Restrained condition until the rope is destroyed, the erinyes uses a Bonus Action to release the target, or the erinyes uses Entangling Rope again.

Reactions

Parry. *Trigger:* The erinyes is hit by a melee attack roll while holding a weapon. *Response:* The erinyes adds 4 to its AC against that attack, possibly causing it to miss.

Ettercap

Medium Monstrosity, Neutral Evil

AC 16 **Initiative** +3 (13)

HP 66 (12d8 + 12)

Speed 30 ft., climb 30 ft.

		Mod	Save			Mod	Save
STR	14	+2	+2	INT	7	-2	-2
DEX	16	+3	+3	WIS	12	+1	+1
CON	13	+1	+1	CHA	8	-1	-1

Skills Perception +3, Stealth +5, Survival +3

Senses Darkvision 60 ft., Passive Perception 13

Languages None

CR 2 (XP 450; PB +2)

Traits

Spider Climb. The ettercap can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Web Walker. The ettercap ignores movement restrictions caused by webs, and the ettercap knows the location of any other creature in contact with the same web.

Actions

Multiattack. The Ettercap makes 1 Bite attack and 1 Claw attack.

Bite. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 6 (1d6 + 3) Piercing damage plus 2 (1d4) Poison damage and the target has the Poisoned condition until the start of the ettercap's next turn.

Claw. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 8 (2d4 + 3) Slashing damage.

Web Strand (Recharge 5–6). *Dexterity Saving Throw:* DC 14, one Large or smaller creature the ettercap can see within 30 feet. *Failure:* The target has the Restrained condition until the web is destroyed (AC 10; HP 5; Vulnerability to Fire damage; Immunity to Bludgeoning, Poison, and Psychic damage).

Bonus Actions

Reel. The ettercap pulls one creature within 30 feet of itself that is Restrained by its Web Strand up to 25 feet straight toward itself.

Ettin

Large Giant, Chaotic Evil

AC 17 **Initiative** -1 (9)

HP 102 (12d10 + 36)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	21	+5	+5	INT	6	-2	-2
DEX	8	-1	-1	WIS	10	+0	+0
CON	17	+3	+3	CHA	8	-1	-1

Skills Perception +4

Immunities Blinded, Charmed, Deafened, Frightened

Senses Darkvision 60 ft., Passive Perception 14

Languages Giant

CR 4 (XP 1100; PB +2)

Actions

Multiattack. The Ettin makes 1 Battleaxe attack and 1 Morningstar attack.

Battleaxe. *Melee Attack Roll:* +7, reach 5 ft., *Hit:* 14 (2d8 + 5) Slashing damage. If the target is a Large or smaller creature, it has the Prone condition.

Morningstar. *Melee Attack Roll:* +7, reach 5 ft., *Hit:* 14 (2d8 + 5) Piercing damage. , and the target has Disadvantage on the next attack roll it makes before the end of its next turn.

Fire Elemental

Large Elemental, Neutral

AC 18 **Initiative** +4 (14)

HP 110 (13d10 + 39)

Speed 50 ft.

		Mod	Save			Mod	Save
STR	10	+0	+0	INT	6	-2	-2
DEX	18	+4	+4	WIS	10	+0	+0
CON	16	+3	+3	CHA	7	-2	-2

Resistances Slashing, Piercing, Bludgeoning

Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious; Fire, Poison

Senses Darkvision 60 ft., Passive Perception 10

Languages Primordial (Ignan)

CR 5 (XP 1800; PB +3)

Traits

Fire Aura. At the end of each of the elemental's turns, each creature in a 10-foot Emanation originating from the elemental takes 5 (1d10) Fire damage. Creatures and flammable objects in the Emanation start burning.

Fire Form. The elemental can move through a space as narrow as 1 inch without expending extra movement to do so, and it can enter a creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) Fire damage.

Illumination. The elemental sheds Bright Light in a 30- foot radius and Dim Light for an additional 30 feet.

Water Susceptibility. The elemental takes 3 (1d6) Cold damage for every 5 feet the elemental moves in water or for every gallon of water splashed on it.

Actions

Multiattack. The Fire Elemental makes 2 Burn attacks.

Burn. *Melee Attack Roll:* +7, reach 5 ft., *Hit:* 17 (3d8 + 4) Fire damage. If the target is a creature or a flammable object, it starts burning.

Fire Giant

Huge Giant, Lawful Evil

AC 19 **Initiative** -1 (9)

HP 175 (14d12 + 84)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	25	+7	+7	INT	10	+0	+0
DEX	9	-1	+1	WIS	14	+2	+2
CON	23	+6	+10	CHA	13	+1	+5

Skills Athletics +11, Perception +6

Immunities Fire

Senses Passive Perception 16

Languages Common

CR 9 (XP 5000; PB +4)

Actions

Multiattack. The Fire Giant makes 2 Flame Sword attacks or 2 Hammer Throw attacks in any combination.

Flame Sword. *Melee Attack Roll:* +11, reach 10 ft., *Hit:* 29 (4d10 + 7) Slashing damage plus 10 (3d6) Fire damage.

Hammer Throw. *Ranged Attack Roll:* +11, range 60/240 ft., *Hit:* 23 (3d10 + 7) Bludgeoning damage plus 4 (1d8) Fire damage, and the target is pushed up to 15 feet straight away from the giant and has Disadvantage on the next attack roll it makes before the end of its next turn.

Flesh Golem

Medium Construct, Neutral

AC 18 **Initiative** -1 (9)

HP 110 (13d8 + 52)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	19	+4	+4	INT	6	-2	-2
DEX	9	-1	-1	WIS	10	+0	+0
CON	18	+4	+4	CHA	5	-3	-3

Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned; Lightning, Poison

Senses Darkvision 60 ft., Passive Perception 10

Languages Understands Common plus one other language but can’t speak

CR 5 (XP 1800; PB +3)

Traits

Aversion to Fire. If the golem takes Fire damage, it has Disadvantage on attack rolls and ability checks until the end of its next turn.

Berserk. Whenever the golem starts its turn Bloodied, roll 1d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object. Once the golem goes berserk, it remains so until it is destroyed or it is no longer Bloodied.

The golem’s creator, if within 60 feet of the berserk golem, can try to calm it by taking an action to make a DC 15 Charisma (Persuasion) check; the golem must be able to hear its creator. If this check succeeds, the golem ceases being berserk until the start of its next turn, at which point it resumes rolling for the Berserk trait again if it is still Bloodied.

Immutable Form. The golem can’t shape-shift.

Lightning Absorption. Whenever the golem is subjected to Lightning damage, it regains a number of Hit Points equal to the Lightning damage dealt.

Magic Resistance. The golem has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The Flesh Golem makes 2 Slam attacks.

Slam. *Melee Attack Roll:* +7, reach 5 ft., *Hit:* 13 (2d8 + 4) Bludgeoning damage plus 4 (1d8) Lightning damage.

Frost Giant

Huge Giant, Neutral Evil

AC 19 **Initiative** -1 (9)

HP 161 (14d12 + 70)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	23	+6	+6	INT	9	-1	-1
DEX	9	-1	-1	WIS	10	+0	+3
CON	21	+5	+8	CHA	12	+1	+4

Skills Athletics +9, Perception +3

Immunities Cold

Senses Passive Perception 13

Languages Giant

CR 8 (XP 3900; PB +3)

Actions

Multiattack. The Frost Giant makes 2 Frost Axe attacks or 2 Great Bow attacks in any combination.

Frost Axe. *Melee Attack Roll:* +9, reach 10 ft., *Hit:* 25 (3d12 + 6) Slashing damage plus 9 (2d8) Cold damage.

Great Bow. *Ranged Attack Roll:* +9, range 150/600 ft., *Hit:* 22 (3d10 + 6) Piercing damage plus 9 (2d8) Cold damage, and the target's Speed decreases by 10 feet until the end of its next turn.

Bonus Actions

War Cry (Recharge 5–6). The giant or one creature of its choice that can see or hear it gains 16 (2d10 + 5) Temporary Hit Points and has Advantage on attack rolls until the start of the giant's next turn.

Shrieker Fungus

Medium Plant, Unaligned

AC 14 **Initiative** -5 (5)

HP 4 (1d8 + 0)

Speed 20 ft.

		Mod	Save			Mod	Save
STR	1	-5	-5	INT	10	+0	+0
DEX	1	-5	-5	WIS	3	-4	-4
CON	10	+0	+0	CHA	10	+0	+0

Immunities Blinded, Charmed, Deafened, Frightened

Senses Blindsight 30 ft., Passive Perception 6

Languages None

CR 0 (XP 10; PB +2)

Actions

Reactions

Shriek. *Trigger:* A creature or a source of Bright Light moves within 30 feet of the shrieker. *Response:* The shrieker emits a shriek audible within 300 feet of itself for 1 minute or until the shrieker dies.

Violet Fungus

Fungus, Violet

Medium Plant, Unaligned

AC 15 **Initiative** -5 (5)

HP 27 (6d8)

Speed 20 ft.

		Mod	Save			Mod	Save
STR	14	+2	+2	INT	1	-5	-5
DEX	1	-5	-5	WIS	3	-4	-4

		Mod	Save			Mod	Save
CON	10	+0	+0	CHA	1	-5	-5

Immunities Blinded, Charmed, Deafened, Frightened

Senses Blindsight 30 ft., Passive Perception 6

Languages None

CR 1/4 (XP 50; PB +2)

Actions

Multiattack. The Fungus, Violet makes 2 Rotting Touch attacks.

Rotting Touch. *Melee Attack Roll:* +4, reach 10 ft., *Hit:* 5 (1d6 + 2) Necrotic damage.

Gargoyle

Medium Elemental, Chaotic Evil

AC 16 **Initiative** +0 (10)

HP 67 (9d8 + 27)

Speed 30 ft., fly 60 ft.

		Mod	Save			Mod	Save
STR	15	+2	+2	INT	6	-2	-2
DEX	11	+0	+0	WIS	11	+0	+0
CON	16	+3	+3	CHA	7	-2	-2

Skills Stealth +4

Immunities Exhaustion, Petrified, Poisoned; Poison

Senses Darkvision 60 ft., Passive Perception 10

Languages Primordial (Terran)

CR 2 (XP 450; PB +2)

Traits

Flyby. The gargoyle doesn't provoke an Opportunity Attack when it flies out of an enemy's reach.

Actions

Multiattack. The Gargoyle makes 2 Claw attacks.

Claw. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 9 (2d6 + 2) Slashing damage.

Gelatinous Cube

Large Ooze, Unaligned

AC 8 **Initiative** -4 (6)

HP 73 (7d10 + 35)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	14	+2	+2	INT	1	-5	-5
DEX	3	-4	-4	WIS	6	-2	-2
CON	20	+5	+5	CHA	1	-5	-5

Immunities Blinded, Charmed, Deafened; Acid

Senses Blindsight 60 ft., Passive Perception 8

Languages None

CR 2 (XP 450; PB +2)

Traits

Ooze Cube. The cube fills its entire space and is transparent. Other creatures can enter that space, but a creature that does so is subjected to the cube's Engulf and has Disadvantage on the saving throw.Creatures inside the cube have Total Cover, and the cube can hold one Large creature or up to four Medium or Small creatures inside itself at a time.As an action, a creature within 5 feet of the cube can pull a creature or an object out of the cube by succeeding on a DC 14 Athletics check, and the puller takes 10 (3d6) Acid damage.

Transparent. Even when the cube is in plain sight, a creature must succeed on a DC 15 Perception check to notice the cube if the creature hasn't witnessed the cube move or otherwise act.

Actions

Pseudopod. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 12 (3d6 + 2) Acid damage.

Engulf. The cube moves up to its Speed without provoking Opportunity Attacks. The cube can move through the spaces of Large or smaller creatures if it has room inside itself to contain them (see the Ooze Cube trait). *Dexterity Saving Throw:* DC 14, each creature whose space the cube enters for the first time during this move. *Failure:* 10 (3d6) Acid damage, and the target is engulfed. An engulfed target is suffocating, can't cast spells with a Verbal component, has the Restrained condition, and takes 10 (3d6) Acid damage at the start of each of the cube's turns. When the cube moves, the engulfed target moves with it. An engulfed target can try to escape by taking an action to make a DC 14 Strength or Athletics check. On a successful check, the target escapes and enters the nearest unoccupied space. *Success:* Half damage, and the target moves to an unoccupied space within 5 feet of the cube. If there is no unoccupied space, the target fails the save instead.

Ghast

Medium Undead, Chaotic Evil

AC 16 **Initiative** +3 (13)

HP 67 (15d8)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	7	-2	-2	INT	10	+0	+0
DEX	16	+3	+3	WIS	12	+1	+1
CON	10	+0	+0	CHA	17	+3	+3

Resistances Necrotic

Immunities Charmed, Exhaustion, Poisoned; Poison

Senses Darkvision 60 ft., Passive Perception 11

Languages Common plus one other language

CR 2 (XP 450; PB +2)

Traits

Stench. *Constitution Saving Throw:* DC 14, any creature that starts its turn in a 5-foot Emanation originating from the ghast. *Failure:* The target has the Poisoned condition until the start of its next turn. *Success:* The target is immune to this ghast's Stench for 24 hours.

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 12 (2d8 + 3) Necrotic damage.

Claw. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 13 (3d6 + 3) Slashing damage. If the target is a non-Undead creature, it is subjected to the following effect. *Constitution Saving Throw:* DC 14. *Failure:* The target has the Paralyzed condition until the end of its next turn.

Ghost

Medium Undead, Neutral

AC 14 **Initiative** +3 (13)

HP 108 (24d8)

Speed 20 ft., fly 40 ft.

		Mod	Save			Mod	Save
STR	7	-2	-2	INT	10	+0	+0

		Mod	Save			Mod	Save
DEX	16	+3	+3	WIS	12	+1	+1
CON	10	+0	+0	CHA	17	+3	+3

Resistances Acid, Cold, Fire, Lightning, Thunder, Slashing, Piercing, Bludgeoning

Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained; Necrotic, Poison

Senses Darkvision 60 ft., Passive Perception 11

Languages Common plus one other language

CR 4 (XP 1100; PB +2)

Traits

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were Difficult Terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

Actions

Multiattack. The Ghost makes 2 Withering Touch attacks.

Withering Touch. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 19 (3d10 + 3) Necrotic damage.

Etherealness. The ghost casts the *Etherealness* spell, requiring no spell components and using Charisma as the spellcasting ability. The ghost is visible on the Material Plane while on the Border Ethereal and vice versa, but it can't affect or be affected by anything on the other plane.

Horrific Visage. *Wisdom Saving Throw:* DC 15, each creature in a 60-foot Cone that can see the ghost and isn't an Undead. *Failure:* 10 (2d6 + 3) Psychic damage, and the target has the Frightened condition until the start of the ghost's next turn. *Success:* The target is immune to this ghost's Horrific Visage for 24 hours.

Possession (Recharge 6). *Charisma Saving Throw:* DC 15, one Humanoid the ghost can see within 5 feet. *Failure:* The target is possessed by the ghost; the ghost disappears, and the target has the Incapacitated condition and loses control of its body. The ghost now controls the body, but the target retains awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that specifically target Undead. The ghost's game statistics are the same, except it uses the possessed target's Speed, as well as the target's Strength, Dexterity, and Constitution modifiers.The possession lasts until the body drops to 0 Hit Points or the ghost leaves as a Bonus Action. When the possession ends, the ghost appears in an unoccupied space within 5 feet of the target, and the target is immune to this ghost's Possession for 24 hours.*Success:* The target is immune to this ghost's Possession for 24 hours.

Ghoul

Medium Undead, Chaotic Evil

AC 16 **Initiative** +2 (12)

HP 54 (12d8 + 0)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	13	+1	+1	INT	7	-2	-2
DEX	15	+2	+2	WIS	10	+0	+0
CON	10	+0	+0	CHA	6	-2	-2

Immunities Charmed, Exhaustion, Poisoned; Poison

Senses Darkvision 60 ft., Passive Perception 10

Languages Common

CR 1 (XP 200; PB +2)

Actions

Multiattack. The Ghoul makes 2 Bite attacks or 1 Claw attack.

Bite. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 9 (2d6 + 2) Piercing damage plus 2 (1d4) Necrotic damage.

Claw. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 7 (2d4 + 2) Slashing damage. If the target is a creature that isn't an Undead or elf, it is subjected to the following effect. *Constitution Saving Throw:* DC 14. *Failure:* The target has the Paralyzed condition until the end of its next turn.

Gibbering Mouther

Medium Aberration, Chaotic Neutral

AC 16 **Initiative** -1 (9)

HP 67 (9d8 + 27)

Speed 20 ft., swim 20 ft.

		Mod	Save			Mod	Save
STR	10	+0	+0	INT	10	+0	+0
DEX	8	-1	-1	WIS	10	+0	+0
CON	16	+3	+3	CHA	10	+0	+0

Immunities Prone

Senses Darkvision 60 ft., Passive Perception 10

Languages None

CR 2 (XP 450; PB +2)

Traits

Aberrant Ground. The ground in a 10-foot Emanation originating from the mouther is Difficult Terrain.

Gibbering. The mouther babbles incoherently while it doesn't have the Incapacitated condition. *Wisdom Saving Throw:* DC 14, any creature that starts its turn within 20 feet of the mouther while it is babbling. *Failure:* The target rolls 1d8 to determine what it does during the current turn: **1–4.** The target does nothing. **5–6.** The target takes no action or Bonus Action and uses all its movement to move in a random direction. **7–8.** The target makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

Actions

Bite. *Melee Attack Roll:* +2, reach 5 ft., *Hit:* 7 (2d6) Piercing damage plus 3 (1d6) Acid damage. If the target is a Medium or smaller creature, it has the Prone condition. The target dies if it is reduced to 0 Hit Points by this attack. Its body is then absorbed into the mouther, leaving only equipment behind.

Blinding Spittle (Recharge 5–6). *Dexterity Saving Throw:* DC 14, each creature in a 10-foot-radius Sphere centered on a point within 30 feet. *Failure:* 7 (2d6) Radiant damage, and the target has the Blinded condition until the end of the mouther's next turn.

Glabrezu

Large Fiend (Demon), Chaotic Evil

AC 19 **Initiative** +2 (12)

HP 168 (16d10 + 80)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	20	+5	+9	INT	19	+4	+4
DEX	15	+2	+2	WIS	17	+3	+7
CON	21	+5	+9	CHA	16	+3	+7

Skills Deception +7, Perception +7

Resistances Cold, Fire, Lightning

Immunities Poisoned; Poison

Senses Truesight 120 ft., Passive Perception 17

Languages Abyssal; telepathy 120 ft.

CR 9 (XP 5000; PB +4)

Traits

Demonic Restoration. If the glabrezu dies outside the Abyss, its body dissolves into ichor, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Abyss.

Magic Resistance. The glabrezu has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The Glabrezu makes 2 Pincer attacks and uses Pummel or Spellcasting.

Pincer. *Melee Attack Roll:* +9, reach 10 ft., *Hit:* 21 (3d10 + 5) Slashing damage plus 7 (2d6) Fire damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 16) from one of two pincers.

Pummel. *Dexterity Saving Throw:* DC 17, one creature Grappled by the glabrezu. *Failure:* 15 (3d6 + 5) Bludgeoning damage. *Success:* Half damage.

Spellcasting. The glabrezu casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 16):**At Will:** *Darkness, Detect Magic, Dispel Magic***1/Day Each:** *Confusion, Fly, Power Word Stun*

Gladiator

Medium Humanoid, Neutral

AC 18 **Initiative** +2 (12)

HP 112 (15d8 + 45)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	18	+4	+7	INT	10	+0	+0
DEX	15	+2	+5	WIS	12	+1	+4
CON	16	+3	+6	CHA	15	+2	+2

Skills Athletics +10, Performance +5

Senses Passive Perception 11

Languages Common

CR 5 (XP 1800; PB +3)

Actions

Multiattack. The Gladiator makes 3 Spear attacks. It can replace one attack with a use of Shield Bash

Spear. *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 20/60 ft., *Hit:* 14 (3d6 + 4) Piercing damage.

Shield Bash. *Strength Saving Throw:* DC 15, one creature within 5 feet that the gladiator can see. *Failure:* 9 (2d4 + 4) Bludgeoning damage. If the target is a Medium or smaller creature, it has the Prone condition.

Reactions

Parry. *Trigger:* The gladiator is hit by a melee attack roll while holding a weapon. *Response:* The gladiator adds 3 to its AC against that attack, possibly causing it to miss.

Gnoll Warrior

Medium Fiend, Chaotic Evil

AC 15 **Initiative** +1 (11)

HP 36 (8d8)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	14	+2	+2	INT	6	-2	-2
DEX	12	+1	+1	WIS	10	+0	+0
CON	11	+0	+0	CHA	7	-2	-2

Senses Darkvision 60 ft., Passive Perception 10

Languages Gnoll

CR 1/2 (XP 100; PB +2)

Actions

Multiattack. The Gnoll Warrior makes 2 Rend attacks.

Rend. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 6 (1d8 + 2) Piercing damage.

Bone Bow. *Ranged Attack Roll:* +3, range 150 ft., *Hit:* 6 (1d10 + 1) Piercing damage.

Bonus Actions

Rampage (1/Day). Immediately after dealing damage to a creature that is already Bloodied, the gnoll moves up to half its Speed, and it makes one Rend attack.

Goblin Minion

Small Fey (Goblinoid), Chaotic Neutral

AC 14 **Initiative** +2 (12)

HP 10 (3d6)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	8	-1	-1	INT	10	+0	+0
DEX	15	+2	+2	WIS	8	-1	-1
CON	10	+0	+0	CHA	8	-1	-1

Skills Stealth +6

Senses Darkvision 60 ft., Passive Perception 9

Languages Common, Goblin

CR 1/8 (XP 25; PB +2)

Actions

Dagger. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 4 (1d4 + 2) Piercing damage.

Bonus Actions

Nimble Escape. The goblin takes the Disengage or Hide action.

Goblin Warrior

Small Fey (Goblinoid), Lawful Good

AC 15 **Initiative** +2 (12)

HP 24 (7d6 + 0)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	8	-1	-1	INT	10	+0	+0
DEX	15	+2	+2	WIS	8	-1	-1
CON	10	+0	+0	CHA	8	-1	-1

Senses Darkvision 60 ft., Passive Perception 9

Languages Common, Goblin

CR 1/4 (XP 50; PB +2)

Actions

Scimitar. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 5 (1d6 + 2) Slashing damage, plus 2 (1d4) Slashing damage if the attack roll had Advantage. ***Shortbow.*** *Ranged Attack Roll:* +4, range 80ft., *Hit:* 5 (1d6 + 2) Piercing damage, plus 2 (1d4) Piercing damage if the attack roll had Advantage.

Bonus Actions

Nimble Escape. The goblin takes the Disengage or Hide action.

Goblin Boss

Small Fey (Goblinoid), Chaotic Neutral

AC 16 **Initiative** +3 (13)

HP 52 (15d6 + 0)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	10	+0	+0	INT	10	+0	+0
DEX	17	+3	+3	WIS	8	-1	-1
CON	10	+0	+0	CHA	10	+0	+0

Senses Darkvision 60 ft., Passive Perception 9

Languages Common, Goblin

CR 1 (XP 200; PB +2)

Actions

Multiattack. The Goblin Boss makes 2 Scimitar attacks or 2 Shortbow attacks in any combination.

Scimitar. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 6 (1d6 + 3) Slashing damage, plus 2 (1d4) Slashing damage if the attack roll had Advantage.

Shortbow. *Ranged Attack Roll:* +5, range 80ft., *Hit:* 6 (1d6 + 3) Piercing damage, plus 2 (1d4) Piercing damage if the attack roll had Advantage.

Bonus Actions

Nimble Escape. The goblin takes the Disengage or Hide action.

Reactions

Redirect Attack. *Trigger:* A creature the goblin can see makes an attack roll against it. *Response:* The goblin chooses a Small or Medium ally within 5 feet of itself. The goblin and that ally swap places, and the ally becomes the target of the attack instead.

Gold Dragons

Gold Dragon, Wyrmling

Medium Dragon (Metallic), Lawful Good

AC 17 **Initiative** +2 (12)

HP 82 (11d8 + 33)

Speed 30 ft., swim 30 ft., fly 60 ft.

		Mod	Save			Mod	Save
STR	19	+4	+4	INT	14	+2	+2
DEX	14	+2	+2	WIS	11	+0	+2
CON	17	+3	+3	CHA	16	+3	+3

Skills Perception +4, Stealth +4

Immunities Fire

Senses Darkvision 60 ft., Blindsight 10 ft., Passive Perception 14

Languages Draconic

CR 3 (XP 700; PB +2)

Traits

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The Gold Dragon, Wyrmling makes 2 Rend attacks.

Rend. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 15 (2d10 + 4) Slashing damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 14, each creature in a 15-foot *Cone. Failure:* 22 (4d10) Fire damage. *Success:* Half damage.

Weakening Breath. *Strength Saving Throw:* DC 14, each creature that isn't currently affected by this breath in a 15-foot Cone. *Failure:* The target has Disadvantage on Strength-based D20 Tests and subtracts 2 (1d4) from its damage rolls. It repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Gold Dragon, Young

Large Dragon (Metallic), Lawful Good

AC 20 **Initiative** +2 (12)

HP 189 (18d10 + 90)

Speed 40 ft., swim 40 ft., fly 80 ft.

		Mod	Save			Mod	Save
STR	23	+6	+6	INT	16	+3	+3
DEX	14	+2	+6	WIS	13	+1	+5
CON	21	+5	+5	CHA	20	+5	+5

Skills Insight +5, Persuasion +9, Stealth +6

Immunities Fire

Senses Darkvision 120 ft., Blindsight 30 ft., Passive Perception 19

Languages Common, Draconic

CR 10 (XP 5900; PB +4)

Traits

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The Gold Dragon, Young makes 3 Rend attacks. It can replace one attack with a use of Weakening Breath.

Rend. *Melee Attack Roll:* +10, reach 10 ft., *Hit:* 22 (3d10 + 6) Slashing damage plus 5 (1d10) Fire damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 17, each creature in a 30-foot Cone. *Failure:* 55 (10d10) Fire damage. *Success:* Half damage.

Weakening Breath. *Strength Saving Throw:* DC 17, each creature that isn't currently affected by this breath in a 30-foot Cone. *Failure:* The target has Disadvantage on Strength-based D20 Tests and subtracts 3 (1d6) from its damage rolls. It repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Gold Dragon, Adult

Huge Dragon (Metallic), Lawful Good

AC 23 **Initiative** +2 (12)

HP 297 (22d12 + 154)

Speed 40 ft., swim 40 ft., fly 80 ft.

		Mod	Save			Mod	Save
STR	27	+8	+8	INT	16	+3	+3
DEX	14	+2	+7	WIS	15	+2	+7
CON	25	+7	+7	CHA	24	+7	+7

Skills Insight +8, Perception +14, Persuasion +13, Stealth +8

Immunities Fire

Senses Darkvision 120 ft., Blindsight 60 ft., Passive Perception 24

Languages Common, Draconic

CR 17 (XP 18000; PB +6)

Traits

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The Gold Dragon, Adult makes 3 Rend attacks. . It can replace one attack with a use of (A) Spellcasting to cast *Guiding Bolt* (level 2 version) or (B) Weakening Breath.

Rend. *Melee Attack Roll:* +14, reach 10 ft., *Hit:* 21 (3d8 + 8) Slashing damage plus 4 (1d8) Fire damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 21, each creature in a 60-foot Cone. *Failure:* 66 (12d10) Fire damage. *Success:* Half damage.

Weakening Breath. Strength Saving Throw: DC 21, each creature that isn't currently affected by this breath in a 60-foot Cone. *Failure:* The target has Disadvantage on Strength-based D20 Tests and subtracts 3 (1d6) from its damage rolls. It repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 21, +13 to hit with spell attacks):

At Will: *Detect Magic, Guiding Bol*t (level 2 version), *Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell)

1/Day Each: *Flame Strike, Zone of Truth*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Banish. *Charisma Saving Throw:* DC 21, one creature the dragon can see within 120 feet. *Failure:* 10 (3d6) Force damage, and the target has the Incapacitated condition and is transported to a harmless demiplane until the start of the dragon's next turn, at which point it reappears in an unoccupied space of the dragon's choice within 120 feet of the dragon. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Guiding Light. The dragon uses Spellcasting to cast *Guiding Bolt* (level 2 version).

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Gold Dragon, Ancient

Gargantuan Dragon (Metallic), Lawful Good

AC 25 **Initiative** +2 (12)

HP 409 (21d20 + 189)

Speed 40 ft., swim 40 ft., fly 80 ft.

		Mod	Save			Mod	Save
STR	30	+10	+10	INT	18	+4	+4
DEX	14	+2	+7	WIS	17	+3	+8
CON	29	+9	+9	CHA	28	+9	+9

Skills Insight +10, Perception +17, Persuasion +16, Stealth +9

Immunities Fire

Senses Darkvision 120 ft., Blindsight 60 ft., Passive Perception 27

Languages Common, Draconic

CR 24 (XP 62000; PB +7)

Traits

Amphibious. The dragon can breathe air and water.

Legendary Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The Gold Dragon, Ancient makes 3 Rend attacks. It can replace one attack with a use of (A) Spellcasting to cast Guiding Bolt (level 4 version) or (B) Weakening Breath.

Rend. *Melee Attack Roll:* +17, reach 15 ft., *Hit:* 26 (3d10 + 10) Slashing damage plus 9 (2d8) Fire damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 24, each creature in a 90-foot Cone. *Failure:* 71 (13d10) Fire damage. *Success:* Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 24, +16 to hit with spell attacks):

At Will: *Detect Magic, Guiding Bolt* (level 4 version), Shapechange (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell)

1/Day Each: Flame Strike (level 6 version), *Word of Recall, Zone of Truth*

Weakening Breath. *Strength Saving Throw:* DC 24, each creature that isn't currently affected by this breath in a 90-foot Cone. *Failure:* The target has Disadvantage on Strength-based D20 Tests and subtracts 5 (1d10) from its damage rolls. It repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Banish. *Charisma Saving Throw:* DC 24, one creature the dragon can see within 120 feet. *Failure:* 24 (7d6) Force damage, and the target has the Incapacitated condition and is transported to a harmless demiplane until the start of the dragon's next turn, at which point it reappears in an unoccupied space of the dragon's choice within 120 feet of the dragon. Failure or Success: The dragon can't take this action again until the start of its next turn.

Guiding Light. The dragon uses Spellcasting to cast *Guiding Bolt* (level 4 version).

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Gorgon

Large Construct, Unaligned

AC 18 **Initiative** +0 (10)

HP 114 (12d10 + 48)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	20	+5	+5	INT	2	-4	-4
DEX	11	+0	+0	WIS	12	+1	+1
CON	18	+4	+4	CHA	7	-2	-2

Immunities Exhaustion, Petrified

Senses Passive Perception 17

Languages None

CR 5 (XP 1800; PB +3)

Actions

Multiattack. The Gorgon makes 2 Gore attacks.

Gore. *Melee Attack Roll:* +8, reach 5 ft., *Hit:* 18 (3d8 + 5) Piercing damage. If the target is a Large or smaller creature and the gorgon moved 20+ feet straight toward it immediately before the hit, the target has the Prone condition.

Petrifying Breath (Recharge 5–6). *Constitution Saving Throw:* DC 15, each creature in a 30-foot Cone. *First Failure:* The target has the Restrained condition and repeats the save at the end of its next turn with Disadvantage if it is still Restrained, ending the effect on itself on a success. *Second Failure:* The target has the Petrified condition instead of the Restrained condition.

Bonus Actions

Trample. *Dexterity Saving Throw:* DC 16, one creature within 5 feet that has the Prone condition. *Failure:* 16 (2d10 + 5) Bludgeoning damage. Success: Half damage.

Graveknight

Medium Undead, Lawful Evil

AC 23 **Initiative** +1 (11)

HP 294 (28d8 + 168)

Speed 30 ft., climb 20 ft.

		Mod	Save			Mod	Save
STR	27	+8	+8	INT	15	+2	+2
DEX	12	+1	+7	WIS	12	+1	+1
CON	22	+6	+6	CHA	18	+4	+4

Skills Athletics +20, History +14, Intimidation +16, Perception +13

Resistances Slashing, Piercing

Vulnerabilities Radiant

Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned; Acid, Cold, Lightning, Necrotic, Poison

Senses Darkvision 120 ft., Passive Perception 23

Languages Common, Infernal

CR 17 (XP 18000; PB +6)

Traits

Graveknight Armor. The graveknight's essence is bound to its armor. Unless the armor is utterly destroyed (by Disintegrate, immersion in the Positive Energy Plane, a volcano, or similar), the graveknight rejuvenates. Merely damaging or breaking the armor is insufficient.

Phantom Mount. Once per hour, the graveknight can summon a skeletal wyvern that uses the Wyvern stat block, except that it is Undead. The mount appears identical each time and is fully healed when resummoned after being destroyed.

Rejuvenation. One day after the graveknight is destroyed, its armor begins to rebuild its body. This process takes 1d6 days. If the body is destroyed during this time, the process restarts.

Ruinous Revivification. When created, the graveknight chooses one damage type: Acid, Cold, Fire, or Lightning (Fire by default). This type is the energy damage type of its abilities.

Sacrilegious Aura. The graveknight radiates a 30-foot Emanation of evil and negative energy. Undead of CR 4 or lower in the aura have Advantage on attack rolls and saving throws.

Actions

Multiattack. The Graveknight makes 3 Greatsword attacks or 3 Longbow attacks.

Greatsword. *Melee Attack Roll:* +14, reach 5 ft., *Hit:* 22 (4d6 + 8) Slashing damage plus 14 (4d6) Fire damage.

Longbow. *Ranged Attack Roll:* +14, range 150/600 ft., *Hit:* 21 (3d8 + 8) Piercing damage plus 14 (4d6) Fire damage.

Devastating Blast (3/Day). The graveknight unleashes energy at its foes. *Dexterity Saving Throw:* DC 19, each creature in a 30-foot Cone. *Failure:* 38 (7d10) damage of its Ruinous Revivification type (Fire by default). *Success:* Half damage.

Undead Mastery. *Charisma Saving Throw:* DC 19, one Undead creature within 50 feet. *Failure:* The target is under the graveknight's control and follows its orders. The effect is permanent for Undead with an Intelligence of 7 or lower. Others repeat the save at the end of each day, ending the effect on a success. The graveknight can control a total number of Undead whose Hit Dice add up to no more than 105. Excess targets are unaffected.

Gray Ooze

Medium Ooze, Unaligned

AC 12 **Initiative** -2 (8)

HP 45 (6d8 + 18)

Speed 30 ft., climb 10 ft.

		Mod	Save			Mod	Save
STR	12	+1	+1	INT	1	-5	-5

		Mod	Save			Mod	Save
DEX	6	-2	-2	WIS	6	-2	-2
CON	16	+3	+3	CHA	2	-4	-4

Skills Stealth +2

Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Grappled, Prone, Restrained; Acid, Cold, Fire

Senses Blindsight 60 ft., Passive Perception 8

Languages None

CR 1/2 (XP 100; PB +2)

Traits

Amorphous. The ooze can move through a space as narrow as 1 inch without expending extra movement to do so.

Corrosive Form. Nonmagical ammunition is destroyed immediately after hitting the ooze and dealing any damage. Any nonmagical weapon takes a cumulative −1 penalty to attack rolls immediately after dealing damage to the ooze and coming into contact with it. The weapon is destroyed if the penalty reaches −5. The penalty can be removed by casting the *Mending* spell on the weapon.The ooze can eat through 2-inch-thick, nonmagical metal or wood in 1 round.

Actions

Pseudopod. *Melee Attack Roll:* +3, reach 5 ft., *Hit:* 10 (2d8 + 1) Acid damage. Nonmagical armor worn by the target takes a −1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10. The penalty can be removed by casting the *Mending* spell on the armor.

Green Dragons

Green Dragon, Wyrmling

Medium Dragon (Chromatic), Lawful Evil

AC 16 **Initiative** +1 (11)

HP 66 (12d8 + 12)

Speed 30 ft., swim 30 ft., fly 60 ft.

		Mod	Save			Mod	Save
STR	16	+3	+3	INT	14	+2	+2
DEX	12	+1	+3	WIS	11	+0	+2
CON	13	+1	+1	CHA	13	+1	+1

Skills Perception +4, Stealth +3

Immunities Poisoned; Poison

Senses Darkvision 60 ft., Blindsight 10 ft., Passive Perception 14

Languages Draconic

CR 2 (XP 450; PB +2)

Traits

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The Green Dragon, Wyrmling makes 2 Rend attacks.

Rend. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 8 (1d10 + 3) Slashing damage plus 4 (1d8) Poison damage.

Poison Breath (Recharge 5–6). *Constitution Saving Throw:* DC 11, each creature in a 15-foot Cone. *Failure:* 21 (6d6) Poison damage. *Success:* Half damage.

Green Dragon, Young

Large Dragon (Chromatic), Lawful Evil

AC 19 **Initiative** +5 (15)

HP 161 (19d10 + 57)

Speed 40 ft., swim 40 ft., fly 80 ft.

		Mod	Save			Mod	Save
STR	19	+4	+4	INT	16	+3	+3
DEX	20	+5	+8	WIS	13	+1	+4
CON	17	+3	+3	CHA	15	+2	+2

Skills Deception +5, Perception +7, Stealth +8

Immunities Poisoned; Poison

Senses Darkvision 120 ft., Blindsight 30 ft., Passive Perception 17

Languages Common, Draconic

CR 8 (XP 3900; PB +3)

Traits

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The Green Dragon, Young makes 2 Rend attacks.

Rend. *Melee Attack Roll:* +7, reach 10 ft., *Hit:* 15 (2d10 + 4) Slashing damage plus 7 (2d6) Poison damage.

Poison Breath (Recharge 5–6). *Constitution Saving Throw:* DC 14, each creature in a 30-foot Cone. *Failure:* 42 (12d6) Poison damage. *Success:* Half damage.

Green Dragon, Adult

Huge Dragon (Chromatic), Lawful Evil

AC 22 **Initiative** +3 (13)

HP 264 (23d12 + 115)

Speed 40 ft., swim 40 ft., fly 80 ft.

		Mod	Save			Mod	Save
STR	23	+6	+6	INT	18	+4	+4
DEX	16	+3	+8	WIS	15	+2	+7
CON	21	+5	+5	CHA	18	+4	+4

Skills Deception +9, Perception +12, Persuasion +9, Stealth +8

Immunities Poisoned; Poison

Senses Darkvision 120 ft., Blindsight 60 ft., Passive Perception 22

Languages Common, Draconic

CR 15 (XP 13000; PB +5)

Traits

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The Green Dragon, Adult makes 3 Rend attacks. It can replace one attack with a use of Spellcasting to cast Mind Spike (level 3 version).

Rend. *Melee Attack Roll:* +11, reach 10 ft., *Hit:* 22 (3d10 + 6) Slashing damage plus 7 (2d6) Poison damage.

Poison Breath (Recharge 5–6). *Constitution Saving Throw:* DC 18, each creature in a 60-foot Cone. *Failure:* 56 (16d6) Poison damage. *Success:* Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 17):

At Will: *Detect Magic, Mind Spike* (level 3 version)

1/Day: *Geas*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Mind Invasion. The dragon uses Spellcasting to cast *Mind Spike* (level 3 version).

Noxious Miasma. *Constitution Saving Throw:* DC 17, each creature in a 20-foot-radius Sphere centered on a point the dragon can see within 90 feet. *Failure:* 7 (2d6) Poison damage, and the target takes a −2 penalty to AC until the end of its next turn. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Green Dragon, Ancient

Gargantuan Dragon (Chromatic), Lawful Evil

AC 25 **Initiative** +3 (13)

HP 367 (21d20 + 147)

Speed 40 ft., swim 40 ft., fly 80 ft.

		Mod	Save			Mod	Save
STR	27	+8	+8	INT	20	+5	+5
DEX	16	+3	+8	WIS	17	+3	+8
CON	25	+7	+7	CHA	22	+6	+6

Skills Deception +13, Persuasion +13, Stealth +10

Immunities Poisoned; Poison

Senses Darkvision 120 ft., Blindsight 60 ft., Passive Perception 27

Languages Common, Draconic

CR 22 (XP 41000; PB +7)

Traits

Amphibious. The dragon can breathe air and water.

Legendary Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The Green Dragon, Ancient makes 3 Rend attacks. It can replace one attack with a use of Spellcasting to cast *Mind Spike* (level 5 version).

Rend. *Melee Attack Roll:* +15, reach 15 ft., *Hit:* 24 (3d10 + 8) Slashing damage plus 13 (3d8) Poison damage.

Poison Breath (Recharge 5–6). *Constitution Saving Throw:* DC 22, each creature in a 90-foot Cone. *Failure:* 77 (22d6) Poison damage. *Success:* Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 21): **At Will:** *Detect Magic, Mind Spike* (level 5 version) **1/Day Each:** *Geas, Modify Memory*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns. ***Mind Invasion.*** The dragon uses Spellcasting to cast *Mind Spike* (level 5 version). ***Noxious Miasma.*** *Constitution Saving Throw:* DC 21, each creature in a 30-foot-radius Sphere centered on a point the dragon can see within 90 feet. *Failure:* 17 (5d6) Poison damage, and the target takes a −2 penalty to AC until the end of its next turn. *Failure or Success:* The dragon can't take this action again until the start of its next turn. ***Pounce.*** The dragon moves up to half its Speed, and it makes one Rend attack.

Green Hag

Medium Fey, Neutral Evil

AC 17 **Initiative** +1 (11)

HP 82 (11d8 + 33)

Speed 30 ft., swim 30 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	13	+1	+1
DEX	12	+1	+1	WIS	14	+2	+2
CON	16	+3	+3	CHA	14	+2	+2

Skills Arcana +5, Deception +4, Perception +4, Stealth +3

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Elvish, Sylvan

CR 3 (XP 700; PB +2)

Traits

Amphibious. The hag can breathe air and water.

Coven Magic. While within 30 feet of at least two hag allies, the hag can cast one of the following spells, requiring no Material components, using the spell's normal casting time, and using Intelligence as the spellcasting ability (spell save DC 11): *Augury, Find Familiar, Identify, Locate Object, Scrying,* or *Unseen Servant.* The hag must finish a Long Rest before using this trait to cast that spell again.

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations only with a successful DC 14 Wisdom (Insight) check.

Actions

Multiattack. The Green Hag makes 2 Claw attacks.

Claw. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 13 (2d8 + 4) Slashing damage plus 3 (1d6) Poison damage.

Spellcasting. The hag casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At Will: *Dancing Lights, Disguise Self* (24-hour duration), *Invisibility* (self only, and the hag leaves no tracks while Invisible), *Minor Illusion, Ray of Sickness* (level 3 version)

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Grick

Medium Aberration, Unaligned

AC 16 **Initiative** +2 (12)

HP 67 (15d8 + 0)

Speed 30 ft., climb 30 ft.

		Mod	Save			Mod	Save
STR	14	+2	+2	INT	3	-4	-4
DEX	14	+2	+2	WIS	14	+2	+2
CON	11	+0	+0	CHA	5	-3	-3

Skills Stealth +4

Senses Darkvision 60 ft., Passive Perception 12

Languages None

CR 2 (XP 450; PB +2)

Actions

Multiattack. The Grick makes 1 Beak attack and 1 Tentacles attack.

Beak. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 11 (2d8 + 2) Piercing damage.

Tentacles. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 13 (2d10 + 2) Slashing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 14) from all four tentacles.

Griffon

Large Monstrosity, Unaligned

AC 16 **Initiative** +2 (12)

HP 68 (8d10 + 24)

Speed 30 ft., fly 80 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	2	-4	-4
DEX	15	+2	+2	WIS	13	+1	+1
CON	16	+3	+3	CHA	8	-1	-1

Senses Darkvision 60 ft., Passive Perception 15

Languages None

CR 2 (XP 450; PB +2)

Actions

Multiattack. The Griffon makes 2 Rend attacks.

Rend. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 13 (2d8 + 4) Piercing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 14) from both of the griffon's front claws.

Grimlock

Medium Aberration, Neutral Evil

AC 15 **Initiative** +1 (11)

HP 27 (5d8 + 5)

Speed 30 ft., climb 30 ft.

		Mod	Save			Mod	Save
STR	16	+3	+3	INT	9	-1	-1
DEX	12	+1	+1	WIS	8	-1	-1
CON	12	+1	+1	CHA	6	-2	-2

Senses Blindsight 30 ft., Passive Perception 9

Languages None

CR 1/4 (XP 50; PB +2)

Actions

Bone Cudgel. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 8 (1d10 + 3) Bludgeoning damage plus 2 (1d4) Psychic damage.

Gu ardian Naga

Guardian Naga

Large Celestial, Lawful Good

AC 20 **Initiative** +4 (14)

HP 187 (22d10 + 66)

Speed 40 ft., swim 40 ft., climb 40 ft.

		Mod	Save			Mod	Save
STR	19	+4	+4	INT	16	+3	+7
DEX	18	+4	+8	WIS	19	+4	+8
CON	16	+3	+7	CHA	18	+4	+8

Skills Arcana +11, History +11, Religion +11

Immunities Charmed, Paralyzed, Poisoned, Restrained; Poison

Senses Darkvision 60 ft., Passive Perception 14

Languages Celestial, Common

CR 10 (XP 5900; PB +4)

Traits

Celestial Restoration. If the naga dies, it returns to life in 1d6 days and regains all its Hit Points unless Dispel Evil and Good is cast on its remains.

Actions

Multiattack. The Guardian Naga makes 2 Bite attacks. It can replace any attack with a use of Poisonous Spittle.

Bite. *Melee Attack Roll:* +8, reach 10 ft., *Hit:* 17 (2d12 + 4) Piercing damage plus 22 (4d10) Poison damage.

Poisonous Spittle. *Constitution Saving Throw:* DC 16, one creature the naga can see within 60 feet. *Failure:* 31 (7d8) Poison damage, and the target has the Blinded condition until the start of the naga's next turn. *Success:* Half damage only.

Spellcasting. The naga casts one of the following spells, requiring no Somatic or Material components and using Wisdom as the spellcasting ability (spell save DC 16):

At Will: *Thaumaturgy*

1/Day Each: *Clairvoyance, Cure Wounds* (level 6 version), *Flame Strike* (level 6 version), *Geas, True Seeing*

Guards

Guard

Medium Humanoid, Neutral

AC 16 **Initiative** +1 (11)

HP 11 (2d8 + 2)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	13	+1	+1	INT	10	+0	+0
DEX	12	+1	+1	WIS	11	+0	+0
CON	12	+1	+1	CHA	10	+0	+0

Skills Perception +2

Senses Passive Perception 12

Languages Common

CR 1/8 (XP 25; PB +2)

Actions

Spear. *Melee or Ranged Attack Roll:* +3, reach 5 ft. or range 20/60, *Hit:* 5 (1d8 + 1) Piercing damage.

Guard Captain

Medium Humanoid, Neutral

AC 17 **Initiative** +2 (12)

HP 97 (13d8 + 39)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	12	+1	+1
DEX	14	+2	+2	WIS	14	+2	+2
CON	16	+3	+3	CHA	13	+1	+1

Skills Athletics +6, Perception +4

Senses Passive Perception 14

Languages Common

CR 4 (XP 1100; PB +2)

Actions

Multiattack. The Guard Captain makes 2 Javelin attacks or 2 Longsword attacks.

Javelin. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 30/120 ft., *Hit:* 17 (3d8 + 4) Piercing damage.

Longsword. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 15 (2d10 + 4) Slashing damage.

Half-Dragon

Medium Dragon, Neutral

AC 18 **Initiative** +2 (12)

HP 112 (15d8 + 45)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	19	+4	+4	INT	10	+0	+0
DEX	14	+2	+5	WIS	15	+2	+5
CON	16	+3	+3	CHA	14	+2	+2

Skills Athletics +7, Perception +5, Stealth +5

Senses Darkvision 60 ft., Blindsight 10 ft., Passive Perception 15

Languages Common, Draconic

CR 5 (XP 1800; PB +3)

Traits

Draconic Origin. The half-dragon is related to a type of dragon associated with one of the following damage types (GM's choice): Acid, Cold, Fire, Lightning, or Poison. This choice affects other aspects of the stat block.

Actions

Multiattack. The Half-Dragon makes 2 Claw attacks.

Claw. *Melee Attack Roll:* +7, reach 10 ft., *Hit:* 9 (1d10 + 4) Slashing damage plus 13 (2d12) Fire damage.

damage of the type chosen for the Draconic Origin trait.

Dragon's Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 14, each creature in a 30-foot Cone. *Failure:* 28 (8d6) damage of the type chosen for the Draconic Origin trait. *Success:* Half damage.

Bonus Actions

Leap. The half-dragon jumps up to 30 feet by spending 10 feet of movement.

Harpy

Medium Monstrosity, Chaotic Evil

AC 16 **Initiative** +1 (11)

HP 55 (10d8 + 10)

Speed 20 ft., fly 40 ft.

		Mod	Save			Mod	Save
STR	12	+1	+1	INT	7	-2	-2
DEX	13	+1	+1	WIS	10	+0	+0
CON	12	+1	+1	CHA	13	+1	+1

Senses Passive Perception 10

Languages Common

CR 1 (XP 200; PB +2)

Actions

Multiattack. The Harpy makes 2 Claw attacks.

Claw. *Melee Attack Roll:* +3, reach 5 ft., *Hit:* 8 (2d6 + 1) Slashing damage.

Luring Song. The harpy sings a magical melody, which lasts until the harpy's Concentration ends on it. *Wisdom Saving Throw:* DC 14, each Humanoid and Giant in a 300-foot Emanation originating from the harpy when the song starts. *Failure:* The target has the Charmed condition until the song ends and repeats the save with Disadvantage at the end of each of its

turns. While Charmed, the target has the Incapacitated condition and ignores the Luring Song of other harpies. If the target is more than 5 feet from the harpy, the target moves on its turn toward the harpy by the most direct route, trying to get within 5 feet of the harpy. It doesn't avoid Opportunity Attacks; however, before moving into damaging terrain (such as lava or a pit) and whenever it takes damage from a source other than the harpy, the target repeats the save. *Success:* The target is immune to this harpy's Luring Song for 24 hours.

Hell Hound

Medium Fiend, Lawful Evil

AC 17 **Initiative** +1 (11)

HP 84 (13d8 + 26)

Speed 50 ft.

		Mod	Save			Mod	Save
STR	17	+3	+3	INT	6	-2	-2
DEX	12	+1	+1	WIS	13	+1	+1
CON	14	+2	+2	CHA	6	-2	-2

Immunities Fire

Senses Darkvision 60 ft., Passive Perception 15

Languages Understands Infernal but can't speak

CR 3 (XP 700; PB +2)

Traits

Pack Tactics. The hound has Advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Multiattack. The Hell Hound makes 2 Bite attacks.

Bite. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 9 (1d12 + 3) Piercing damage plus 5 (1d10) Fire damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 14, each creature in a 15-foot Cone. *Failure:* 17 (5d6) Fire damage. *Success:* Half damage.

Hezrou

Large Fiend (Demon), Chaotic Evil

AC 19 **Initiative** +3 (13)

HP 157 (15d10 + 75)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	19	+4	+7	INT	5	-3	-3
DEX	17	+3	+3	WIS	12	+1	+4
CON	20	+5	+8	CHA	13	+1	+1

Resistances Cold, Fire, Lightning

Senses Darkvision 120 ft., Passive Perception 11

Languages Abyssal; telepathy 120 ft.

CR 8 (XP 3900; PB +3)

Traits

Demonic Restoration. If the hezrou dies outside the Abyss, its body dissolves into ichor, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Abyss.

Magic Resistance. The hezrou has Advantage on saving throws against spells and other magical effects.

Stench. *Constitution Saving Throw:* DC 16, any creature that starts its turn in a 10-foot Emanation originating from the hezrou. *Failure:* The target has the Poisoned condition until the start of its next turn.

Actions

Multiattack. The Hezrou makes 3 Rend attacks.

Rend. *Melee Attack Roll:* +7, reach 5 ft., *Hit:* 10 (1d12 + 4) Slashing damage plus 13 (2d12) Poison damage.

Bonus Actions

Leap. The hezrou jumps up to 30 feet by spending 10 feet of movement.

Hill Giant

Huge Giant, Chaotic Evil

AC 18 **Initiative** -1 (9)

HP 115 (11d12 + 44)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	21	+5	+5	INT	5	-3	-3
DEX	8	-1	-1	WIS	9	-1	-1
CON	19	+4	+4	CHA	6	-2	-2

Skills Perception +2

Senses Passive Perception 12

Languages Giant

CR 5 (XP 1800; PB +3)

Actions

Multiattack. The Hill Giant makes 2 Tree Club attacks or 2 Trash Lob attacks. in any combination.

Tree Club. *Melee Attack Roll:* +8, reach 10 ft., *Hit:* 21 (3d10 + 5) Bludgeoning damage. If the target is a Large or smaller creature, it has the Prone condition.

Trash Lob. *Ranged Attack Roll:* +8, range 60/240 ft., *Hit:* 18 (2d12 + 5) Bludgeoning damage.

and the target has the Poisoned condition until the end of its next turn.

Hippogriff

Large Monstrosity, Unaligned

AC 16 **Initiative** +1 (11)

HP 52 (8d10 + 8)

Speed 40 ft., fly 60 ft.

		Mod	Save			Mod	Save
STR	17	+3	+3	INT	2	-4	-4
DEX	13	+1	+1	WIS	12	+1	+1
CON	13	+1	+1	CHA	8	-1	-1

Skills Perception +5

Senses Passive Perception 15

Languages None

CR 1 (XP 200; PB +2)

Traits

Flyby. The hippogriff doesn’t provoke an Opportunity Attack when it flies out of an enemy’s reach.

Actions

Multiattack. The Hippogriff makes 2 Rend attacks.

Rend. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 8 (1d10 + 3) Slashing damage.

Hobgoblins

Hobgoblin Warrior

Medium Fey, Lawful Evil

AC 15 **Initiative** +1 (11)

HP 38 (7d8 + 7)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	13	+1	+1	INT	10	+0	+0
DEX	12	+1	+1	WIS	10	+0	+0
CON	12	+1	+1	CHA	9	-1	-1

Senses Darkvision 60 ft., Passive Perception 10

Languages Common

CR 1/2 (XP 100; PB +2)

Traits

Pack Tactics. The hobgoblin has Advantage on an attack roll against a creature if at least one of the hobgoblin's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Longsword. *Melee Attack Roll:* +3, reach 5 ft., *Hit:* 12 (2d10 + 1) Slashing damage.

Longbow. *Ranged Attack Roll:* +3, range 150/600 ft., *Hit:* 5 (1d8 + 1) Piercing damage plus 7 (3d4) Poison damage.

Hobgoblin Captain

Medium Fey, Lawful Evil

AC 17 **Initiative** +2 (12)

HP 84 (13d8 + 26)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	15	+2	+2	INT	12	+1	+1
DEX	14	+2	+2	WIS	10	+0	+0
CON	14	+2	+2	CHA	13	+1	+1

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Goblin

CR 3 (XP 700; PB +2)

Traits

Aura of Authority. While in a 10-foot Emanation originating from the hobgoblin, the hobgoblin and its allies have Advantage on attack rolls and saving throws, provided the hobgoblin doesn't have the Incapacitated condition.

Actions

Multiattack. The Hobgoblin Captain makes 2 Greatsword attacks or 2 Longbow attacks in any combination.

Greatsword. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 13 (2d10 + 2) Slashing damage plus 3 (1d6) Poison damage.

Longbow. *Ranged Attack Roll:* +4, range 150/600 ft., *Hit:* 6 (1d8 + 2) Piercing damage plus 7 (2d6) Poison damage.

Homunculus

Tiny Construct, Neutral

AC 14 **Initiative** +2 (12)

HP 4 (1d4 + 2)

Speed 20 ft., fly 40 ft.

		Mod	Save			Mod	Save
STR	4	-3	-3	INT	10	+0	+0
DEX	15	+2	+2	WIS	10	+0	+2
CON	14	+2	+2	CHA	7	-2	+0

Immunities Charmed, Poisoned; Poison

Senses Darkvision 60 ft., Passive Perception 10

Languages Understands Common plus one other language but can't speak

CR 0 (XP 10; PB +2)

Traits

Telepathic Bond. While the homunculus is on the same plane of existence as its master, the two of them can communicate telepathically with each other.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 4 (1d4 + 2) Piercing damage and the target is subjected to the following effect. *Constitution Saving Throw:* DC 13. *Failure:* The target has the Poisoned condition until the end of the homunculus's next turn. *Failure by 5 or More:* The target has the Poisoned condition for 1 minute. While Poisoned, the target has the Unconscious condition, which ends early if the target takes any damage.

Horned Devil

Large Fiend (Devil), Lawful Evil

AC 20 **Initiative** +3 (13)

HP 199 (19d10 + 95)

Speed 30 ft., fly 60 ft.

		Mod	Save			Mod	Save
STR	22	+6	+10	INT	12	+1	+1
DEX	17	+3	+7	WIS	16	+3	+7
CON	21	+5	+5	CHA	18	+4	+8

Resistances Cold

Immunities Poisoned; Fire, Poison

Senses Darkvision 150 ft. (unimpeded by magical Darkness), Passive Perception 13

Languages Infernal; telepathy 120 ft.

CR 11 (XP 7200; PB +4)

Traits

Diabolical Restoration. If the devil dies outside the Nine Hells, its body disappears in sulfurous smoke, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Nine Hells.

Magic Resistance. The devil has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The Horned Devil makes 3 Searing Fork attacks and 3 Hurl Flame attacks. It can replace one attack with a use of Infernal Tail.

Searing Fork. *Melee Attack Roll:* +10, reach 10 ft., *Hit:* 19 (2d12 + 6) Piercing damage plus 11 (2d10) Fire damage.

Hurl Flame. *Ranged Attack Roll:* +10, range 150 ft., *Hit:* 33 (5d10 + 6) Fire damage. If the target is a flammable object that isn't being worn or carried, it starts burning.

Infernal Tail. *Dexterity Saving Throw:* DC 17, one creature the devil can see within 10 feet. Failure: 10 (1d8 + 6) Necrotic damage, and the target receives an infernal wound if it doesn't have one. While wounded, the target loses 10 (3d6) Hit Points at the start of each of its turns. The wound closes after 1 minute, after a spell restores Hit Points to the target, or after the target or a creature within 5 feet of it takes an action to stanch the wound, doing so by succeeding on a DC 17 Medicine check.

Hydra

Huge Monstrosity, Unaligned

AC 19 **Initiative** +1 (11)

HP 161 (14d12 + 70)

Speed 40 ft., swim 40 ft.

		Mod	Save			Mod	Save
STR	20	+5	+5	INT	2	-4	-4
DEX	12	+1	+1	WIS	10	+0	+0
CON	20	+5	+5	CHA	7	-2	-2

Skills Perception +6

Immunities Blinded, Charmed, Deafened, Frightened, Stunned, Unconscious

Senses Darkvision 60 ft., Passive Perception 16

Languages None

CR 8 (XP 3900; PB +3)

Traits

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. Whenever the hydra takes 25 damage or more on a single turn, one of its heads dies. The hydra dies if all its heads are dead. At the end of each of its turns when it has at least one living head, the hydra grows two heads for each of its heads that died since its last turn, unless it has taken Fire damage since its last turn. The hydra regains 20 Hit Points when it grows new heads.

Reactive Heads. For each head the hydra has beyond one, it gets an extra Reaction that can be used only for Opportunity Attacks.

Actions

Multiattack. The Hydra makes 1 Bite attack per head.

Bite. *Melee Attack Roll:* +8, reach 10 ft., *Hit:* 10 (1d10 + 5) Piercing damage.

Ice Devil

Large Fiend (Devil), Lawful Evil

AC 21 **Initiative** +2 (12)

HP 247 (26d10 + 104)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	21	+5	+5	INT	18	+4	+4
DEX	14	+2	+2	WIS	15	+2	+2
CON	18	+4	+4	CHA	18	+4	+4

Skills Insight +7, Perception +7, Persuasion +9

Immunities Poisoned; Cold, Fire, Poison

Senses Blindsight 120 ft., Passive Perception 17

Languages Infernal; telepathy 120 ft.

CR 14 (XP 11500; PB +5)

Traits

Diabolical Restoration. If the devil dies outside the Nine Hells, its body disappears in sulfurous smoke, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Nine Hells.

Magic Resistance. The devil has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The Ice Devil makes 3 Ice Spear attacks. It can replace one attack with a Tail attack.

Ice Spear. *Melee Attack Roll:* +10, reach 5 ft., *Hit:* 21 (3d10 + 5) Piercing damage plus 16 (3d10) Cold damage. Until the end of its next turn, the target can't take a Bonus Action or Reaction, its Speed decreases by 10 feet, and it can move or take one action on its turn, not both.

Tail. *Melee Attack Roll:* +10, reach 10 ft., *Hit:* 21 (3d10 + 5) Bludgeoning damage plus 18 (4d8) Cold damage.

Ice Wall (Recharge 6). The devil casts Wall of Ice (level 8 version), requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 18).

Imp

Tiny Fiend (Devil), Lawful Evil

AC 16 **Initiative** +3 (13)

HP 52 (15d4 + 15)

Speed 20 ft., fly 40 ft.

		Mod	Save			Mod	Save
STR	6	-2	-2	INT	11	+0	+0
DEX	17	+3	+3	WIS	12	+1	+1
CON	13	+1	+1	CHA	14	+2	+2

Skills Deception +4, Insight +3, Stealth +5

Resistances Cold

Immunities Poisoned; Fire, Poison

Senses Darkvision 120 ft., Passive Perception 11

Languages Common, Infernal

CR 1 (XP 200; PB +2)

Traits

Magic Resistance. The imp has Advantage on saving throws against spells and other magical effects.

Actions

Sting. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 6 (1d6 + 3) Piercing damage plus 10 (3d6) Poison damage.

Invisibility. The imp casts Invisibility on itself, requiring no spell components and using Charisma as the spellcasting ability.

Shape-Shift. The imp shape-shifts to resemble a rat (Speed 20 ft.), a raven (20 ft., Fly 60 ft.), or a spider (20 ft., Climb 20 ft.), or it returns to its true form. Its game statistics are the same in each form, except for its Speed. Any equipment it is wearing or carrying isn't transformed.

Incubus

Medium Fiend, Neutral Evil

AC 17 **Initiative** +3 (13)

HP 99 (18d8 + 18)

Speed 30 ft., fly 60 ft.

		Mod	Save			Mod	Save
STR	8	-1	-1	INT	15	+2	+2
DEX	17	+3	+3	WIS	12	+1	+1
CON	13	+1	+1	CHA	20	+5	+5

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

Resistances Cold, Fire, Poison, Psychic

Senses Darkvision 60 ft., Passive Perception 15

Languages Abyssal, Common, Infernal; telepathy 60 ft.

CR 4 (XP 1100; PB +2)

Traits

Succubus Form. When the incubus finishes a Long Rest, it can shape-shift into a Succubus, using that stat block instead of this one. Any equipment it is wearing or carrying isn't transformed.

Actions

Multiattack. The Incubus makes 2 Restless Touch attacks.

Restless Touch. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 19 (3d10 + 3) Psychic damage, and the target is cursed for 24 hours or until the incubus dies. Until the curse ends, the target gains no benefit from finishing Short Rests.

Spellcasting. The incubus casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 15):

At Will: *Disguise Self, Etherealness*

1/Day Each: *Dream, Hypnotic Pattern*

Bonus Actions

Nightmare (Recharge 6). *Wisdom Saving Throw:* DC 15, one creature the incubus can see within 60 feet. *Failure:* If the target has 20 Hit Points or fewer, it has the Unconscious condition for 1 hour, until it takes damage, or until a creature within 5 feet of it takes an action to wake it. Otherwise, the target takes 18 (4d8) Psychic damage.

Invisible Stalker

Large Elemental, Neutral

AC 18 **Initiative** +4 (14)

HP 127 (17d10 + 34)

Speed 50 ft., fly 60 ft.

		Mod	Save			Mod	Save
STR	16	+3	+3	INT	10	+0	+0
DEX	19	+4	+4	WIS	15	+2	+2
CON	14	+2	+2	CHA	11	+0	+0

Skills Perception +8, Stealth +10

Resistances Slashing, Piercing, Bludgeoning

Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious; Poison

Senses Darkvision 60 ft., Passive Perception 18

Languages Common, Primordial (Auran)

CR 6 (XP 2300; PB +3)

Traits

Air Form. The stalker can enter an enemy's space and stop there. It can move through a space as narrow as 1 inch without expending extra movement to do so.

Invisibility. The stalker has the Invisible condition.

Actions

Multiattack. The Invisible Stalker makes 3 Wind Swipe attacks. It can replace one attack with a use of Vortex.

Wind Swipe. *Melee Attack Roll:* +7, reach 5 ft., *Hit:* 17 (3d8 + 4) Force damage.

Vortex. *Constitution Saving Throw:* DC 15, one Large or smaller creature in the stalker's space. *Failure:* 7 (1d8 + 3) Thunder damage, and the target has the Grappled condition (escape DC 15). Until the grapple ends, the target can't cast spells with a Verbal component and takes 7 (2d6) Thunder damage at the start of each of the stalker's turns.

Iron Golem

Large Construct, Unaligned

AC 22 **Initiative** -1 (9)

HP 273 (26d10 + 130)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	24	+7	+7	INT	3	-4	-4
DEX	9	-1	-1	WIS	11	+0	+0
CON	20	+5	+5	CHA	1	-5	-5

Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned; Fire, Poison, Psychic

Senses Darkvision 120 ft., Passive Perception 10

Languages Understands Common plus two other languages but can't speak

CR 16 (XP 15000; PB +5)

Traits

Fire Absorption. Whenever the golem is subjected to Fire damage, it regains a number of Hit Points equal to the Fire damage dealt.

Immutable Form. The golem can't shape-shift.

Magic Resistance. The golem has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The Iron Golem makes 2 Bladed Arm attacks and 2 Fiery Bolt attacks in any combination

Bladed Arm. *Melee Attack Roll:* +12, reach 10 ft., *Hit:* 26 (3d12 + 7) Slashing damage plus 18 (4d8) Fire damage.

Fiery Bolt. *Ranged Attack Roll:* +12, range 120 ft., *Hit:* 43 (8d8 + 7) Fire damage.

Poison Breath (Recharge 6). *Constitution Saving Throw:* DC 18, each creature in a 60-foot Cone. *Failure:* 55 (10d10) Poison damage. *Success:* Half damage.

Knight

Medium Humanoid, Neutral

AC 17 **Initiative** +0 (10)

HP 84 (13d8 + 26)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	16	+3	+3	INT	11	+0	+0
DEX	11	+0	+0	WIS	11	+0	+0
CON	14	+2	+4	CHA	15	+2	+2

Immunities Frightened

Senses Passive Perception 10

Languages Common plus one other language

CR 3 (XP 700; PB +2)

Actions

Multiattack. The Knight makes 2 Greatsword attacks or 2 Crossbow attacks in any combination.

Greatsword. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 12 (2d8 + 3) Slashing damage plus 5 (1d10) Radiant damage.

Crossbow. *Ranged Attack Roll:* +2, range 100ft., *Hit:* 11 (2d10 + 0) Piercing damage plus 3 (1d6) Radiant damage.

Reactions

Parry. *Trigger:* The knight is hit by a melee attack roll while holding a weapon. *Response:* The knight adds 2 to its AC against that attack, possibly causing it to miss.

Kobold

Small Dragon, Neutral

AC 14 **Initiative** +2 (12)

HP 12 (5d6 - 5)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	7	-2	-2	INT	8	-1	-1
DEX	15	+2	+2	WIS	7	-2	-2
CON	9	-1	-1	CHA	8	-1	-1

Senses Darkvision 60 ft., Passive Perception 8

Languages Common, Draconic

CR 1/8 (XP 25; PB +2)

Traits

Pack Tactics. The kobold has Advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Sunlight Sensitivity. While in sunlight, the kobold has Disadvantage on ability checks and attack rolls.

Actions

Dagger. *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 20/60 ft., *Hit:* 7 (2d4 + 2) Piercing damage.

Kraken

Gargantuan Monstrosity (Titan), Chaotic Evil

AC 25 **Initiative** +0 (10)

HP 388 (21d20 + 168)

Speed 30 ft., swim 40 ft.

		Mod	Save			Mod	Save
STR	30	+10	+15	INT	22	+6	+6
DEX	11	+0	+5	WIS	18	+4	+9
CON	26	+8	+13	CHA	20	+5	+5

Skills History +13, Perception +11

Immunities Frightened, Grappled, Paralyzed, Restrained; Cold, Lightning

Senses Truesight 120 ft., Passive Perception 21

Languages Understands Abyssal, Celestial, Infernal, and Primordial but can't speak; telepathy 120 ft.

CR 23 (XP 50000; PB +7)

Traits

Amphibious. The kraken can breathe air and water.

Legendary Resistance (4/Day, or 5/Day in Lair). If the kraken fails a saving throw, it can choose to succeed instead.

Siege Monster. The kraken deals double damage to objects and structures.

Actions

Multiattack. The Kraken makes 4 Tentacle attacks. and uses Fling, Lightning Strike, or Swallow.

Tentacle. *Melee Attack Roll:* +17, reach 30 ft., *Hit:* 42 (5d12 + 10) Bludgeoning damage. The target has the Grappled condition (escape DC 21) from one of ten tentacles, and it has the Restrained condition until the grapple ends.

Fling. The kraken throws a Large or smaller creature Grappled by it to a space it can see within 60 feet of itself that isn't in the air. *Dexterity Saving Throw:* DC 21, the creature thrown and each creature in the destination space. *Failure:* 18 (4d8) Bludgeoning damage, and the target has the Prone condition. *Success:* Half damage only.

Lightning Strike. *Dexterity Saving Throw:* DC 21, one creature the kraken can see within 120 feet. *Failure:* 33 (6d10) Lightning damage. *Success:* Half damage.

Swallow. *Dexterity Saving Throw:* DC 21, one creature Grappled by the kraken (it can have up to four creatures swallowed at a time). *Failure:* 23 (3d8 + 10) Piercing damage. If the target is Large or smaller, it is swallowed and no longer Grappled. A swallowed creature has the Restrained condition, has Total Cover against attacks and other effects outside the kraken, and

takes 24 (7d6) Acid damage at the start of each of its turns. If the kraken takes 50 damage or more on a single turn from a creature inside it, the kraken must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 10 feet of the kraken with the Prone condition. If the kraken dies, any swallowed creature no longer has the Restrained condition and can escape from the corpse using 15 feet of movement, exiting Prone.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the kraken can expend a use to take one of the following actions. The kraken regains all expended uses at the start of each of its turns.

Storm Bolt. The kraken uses Lightning Strike.

Toxic Ink. *Constitution Saving Throw:* DC 21, each creature in a 15-foot Emanation originating from the kraken while it is underwater. *Failure:* The target has the Blinded and Poisoned conditions until the end of the kraken's next turn. The kraken then moves up to its Speed. *Failure or Success:* The kraken can't take this action again until the start of its next turn.

Lamia

Large Fiend, Chaotic Evil

AC 17 **Initiative** +1 (11)

HP 97 (13d10 + 26)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	16	+3	+3	INT	14	+2	+2
DEX	13	+1	+1	WIS	15	+2	+2
CON	15	+2	+2	CHA	16	+3	+3

Skills Deception +5, Insight +4, Stealth +5

Senses Darkvision 60 ft., Passive Perception 12

Languages Abyssal, Common

CR 4 (XP 1100; PB +2)

Actions

Multiattack. The Lamia makes 2 Claw attacks. It can replace one attack with a use of Corrupting Touch.

Claw. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 7 (1d8 + 3) Slashing damage plus 7 (2d6) Psychic damage.

Corrupting Touch. *Wisdom Saving Throw:* DC 15, one creature the lamia can see within 5 feet. *Failure:* 13 (3d8) Psychic damage, and the target is cursed for 1 hour. Until the curse ends, the target has the Charmed and Poisoned conditions.

Spellcasting. The lamia casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 15):

At Will: *Disguise Self* (can appear as a Large or Medium biped), *Minor Illusion*

1/Day Each: *Geas, Major Image, Scrying*

Bonus Actions

Leap. The lamia jumps up to 30 feet by spending 10 feet of movement.

Lemure

Medium Fiend (Devil), Lawful Good

AC 14 **Initiative** -3 (7)

HP 4 (1d8 + 0)

Speed 20 ft.

		Mod	Save			Mod	Save
STR	10	+0	+0	INT	1	-5	-5
DEX	5	-3	-3	WIS	11	+0	+0
CON	11	+0	+0	CHA	3	-4	-4

Resistances Cold

Immunities Charmed, Frightened, Poisoned; Fire, Poison

Senses Darkvision 120 ft. (unimpeded by magical Darkness), Passive Perception 10

Languages Understands Infernal but can't speak

CR 0 (XP 10; PB +2)

Traits

Hellish Restoration. If the lemure dies in the Nine Hells, it revives with all its Hit Points in 1d10 days unless it is killed by a creature under the effects of a Bless spell or its remains are sprinkled with Holy Water.

Actions

Vile Slime. *Melee Attack Roll:* +2, reach 5 ft., *Hit:* 2 (1d4 + 0) Poison damage.

Lich

Medium Undead (Wizard), Neutral Evil

AC 25 **Initiative** +5 (15)

HP 352 (47d8 + 141)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	11	+0	+0	INT	21	+5	+10
DEX	20	+5	+10	WIS	14	+2	+7
CON	16	+3	+8	CHA	16	+3	+3

Skills Arcana +19, History +12, Insight +9, Perception +9

Resistances Cold, Lightning

Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned; Necrotic, Poison

Senses Truesight 120 ft., Passive Perception 19

Languages All

CR 21 (XP 33000; PB +7)

Traits

Legendary Resistance (4/Day, or 5/Day in Lair). If the lich fails a saving throw, it can choose to succeed instead.

Canopic Talisman. If destroyed, the lich reforms in 1d10 days if it has a canopic talisman, reviving with all its Hit Points. The new body appears in an unoccupied space within the lich's lair.

Actions

Multiattack. The Lich makes 3 Eldritch Burst attacks. in any combination.

Eldritch Burst. *Melee or Ranged Attack Roll:* +12, reach 5 ft. or range 120 ft., *Hit:* 31 (4d12 + 5) Force damage.

Paralyzing Touch. *Melee Attack Roll:* +12, reach 5 ft., *Hit:* 18 (3d8 + 5) Cold damage, and the target has the Paralyzed condition until the start of the lich's next turn.

Spellcasting. The lich casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 20):

At Will: *Detect Magic, Detect Thoughts, Dispel Magic, Fireball* (level 5 version), *Invisibility, Lightning Bolt* (level 5 version), *Mage Hand, Prestidigitation*

2/Day Each: *Animate Dead, Dimension Door, Plane Shift*

1/Day Each: *Chain Lightning, Finger of Death, Power Word Kill, Scrying*

Reactions

Protective Magic. The lich has Advantage when using Arcana to Counterspell, or casts *Shield* in response to the spell's trigger, using the same spellcasting ability as Spellcasting.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the lich can expend a use to take one of the following actions. The lich regains all expended uses at the start of each of its turns.

Deathly Teleport. The lich teleports up to 60 feet to an unoccupied space it can see, and each creature within 10 feet of the space it left takes 11 (2d10) Necrotic damage.

Disrupt Life. *Constitution Saving Throw:* DC 20, each creature that isn't an Undead in a 20-foot Emanation originating from the lich. *Failure:* 31 (9d6) Necrotic damage. *Success:* Half damage. Failure or *Success:* The lich can't take this action again until the start of its next turn.

Frightening Gaze. The lich casts Fear, using the same spellcasting ability as Spellcasting. The lich can't take this action again until the start of its next turn.

Lizardfolk

Medium Humanoid (Lizardfolk), Neutral

AC 15 **Initiative** +0 (10)

HP 22 (4d8 + 4)

Speed 30 ft., swim 30 ft.

		Mod	Save			Mod	Save
STR	15	+2	+2	INT	7	-2	-2
DEX	10	+0	+0	WIS	12	+1	+1
CON	13	+1	+1	CHA	7	-2	-2

Skills Perception +3, Stealth +4, Survival +5

Senses Passive Perception 13

Languages Draconic

CR 1/2 (XP 100; PB +2)

Traits

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Actions

Multiattack. The Lizardfolk makes 1 Bite attack and 1 Heavy Club attack. It can replace either attack with a Spiked Shield or Javelin attack, but it can't use the same weapon for both attacks.

Bite. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 6 (1d8 + 2) Piercing damage.

Heavy Club. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 7 (1d10 + 2) Bludgeoning damage.

Spiked Shield. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 7 (1d10 + 2) Piercing damage.

Javelin. *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 30/120 ft., *Hit:* 6 (1d8 + 2) Piercing damage.

Lyrmir

Large Monstrosity, Neutral Evil

AC 17 **Initiative** +3 (13)

HP 133 (14d10 + 56)

Speed 50 ft.

		Mod	Save			Mod	Save
STR	19	+4	+4	INT	6	-2	-2
DEX	17	+3	+5	WIS	10	+0	+3
CON	18	+4	+6	CHA	10	+0	+0

Skills Perception +3, Stealth +9

Senses Darkvision 60 ft., Passive Perception 13

Languages None

CR 6 (XP 2300; PB +3)

Traits

Blurry Form. The lyrmir's form constantly shimmers and shifts, making it difficult to target. Attack rolls against it have Disadvantage unless the attacker is under the effect of True Seeing or similar magic. Whenever the lyrmir takes damage, this trait stops working until the start of its next turn.

Actions

Multiattack. The Lyrmir makes 2 Claw attacks. It also makes one Bite or Tail attack.

Claw. *Melee Attack Roll:* +7, reach 5 ft., *Hit:* 17 (3d8 + 4) Slashing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 15).

Bite. *Melee Attack Roll:* +7, reach 5 ft., *Hit:* 13 (2d8 + 4) Piercing damage.

Tail. *Melee Attack Roll:* +7, reach 10 ft., *Hit:* 18 (4d6 + 4) Piercing damage.

Swallow Whole (Recharge 5–6). *Strength Saving Throw:* DC 15, one Medium or smaller creature the lyrmir has Grappled (it can have only one creature swallowed at a time). *Failure:* The target is swallowed. A swallowed creature has the Blinded and Restrained conditions, has Total Cover against attacks and other effects outside the lyrmir, and takes 15 (2d8 + 6) Acid damage and 11 (2d6 + 4) Bludgeoning damage at the start of each of the lyrmir's turns. It repeats the save at the end of each of its turns, escaping on a success and appearing Prone in a space within 5 feet of the lyrmir.

Lyrmir Pridemaster

Large Monstrosity, Neutral Evil

AC 20 **Initiative** +4 (14)

HP 273 (26d10 + 130)

Speed 60 ft.

		Mod	Save			Mod	Save
STR	24	+7	+7	INT	6	-2	-2
DEX	18	+4	+8	WIS	12	+1	+5
CON	20	+5	+8	CHA	14	+2	+2

Skills Perception +11, Stealth +14

Senses Darkvision 60 ft., Passive Perception 21

Languages None

CR 16 (XP 15000; PB +5)

Traits

Blurry Form. The Pridemaster's form constantly shifts and shimmers. Attack rolls against it have Disadvantage unless the attacker is under the effect of True Seeing or similar magic. Whenever the Pridemaster takes damage, this trait stops working until the start of its next turn.

Legendary Resistance (3/Day). If the Pridemaster fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The Lyrmir Pridemaster makes 2 Claw attacks, 1 Bite attack, and 1 Tail attack.

Claw. *Melee Attack Roll:* +12, reach 10 ft., *Hit:* 16 (2d8 + 7) Slashing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 18) and has the Restrained condition until the grapple ends.

Bite. *Melee Attack Roll:* +12, reach 10 ft., *Hit:* 18 (2d10 + 7) Piercing damage.

Tail. *Melee Attack Roll:* +12, reach 15 ft., *Hit:* 20 (2d12 + 7) Piercing damage.

Swallow Whole (Recharge 5–6). *Strength Saving Throw:* DC 18, one Medium or smaller creature the Pridemaster has Grappled (it can have only one creature swallowed at a time). *Failure:* The target is swallowed. A swallowed creature has the Blinded and Restrained conditions, has Total Cover against attacks and other effects outside the Pridemaster, and takes 25 (4d8 + 7) Acid damage and 26 (3d12 + 7) Bludgeoning damage at the start of each of the Pridemaster's turns. It repeats the save at the end of each of its turns, escaping on a success and appearing Prone in a space within 5 feet of the Pridemaster.

Legendary Actions

Legendary Action Uses: 3. Immediately after another creature's turn, the Pridemaster can expend a use to take one of the following actions. It regains all expended uses at the start of each of its turns.

Claw Attack. The Pridemaster makes one Claw attack.

Tail Swipe. The Pridemaster makes one Tail attack.

Roar (Costs 2 Actions). *Wisdom Saving Throw:* DC 18, each creature of the Pridemaster's choice within 30 feet. *Failure:* The target has the Frightened condition for 1 minute. It repeats the save at the end of each of its turns, ending the effect on itself on a success.

Mage

Medium Humanoid, Neutral

AC 18 **Initiative** +2 (12)

HP 126 (28d8)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	9	-1	-1	INT	17	+3	+6
DEX	14	+2	+2	WIS	12	+1	+4
CON	11	+0	+0	CHA	11	+0	+0

Skills Arcana +6, History +6, Perception +4

Senses Passive Perception 14

Languages Common plus three other languages

CR 6 (XP 2300; PB +3)

Actions

Multiattack. The Mage makes 3 Arcane Burst attacks.

Arcane Burst. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 120 ft., *Hit:* 18 (3d10 + 2) Force damage.

Spellcasting. The mage casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 14):

At Will: *Detect Magic, Light, Mage Armor* (included in AC), *Mage Hand, Prestidigitation*

2/Day Each: *Fireball* (level 4 version), *Invisibility*

1/Day Each: *Cone of Cold, Fly*

Bonus Actions

Misty Step (3/Day). The mage casts Misty Step, using the same spellcasting ability as Spellcasting.

Reactions

Protective Magic (3/Day). The mage casts Counterspell or Shield in response to the spell's trigger, using the same spellcasting ability as Spellcasting.

Mage, Archmage

Medium Humanoid (Wizard), Neutral

AC 20 **Initiative** +2 (12)

HP 220 (40d8 + 40)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	10	+0	+0	INT	20	+5	+9
DEX	14	+2	+2	WIS	15	+2	+6
CON	12	+1	+1	CHA	16	+3	+3

Skills History +9, Perception +6

Immunities Charmed; Psychic

Senses Passive Perception 16

Languages Common plus five other languages

CR 12 (XP 8400; PB +4)

Traits

Magic Resistance. The archmage has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The Mage, Archmage makes 4 Arcane Burst attacks.

Arcane Burst. *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 150 ft., *Hit:* 26 (4d12 + 0) Force damage.

Spellcasting. The archmage casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 17): **At Will:** *Detect Magic, Detect Thoughts, Disguise Self, Invisibility, Light, Mage Armor* (included in AC), *Mage Hand, Prestidigitation* **2/Day Each:** *Fly, Lightning Bolt* (level 7 version) **1/Day Each:** *Cone of Cold* (level 9 version), *Mind Blank* (cast before combat), *Scrying, Teleport*

Bonus Actions

Misty Step (3/Day). The mage casts *Misty Step*, using the same spellcasting ability as Spellcasting.

Reactions

Protective Magic (3/Day). *Trigger:* An enemy the mage can see casts a spell. *Response:* The mage can cast Shield using the same spellcasting ability as Spellcasting or has Advantage on Arcana checks when attempting to Counterspell.

Magmin

Small Elemental, Chaotic Neutral

AC 15 **Initiative** +2 (12)

HP 36 (8d6 + 8)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	7	-2	-2	INT	8	-1	-1
DEX	15	+2	+2	WIS	11	+0	+0
CON	12	+1	+1	CHA	10	+0	+0

Immunities Fire

Senses Darkvision 60 ft., Passive Perception 10

Languages Primordial (Ignan)

CR 1/2 (XP 100; PB +2)

Traits

Death Burst. The magmin explodes when it dies. *Dexterity Saving Throw:* DC 13, each creature in a 10-foot Emanation originating from the magmin. *Failure:* 7 (2d6) Fire damage. *Success:* Half damage.

Actions

Touch. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 7 (2d4 + 2) Fire damage. If the target is a creature or a flammable object that isn't being worn or carried, it starts burning.

Bonus Actions

Ignited Illumination. The magmin sets itself ablaze or extinguishes its flames. While ablaze, the magmin sheds Bright Light in a 10-foot radius and Dim Light for an additional 10 feet.

Manticore

Large Monstrosity, Lawful Evil

AC 17 **Initiative** +3 (13)

HP 85 (10d10 + 30)

Speed 30 ft., fly 60 ft.

		Mod	Save			Mod	Save
STR	17	+3	+3	INT	7	-2	-2
DEX	16	+3	+3	WIS	12	+1	+1
CON	17	+3	+3	CHA	8	-1	-1

Senses Darkvision 60 ft., Passive Perception 11

Languages Common

CR 3 (XP 700; PB +2)

Actions

Multiattack. The Manticore makes 3 Rend attacks or 3 Tail Spike attacks.

Rend. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 10 (2d6 + 3) Slashing damage.

Tail Spike. *Ranged Attack Roll:* +5, range 100/200 ft., *Hit:* 10 (2d6 + 3) Piercing damage.

Marilith

Large Fiend (Demon), Chaotic Evil

AC 22 **Initiative** +5 (15)

HP 273 (26d10 + 130)

Speed 40 ft., climb 40 ft.

		Mod	Save			Mod	Save
STR	18	+4	+9	INT	18	+4	+4
DEX	20	+5	+5	WIS	16	+3	+8
CON	20	+5	+10	CHA	20	+5	+10

Skills Perception +8

Resistances Cold, Fire, Lightning

Immunities Poisoned; Poison

Senses Truesight 120 ft., Passive Perception 18

Languages Abyssal

CR 16 (XP 15000; PB +5)

Traits

Demonic Restoration. If the marilith dies outside the Abyss, its body dissolves into ichor, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Abyss.

Magic Resistance. The marilith has Advantage on saving throws against spells and other magical effects.

Reactive. The marilith can take one Reaction on every turn of combat.

Actions

Multiattack. The Marilith makes 6 Pact Blade attacks.

Pact Blade. *Melee Attack Roll:* +9, reach 5 ft., *Hit:* 15 (2d10 + 4) Slashing damage plus 7 (2d6) Necrotic damage.

Constrict. *Strength Saving Throw:* DC 18, one Medium or smaller creature the marilith can see within 5 feet. *Failure:* 15 (2d10 + 4) Bludgeoning damage. The target has the Grappled condition (escape DC 18), and it has the Restrained condition until the grapple ends.

Bonus Actions

Teleport (Recharge 5–6). The marilith teleports up to 120 feet to an unoccupied space it can see.

Reactions

Parry. *Trigger:* The marilith is hit by a melee attack roll while holding a weapon. **Response:** The marilith adds 5 to its AC against that attack, possibly causing it to miss.

Medusa

Medium Monstrosity, Lawful Evil

AC 18 **Initiative** +3 (13)

HP 127 (17d8 + 51)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	10	+0	+0	INT	12	+1	+1
DEX	17	+3	+3	WIS	13	+1	+4
CON	16	+3	+3	CHA	15	+2	+2

Skills Deception +5, Perception +4

Senses Darkvision 150 ft., Passive Perception 14

Languages Common

CR 6 (XP 2300; PB +3)

Actions

Multiattack. The Medusa makes 2 Claw attacks and 1 Snake Hair attack, or it makes three Poison Ray attacks.

Claw. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 12 (2d8 + 3) Slashing damage.

Snake Hair. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 10 (2d6 + 3) Piercing damage plus 14 (4d6) Poison damage.

Poison Ray. *Ranged Attack Roll:* +6, range 150 ft., *Hit:* 16 (2d12 + 3) Poison damage.

Petrifying Gaze (Recharge 5–6). *Constitution Saving Throw:* DC 15, each creature in a 30-foot Cone. If the medusa sees its reflection in the Cone, the medusa must make this save. *First Failure:* The target has the Restrained condition and repeats the save with Disadvantage at the end of its next turn if it is still Restrained, ending the effect on itself on a success. *Second Failure:* The target has the Petrified condition instead of the Restrained condition.

Mephit, Dust

Small Elemental, Neutral Evil

AC 15 **Initiative** +2 (12)

HP 38 (11d6 + 0)

Speed 30 ft., fly 30 ft.

		Mod	Save			Mod	Save
STR	5	-3	-3	INT	9	-1	-1
DEX	14	+2	+2	WIS	11	+0	+0
CON	10	+0	+0	CHA	10	+0	+0

Skills Animal Handling +2, Stealth +4

Vulnerabilities Fire

Immunities Poisoned; Poison

Senses Darkvision 60 ft., Passive Perception 10

Languages Primordial (Auran, Terran)

CR 1/2 (XP 100; PB +2)

Traits

Death Burst. The mephit explodes when it dies. *Dexterity Saving Throw:* DC 13, each creature in a 5-foot Emanation originating from the mephit. *Failure:* 5 (2d4) Bludgeoning damage. *Success:* Half damage.

Actions

Claw. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 13 (2d10 + 2) Slashing damage.

Blinding Breath (Recharge 6). *Dexterity Saving Throw:* DC 13, each creature in a 15-foot Cone. *Failure:* The target has the Blinded condition until the end of the mephit's next turn.

Sleep (1/Day). The mephit casts the *Sleep* spell, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 13).

Mephit, Ice

Small Elemental, Neutral Evil

AC 15 **Initiative** +1 (11)

HP 38 (11d6)

Speed 30 ft., fly 30 ft.

		Mod	Save			Mod	Save
STR	7	-2	-2	INT	9	-1	-1
DEX	13	+1	+1	WIS	11	+0	+0
CON	10	+0	+0	CHA	12	+1	+1

Skills Perception +2, Stealth +3

Vulnerabilities Fire

Immunities Exhaustion, Poisoned; Cold, Poison

Senses Darkvision 60 ft., Passive Perception 12

Languages Primordial (Aquan, Auran)

CR 1/2 (XP 100; PB +2)

Traits

Death Burst. The mephit explodes when it dies. *Constitution Saving Throw:* DC 13, each creature in a 5-foot Emanation originating from the mephit. *Failure:* 5 (2d4) Cold damage. *Success:* Half damage.

Actions

Claw. *Melee Attack Roll:* +3, reach 5 ft., *Hit:* 8 (2d6 + 1) Slashing damage plus 4 (1d8) Cold damage.

Fog Cloud (1/Day). The mephit casts Fog Cloud, requiring no spell components and using Charisma as the spellcasting ability

Frost Breath (Recharge 6). *Constitution Saving Throw:* DC 13, each creature in a 15-foot Cone. *Failure:* 7 (3d4) Cold damage. *Success:* Half damage.

Mephit, Magma

Small Elemental, Neutral Evil

AC 15 **Initiative** +1 (11)

HP 36 (8d6 + 8)

Speed 30 ft., fly 30 ft.

		Mod	Save			Mod	Save
STR	8	-1	-1	INT	7	-2	-2
DEX	12	+1	+1	WIS	10	+0	+0
CON	12	+1	+1	CHA	10	+0	+0

Skills Stealth +3

Vulnerabilities Cold

Immunities Exhaustion, Poisoned; Fire, Poison

Senses Darkvision 60 ft., Passive Perception 10

Languages Primordial (Ignan, Terran)

CR 1/2 (XP 100; PB +2)

Traits

Death Burst. The mephit explodes when it dies. *Dexterity Saving Throw:* DC 13, each creature in a 5-foot Emanation originating from the mephit. *Failure:* 7 (2d6) Fire damage. *Success:* Half damage.

Actions

Claw. *Melee Attack Roll:* +3, reach 5 ft., *Hit:* 8 (2d6 + 1) Slashing damage plus 4 (1d8) Fire damage.

Fire Breath (Recharge 6). *Dexterity Saving Throw:* DC 13, each creature in a 15-foot Cone. *Failure:* 7 (2d6) Fire damage. *Success:* Half damage

Mephit, Steam

Small Elemental, Neutral Evil

AC 15 **Initiative** +0 (10)

HP 38 (11d6 + 0)

Speed 30 ft., fly 30 ft.

		Mod	Save			Mod	Save
STR	5	-3	-3	INT	11	+0	+0
DEX	11	+0	+0	WIS	10	+0	+0
CON	10	+0	+0	CHA	12	+1	+1

Skills Stealth +2

Immunities Exhaustion, Poisoned; Fire, Poison

Senses Darkvision 60 ft., Passive Perception 10

Languages Primordial (Aquan, Ignan)

CR 1/2 (XP 100; PB +2)

Traits

Blurred Form. Attack rolls against the mephit are made with Disadvantage unless the mephit has the Incapacitated condition.

Death Burst. The mephit explodes when it dies. *Dexterity Saving Throw:* DC 13, each creature in a 5-foot Emanation originating from the mephit. *Failure:* 5 (2d4) Fire damage. Success: Half damage.

Actions

Claw. *Melee Attack Roll:* +2, reach 5 ft., *Hit:* 9 (2d8 + 0) Slashing damage plus 3 (1d6) Fire damage.

Steam Breath (Recharge 6). *Constitution Saving Throw:* DC 13, each creature in a 15-foot Cone. *Failure:* 5 (2d4) Fire damage, and the target's Speed decreases by 10 feet until the end of the mephit's next turn. *Success:* Half damage only. *Failure or Success:* Being underwater doesn't grant Resistance to this Fire damage.

Merfolk Skirmisher

Medium Elemental, Neutral

AC 14 **Initiative** +1 (11)

HP 11 (2d8 + 2)

Speed 10 ft., swim 30 ft.

		Mod	Save			Mod	Save
STR	10	+0	+0	INT	11	+0	+0
DEX	13	+1	+1	WIS	14	+2	+2
CON	12	+1	+1	CHA	12	+1	+1

Senses Passive Perception 12

Languages Common, Primordial (Aquan)

CR 1/8 (XP 25; PB +2)

Traits

Amphibious. The merfolk can breathe air and water.

Actions

Ocean Spear. *Melee or Ranged Attack Roll:* +3, reach 5 ft. or range 20 ft., *Hit:* 5 (1d8 + 1) Piercing damage plus 2 (1d4) Cold damage. If the target is a creature, its Speed decreases by 10 feet until the end of its next turn. *Hit or Miss:* The spear magically returns to the merfolk's hand immediately after a ranged attack.

Merrow

Large Monstrosity, Chaotic Evil

AC 16 **Initiative** +2 (12)

HP 67 (9d10 + 18)

Speed 10 ft., swim 40 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	8	-1	-1
DEX	15	+2	+2	WIS	10	+0	+0
CON	15	+2	+2	CHA	9	-1	-1

Senses Darkvision 60 ft., Passive Perception 10

Languages Abyssal, Primordial (Aquan)

CR 2 (XP 450; PB +2)

Traits

Amphibious. The merrow can breathe air and water.

Actions

Multiattack. The Merrow makes 2 Bite attacks and 2 Harpoon attacks in any combination.

Bite. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 7 (1d6 + 4) Piercing damage, and the target has the Poisoned condition until the end of the merrow's next turn.

Claw. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 11 (2d6 + 4) Slashing damage.

Harpoon. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 20 ft., *Hit:* 13 (2d8 + 4) Piercing damage. If the target is a Large or smaller creature, the merrow pulls the target up to 15 feet straight toward itself.

Mimic

Medium Monstrosity, Neutral

AC 16 **Initiative** +1 (11)

HP 65 (10d8 + 20)

Speed 20 ft.

		Mod	Save			Mod	Save
STR	17	+3	+3	INT	5	-3	-3
DEX	12	+1	+1	WIS	13	+1	+1
CON	15	+2	+2	CHA	8	-1	-1

Skills Stealth +5

Immunities Prone; Acid

Senses Darkvision 60 ft., Passive Perception 11

Languages None

CR 2 (XP 450; PB +2)

Traits

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic has the Grappled condition (escape DC 14). Ability checks made to escape this grapple have Disadvantage.

Actions

Multiattack. The Mimic makes 1 Bite attack and 1 Pseudopod attack.

Bite. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 12 (2d8 + 3) Piercing damage plus 4 (1d8) Acid damage (with Advantage if the target is Grappled by the mimic)

Pseudopod. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 7 (1d8 + 3) Bludgeoning damage plus 4 (1d8) Acid damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 14). Ability checks made to escape this grapple have Disadvantage.

Bonus Actions

Shape-Shift. The mimic shape-shifts to resemble a Medium or Small object while retaining its game statistics, or it returns to its true blob form. Any equipment it is wearing or carrying isn't transformed.

Minotaur of Baphomet

Large Monstrosity, Chaotic Evil

AC 17 **Initiative** +0 (10)

HP 85 (10d10 + 30)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	6	-2	-2
DEX	11	+0	+0	WIS	16	+3	+3
CON	16	+3	+3	CHA	9	-1	-1

Skills Perception +7, Survival +7

Senses Darkvision 60 ft., Passive Perception 17

Languages Abyssal

CR 3 (XP 700; PB +2)

Actions

Abyssal Glaive. *Melee Attack Roll:* +6, reach 10 ft., *Hit:* 10 (1d12 + 4) Slashing damage plus 10 (3d6) Necrotic damage.

Gore (Recharge 5-6). *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 18 (4d6 + 4) Piercing damage. If the target is a Large or smaller creature and the minotaur moved 10+ feet straight toward it immediately before the hit, the target takes an extra 10 (3d6) Piercing damage and has the Prone condition.

Mumm ies

Mummy

Medium Undead, Lawful Evil

AC 17 **Initiative** -1 (9)

HP 84 (13d8 + 26)

Speed 20 ft.

		Mod	Save			Mod	Save
STR	16	+3	+3	INT	6	-2	-2
DEX	8	-1	-1	WIS	12	+1	+1
CON	15	+2	+2	CHA	12	+1	+1

Vulnerabilities Fire

Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned; Necrotic, Poison

Senses Darkvision 60 ft., Passive Perception 11

Languages Common plus two other languages

CR 3 (XP 700; PB +2)

Actions

Multiattack. The Mummy makes 2 Rotting Fist attacks. and uses Dreadful Glare.

Rotting Fist. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 8 (1d10 + 3) Bludgeoning damage plus 10 (3d6) Necrotic damage. If the target is a creature, it is cursed. While cursed, the target can't regain Hit Points, its Hit Point maximum doesn't return to normal when finishing a Long Rest, and its Hit Point maximum decreases by 13 (3d8) every 24 hours that elapse. A creature dies and turns to dust if reduced to 0 Hit Points by this attack.

Dreadful Glare. *Wisdom Saving Throw:* DC 14, one creature the mummy can see within 60 feet. *Failure:* The target has the Frightened condition until the end of the mummy's next turn. *Success:* The target is immune to this mummy's Dreadful Glare for 24 hours.

Mummy Lord

Medium Undead (Cleric), Chaotic Evil

AC 22 **Initiative** +0 (10)

HP 262 (35d8 + 105)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	11	+0	+5
DEX	10	+0	+0	WIS	19	+4	+9
CON	17	+3	+3	CHA	16	+3	+3

Skills History +5, Perception +9, Religion +5

Vulnerabilities Fire

Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned; Necrotic, Poison

Senses Truesight 60 ft., Passive Perception 19

Languages Common plus three other languages

CR 15 (XP 13000; PB +5)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the mummy fails a saving throw, it can choose to succeed instead.

Magic Resistance. The mummy has Advantage on saving throws against spells and other magical effects.

Undead Restoration. If destroyed, the mummy gains a new body in 24 hours if its heart is intact, reviving with all its Hit Points. The new body appears in an unoccupied space within the mummy's lair. The heart is a Tiny object that has AC 17, HP 10, and Immunity to all damage except Fire.

Actions

Multiattack. The Mummy Lord makes 1 Rotting Fist attack. or Channel Negative Energy attack, and it uses Dreadful Glare

Rotting Fist. *Melee Attack Roll:* +9, reach 5 ft., *Hit:* 17 (2d12 + 4) Bludgeoning damage plus 18 (4d8) Necrotic damage. If the target is a creature, it is cursed. While cursed, the target can't regain Hit Points, it gains no benefit from finishing a Long Rest, and its Hit Point maximum decreases by 10 (3d6) every 24 hours that elapse. A creature dies and turns to dust if reduced to 0 Hit Points by this attack.

Channel Negative Energy. *Ranged Attack Roll:* +9, range 60 ft., *Hit:* 31 (6d8 + 4) Necrotic damage.

Dreadful Glare. *Wisdom Saving Throw:* DC 18, one creature the mummy can see within 60 feet. *Failure:* 25 (6d6 + 4) Psychic damage, and the target has the Paralyzed condition until the end of the mummy's next turn.

Spellcasting. The mummy casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 18, +9 to hit with spell attacks):

At Will: *Dispel Magic, Thaumaturgy*

1/Day Each: *Animate Dead, Harm, Insect Plague* (level 7 version)

Reactions

Whirlwind of Sand. *Trigger:* The mummy is hit by an attack roll. *Response:* The mummy adds 2 to its AC against the attack, possibly causing the attack to miss, and the mummy teleports up to 60 feet to an unoccupied space it can see. Each creature of its choice that it can see within 5 feet of its destination space has the Blinded condition until the end of the mummy's next turn.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the mummy can expend a use to take one of the following actions. The mummy regains all expended uses at the start of each of its turns.

Dread Command. The mummy casts *Command* (level 2 version), using the same spellcasting ability as Spellcasting. The mummy can't take this action again until the start of its next turn.

Glare. The mummy uses Dreadful Glare. The mummy can't take this action again until the start of its next turn.

Necrotic Strike. The mummy makes one Rotting Fist or Channel Negative Energy attack.

Nalfeshnee

Large Fiend (Demon), Chaotic Evil

AC 21 **Initiative** +0 (10)

HP 230 (20d10 + 120)

Speed 20 ft., fly 30 ft.

		Mod	Save			Mod	Save
STR	21	+5	+5	INT	19	+4	+9
DEX	10	+0	+0	WIS	12	+1	+6
CON	22	+6	+11	CHA	15	+2	+7

Resistances Cold, Fire, Lightning

Immunities Frightened, Poisoned; Poison

Senses Truesight 120 ft., Passive Perception 11

Languages Abyssal; telepathy 120 ft.

CR 13 (XP 10000; PB +5)

Traits

Demonic Restoration. If the nalfeshnee dies outside the Abyss, its body dissolves into ichor, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Abyss.

Magic Resistance. The nalfeshnee has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The Nalfeshnee makes 3 Rend attacks.

Rend. *Melee Attack Roll:* +10, reach 10 ft., *Hit:* 18 (2d12 + 5) Slashing damage plus 11 (2d10) Force damage.

Teleport. The nalfeshnee teleports up to 120 feet to an unoccupied space it can see.

Bonus Actions

Horror Nimbus (Recharge 5–6). *Wisdom Saving Throw:* DC 18, each creature in a 15-foot Emanation originating from the nalfeshnee. *Failure:* 28 (8d6) Psychic damage, and the target has the Frightened condition for 1 minute, until it takes damage, or until it ends its turn with the nalfeshnee out of line of sight. *Success:* The target is immune to this nalfeshnee's Horror Nimbus for 24 hours.

Reactions

Pursuit. *Trigger:* Another creature the nalfeshnee can see ends its move within 120 feet of the nalfeshnee. *Response:* The nalfeshnee uses Teleport, but its destination space must be within 10 feet of the triggering creature.

Night Hag

Medium Fiend, Neutral Evil

AC 18 **Initiative** +2 (12)

HP 112 (15d8 + 45)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	16	+3	+3
DEX	15	+2	+2	WIS	14	+2	+2
CON	16	+3	+3	CHA	16	+3	+3

Skills Deception +6, Insight +5, Perception +5, Stealth +5

Resistances Cold, Fire

Immunities Charmed

Senses Darkvision 120 ft., Passive Perception 15

Languages Abyssal, Common, Infernal, Primordial

CR 5 (XP 1800; PB +3)

Traits

Coven Magic. While within 30 feet of at least two hag allies, the hag can cast one of the following spells, requiring no Material components, using the spell's normal casting time, and using Intelligence as the spellcasting ability (spell save DC 15): *Augury, Find Familiar, Identify, Locate Object, Scrying,* or *Unseen Servant*. The hag must finish a Long Rest before using this trait to cast that spell again.

Magic Resistance. The hag has Advantage on saving throws against spells and other magical effects.

Soul Bag. The hag has a soul bag. While holding or carrying the bag, the hag can use its Nightmare Haunting action. The bag has AC 15, HP 20, and Resistance to all damage. The bag turns to dust if reduced to 0 Hit Points. If the bag is destroyed, any souls the bag is holding are released. The hag can create a new bag after 7 days.

Actions

Multiattack. The Night Hag makes 2 Claw attacks.

Claw. *Melee Attack Roll:* +7, reach 5 ft., *Hit:* 20 (3d10 + 4) Slashing damage.

Nightmare Haunting (1/Day; Requires Soul Bag). While on the Ethereal Plane, the hag casts Dream, using the same spellcasting ability as Spellcasting. Only the hag can serve as the spell's messenger, and the target must be a creature the hag can see on the Material Plane. The spell fails and is wasted if the target is under the effect of the Protection from Evil and Good spell or within a Magic Circle spell. If the target takes damage from the Dream spell, the target's Hit Point maximum decreases by an amount equal to that damage. If the spell kills the target, its soul is trapped in the hag's soul bag, and the target can't be raised from the dead until its soul is released.

Spellcasting. The hag casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 15): ***At Will:*** *Detect Magic, Etherealness, Magic Missile* (level 4 version) ***2/Day Each:*** *Phantasmal Killer, Plane Shift* (self only)

Bonus Actions

Shape-Shift. The hag shape-shifts into a Small or Medium Humanoid, or it returns to its true form. Other than its size, its game statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Nkoll

Medium Humanoid (Nkoll), Lawful Evil

AC 17 **Initiative** +3 (13)

HP 110 (13d8 + 52)

Speed 30 ft., climb 20 ft.

		Mod	Save			Mod	Save
STR	14	+2	+2	INT	12	+1	+1
DEX	16	+3	+3	WIS	8	-1	-1
CON	18	+4	+4	CHA	12	+1	+1

Skills Acrobatics +6, Athletics +5, Stealth +6

Immunities Poisoned; Poison

Senses Darkvision 60 ft., Passive Perception 9

Languages Common, Nkoll

CR 5 (XP 1800; PB +3)

Traits

Cold Blooded. The nkoll has Disadvantage on attack rolls and ability checks in cold environments.

Flexible Form. The nkoll can move through a space as narrow as 1 foot wide without squeezing.

Actions

Multiattack. The Nkoll makes 1 Bite attack. It also makes either two Longsword attacks or one Tentacle attack.

Longsword. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 12 (2d8 + 3) Slashing damage.

Bite. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 7 (1d8 + 3) Piercing damage. If the target is a creature, it makes a DC 15 Constitution saving throw. *Failure:* The target takes 10 (3d6) Poison damage and 3 (1d6) Necrotic damage, and it takes this damage again at the start of each of its turns. The target repeats the save at the end of each of its turns, ending the effect on itself on a success. Protection from Poison or similar magic also ends it.

Tentacle. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 10 (2d6 + 3) Bludgeoning damage. If the Bite also hits and the target is Medium or smaller, the target has the Grappled condition (escape DC 15). At the start of each of the nkoll's turns, it constricts the creature it has Grappled, dealing 10 (2d6 + 3) Bludgeoning damage.

Nightmare

Large Fiend, Neutral Evil

AC 17 **Initiative** +2 (12)

HP 85 (10d10 + 30)

Speed 50 ft., fly 80 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	10	+0	+0
DEX	15	+2	+2	WIS	13	+1	+1
CON	16	+3	+3	CHA	15	+2	+2

Resistances Fire

Senses Passive Perception 11

Languages Understands Abyssal, Common, and Infernal but can't speak

CR 3 (XP 700; PB +2)

Traits

Confer Fire Resistance. The nightmare can grant Resistance to Fire damage to a rider while it is on the nightmare.

Illumination. The nightmare sheds Bright Light in a 10-foot radius and Dim Light for an additional 10 feet.

Actions

Hooves. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 13 (2d8 + 4) Bludgeoning damage plus 10 (3d6) Fire damage.

Ethereal Stride. The nightmare and up to three willing creatures within 5 feet of it teleport to the Ethereal Plane from the Material Plane or vice versa.

Noble

Medium Humanoid, Neutral

AC 14 **Initiative** +1 (11)

HP 13 (3d8 + 0)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	11	+0	+0	INT	12	+1	+1
DEX	12	+1	+1	WIS	14	+2	+2
CON	11	+0	+0	CHA	16	+3	+3

Senses Passive Perception 12

Languages Common plus two other languages

CR 1/8 (XP 25; PB +2)

Actions

Rapier. *Melee Attack Roll:* +3, reach 5 ft., *Hit:* 5 (1d8 + 1) Piercing damage.

Reactions

Parry. *Trigger:* The noble is hit by a melee attack roll while holding a weapon. *Response:* The noble adds 2 to its AC against that attack, possibly causing it to miss.

Ochre Jelly

Large Ooze, Unaligned

AC 16 **Initiative** -2 (8)

HP 67 (9d10 + 18)

Speed 20 ft., climb 20 ft.

		Mod	Save			Mod	Save
STR	15	+2	+2	INT	2	-4	-4
DEX	6	-2	-2	WIS	6	-2	-2
CON	14	+2	+2	CHA	1	-5	-5

Resistances Acid

Immunities Charmed, Deafened, Exhaustion, Frightened, Grappled, Prone, Restrained; Lightning, Slashing

Senses Blindsight 60 ft., Passive Perception 8

Languages None

CR 2 (XP 450; PB +2)

Traits

Amorphous. The jelly can move through a space as narrow as 1 inch without expending extra movement to do so.

Spider Climb. The jelly can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Pseudopod. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 9 (2d6 + 2) Bludgeoning damage plus 4 (1d8) Acid damage.

Reactions

Split. *Trigger:* While the jelly is Large or Medium and has 10+ Hit Points, it becomes Bloodied or is subjected to Lightning or Slashing damage. *Response:* The jelly splits into two new Ochre Jellies. Each new jelly is one size smaller than the original jelly and acts on its Initiative. The original jelly's Hit Points are divided evenly between the new jellies (round down).

Ogre

Large Giant, Chaotic Evil

AC 17 **Initiative** +0 (10)

HP 84 (8d10 + 40)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	19	+4	+4	INT	5	-3	-3
DEX	10	+0	+0	WIS	8	-1	-1
CON	20	+5	+5	CHA	7	-2	-2

Senses Darkvision 60 ft., Passive Perception 9

Languages Common, Giant

CR 3 (XP 700; PB +2)

Traits

Relentless Momentum. The Ogre has Advantage on saving throws against being knocked Prone or moved against its will.

Actions

Multiattack. The Ogre makes 2 Greatclub attacks or 2 Javelin attacks.

Greatclub. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 15 (2d10 + 4) Bludgeoning damage.

Javelin. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 30 ft., *Hit:* 11 (2d6 + 4) Piercing damage.

Bonus Actions

Bounding Assault. The Ogre moves up to half its Speed toward a creature it can see. This movement does not provoke Opportunity Attacks. If the Ogre ends this movement within 10 feet of that creature, its next Greatclub attack against that creature before the end of the turn has Advantage.

Reactions

Brutal Rebuff. *Trigger:* a creature within 10 feet of the Ogre hits it with a melee attack. *Response: Strength Saving Throw:* DC 14, the creature hitting the ogre with a melee attack. *Failure:* The creature is pushed up to 10 feet away from the Ogre into an unoccupied square.

Oni

Large Fiend, Lawful Evil

AC 18 **Initiative** +0 (10)

HP 144 (17d10 + 51)

Speed 30 ft., fly 30 ft.

		Mod	Save			Mod	Save
STR	19	+4	+4	INT	14	+2	+2
DEX	11	+0	+3	WIS	12	+1	+4
CON	16	+3	+6	CHA	15	+2	+5

Skills Arcana +5, Deception +8, Perception +4

Resistances Cold

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Giant

CR 7 (XP 2900; PB +3)

Traits

Regeneration. The oni regains 10 Hit Points at the start of each of its turns if it has at least 1 Hit Point.

Actions

Multiattack. The Oni makes 2 Claw attacks or 2 Nightmare Ray attacks. It can replace one attack with a use of Spellcasting.

Claw. *Melee Attack Roll:* +7, reach 10 ft., *Hit:* 17 (3d8 + 4) Slashing damage plus 11 (2d10) Necrotic damage.

Nightmare Ray. *Ranged Attack Roll:* +7, range 60 ft., *Hit:* 26 (4d10 + 4) Psychic damage, and the target has the Frightened condition until the start of the oni's next turn.

Shape-Shift. The oni shape-shifts into a Small or Medium Humanoid or a Large Giant, or it returns to its true form. Other than its size, its game statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Spellcasting. The oni casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 15):

1/Day Each: *Charm Person* (level 2 version), *Darkness, Gaseous Form, Sleep*

Bonus Actions

Invisibility. The oni casts *Invisibility* on itself, requiring no spell components and using the same spellcasting ability as Spellcasting.

Orcs

Orc, Common

Medium Humanoid (Orc), Usually Chaotic Evil

AC 13 **Initiative** +1 (11)

HP 37 (5d8 + 15)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	16	+3	+3	INT	7	-2	-2
DEX	12	+1	+1	WIS	11	+0	+0
CON	16	+3	+3	CHA	10	+0	+0

Skills Intimidation +2

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Orc

CR 1/2 (XP 100; PB +2)

Actions

Greataxe. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 14 (2d10 + 3) Slashing damage.

Javelin. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 30/120 ft., *Hit:* 6 (1d6 + 3) Piercing damage.

Bonus Actions

Aggressive. The orc moves up to its Speed toward a Hostile creature it can see.

Orc Captain

Medium Humanoid (Orc), Chaotic Evil

AC 19 **Initiative** +1 (11)

HP 82 (11d8 + 33)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	16	+3	+3	INT	8	-1	-1
DEX	13	+1	+1	WIS	9	-1	-1
CON	16	+3	+3	CHA	14	+2	+2

Skills Athletics +5, Intimidation +4

Senses Darkvision 60 ft., Passive Perception 9

Languages Common, Orc

CR 3 (XP 700; PB +2)

Traits

Tough. The captain adds its Constitution modifier to its Armor Class.

Actions

Multiattack. The Orc Captain makes 2 Broadsword attacks.

Broadsword. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 14 (2d10 + 3) Slashing damage.

Battle Cry (1/Day). Each creature of the captain's choice within 30 feet of it that can hear it and isn't already affected by Battle Cry adds 1d4 to its attack rolls and 2 (1d4) to its damage rolls until the start of the captain's next turn. The captain can then make one Broadsword attack with Disadvantage.

Bonus Actions

Aggressive. The captain moves up to half its Speed toward a Hostile creature it can see.

Orc Fighter

Medium Humanoid (Orc), Chaotic Neutral

AC 16 **Initiative** +0 (10)

HP 52 (8d8 + 16)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	8	-1	-1

		Mod	Save			Mod	Save
DEX	11	+0	+0	WIS	12	+1	+1
CON	14	+2	+2	CHA	10	+0	+0

Skills Athletics +6, Intimidation +2, Survival +3

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Orc

CR 1 (XP 200; PB +2)

Actions

Multiattack. The Orc Fighter makes 2 Battleaxe attacks. It can replace any Battleaxe attack with a Light Crossbow attack.

Battleaxe. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 8 (1d8 + 4) Slashing damage.

Light Crossbow. *Ranged Attack Roll:* +2, range 80/320 ft., *Hit:* 4 (1d8) Piercing damage.

Bonus Actions

Aggressive. The orc moves up to its Speed toward a Hostile creature it can see.

Orc Berserker

Medium Humanoid (Orc), Chaotic Evil

AC 15 **Initiative** +2 (12)

HP 112 (15d8 + 45)

Speed 45 ft.

		Mod	Save			Mod	Save
STR	17	+3	+3	INT	7	-2	-2
DEX	15	+2	+2	WIS	8	-1	-1
CON	17	+3	+3	CHA	16	+3	+3

Skills Athletics +6, Intimidation +6

Senses Darkvision 60 ft., Passive Perception 9

Languages Common, Orc

CR 5 (XP 1800; PB +3)

Traits

Bloodlust. While Bloodied, the berserker has Advantage on attack rolls.

Mobile. Opportunity attacks against the berserker have Disadvantage.

Pain Driven. While the berserker has 56 or fewer Hit Points, it makes one additional Greataxe attack when it takes the Multiattack action.

Tough. The berserker adds its Constitution modifier to its Armor Class.

Actions

Multiattack. The Orc Berserker makes 3 Greataxe attacks.

Greataxe. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 14 (2d10 + 3) Slashing damage.

Bonus Actions

Healing Rage (1/Day). The berserker regains 20 Hit Points.

Otyugh

Large Aberration, Neutral

AC 18 **Initiative** +0 (10)

HP 114 (12d10 + 48)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	16	+3	+3	INT	6	-2	-2
DEX	11	+0	+0	WIS	13	+1	+1
CON	19	+4	+7	CHA	6	-2	-2

Senses Darkvision 120 ft., Passive Perception 11

Languages Otyugh; telepathy 120 ft. (doesn't allow the receiving creature to respond telepathically)

CR 5 (XP 1800; PB +3)

Actions

Multiattack. The Otyugh makes 1 Bite attack and 2 Tentacle attacks.

Bite. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 14 (2d10 + 3) Piercing damage, and the target has the Poisoned condition. Whenever the Poisoned target finishes a Long Rest, it is subjected to the following effect. *Constitution Saving Throw:* DC 15. *Failure:* The target's Hit Point maximum decreases by 5 (1d10) and doesn't return to normal until the Poisoned condition ends on the target. *Success:* The Poisoned condition ends.

Tentacle. *Melee Attack Roll:* +6, reach 10 ft., *Hit:* 14 (2d10 + 3) Bludgeoning damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 15) from one of two tentacles.

Tentacle Slam. *Constitution Saving Throw:* DC 15, each creature Grappled by the otyugh. *Failure:* 16 (3d10 + 3) Bludgeoning damage, and the target has the Stunned condition until the start of the otyugh's next turn. *Success:* Half damage only.

Owlbear

Large Monstrosity, Unaligned

AC 17 **Initiative** +1 (11)

HP 84 (8d10 + 40)

Speed 40 ft., climb 40 ft.

		Mod	Save			Mod	Save
STR	20	+5	+5	INT	3	-4	-4
DEX	12	+1	+1	WIS	12	+1	+1
CON	20	+5	+5	CHA	7	-2	-2

Skills Perception +3

Senses Darkvision 60 ft., Passive Perception 13

Languages None

CR 3 (XP 700; PB +2)

Traits

Bloodthirsty. The Owlbear has Advantage on melee attack rolls against Bloodied creatures.

Actions

Multiattack. The Owlbear makes 2 Rend attacks.

Rend. *Melee Attack Roll:* +7, reach 5 ft., *Hit:* 16 (2d10 + 5) Slashing damage. If both of the Owlbear's Rend attacks hit the same creature during the same turn, the target must succeed on a DC 14 Strength saving throw or be knocked Prone.

Pegasus

Large Celestial, Chaotic Good

AC 16 **Initiative** +2 (12)

HP 68 (8d10 + 24)

Speed 50 ft., fly 80 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	10	+0	+0
DEX	15	+2	+4	WIS	15	+2	+4

		Mod	Save			Mod	Save
CON	16	+3	+5	CHA	13	+1	+3

Senses Passive Perception 12

Languages Understands Celestial, Common, Elvish, and Sylvan but can't speak

CR 2 (XP 450; PB +2)

Actions

Hooves. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 13 (2d8 + 4) Bludgeoning damage plus 9 (2d8) Radiant damage.

Phase Spider

Large Monstrosity, Unaligned

AC 17 **Initiative** +3 (13)

HP 84 (13d10 + 13)

Speed 30 ft., climb 30 ft.

		Mod	Save			Mod	Save
STR	15	+2	+2	INT	6	-2	-2
DEX	16	+3	+3	WIS	10	+0	+0
CON	12	+1	+1	CHA	6	-2	-2

Senses Darkvision 60 ft., Passive Perception 10

Languages None

CR 3 (XP 700; PB +2)

Traits

Ethereal Sight. The spider can see 60 feet into the Ethereal Plane while on the Material Plane and vice versa.

Spider Climb. The spider can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webs, and the spider knows the location of any other creature in contact with the same web.

Actions

Multiattack. The Phase Spider makes 2 Bite attacks.

Bite. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 10 (2d6 + 3) Piercing damage plus 6 (1d12) Poison damage. If this damage reduces the target to 0 Hit Points, the target becomes Stable, and it has the Poisoned condition for 1 hour. While Poisoned, the target also has the Paralyzed condition.

Bonus Actions

Ethereal Jaunt. The spider teleports from the Material Plane to the Ethereal Plane or vice versa.

Pirate

Medium Humanoid, Neutral Good

AC 16 **Initiative** +3 (13)

HP 55 (10d8 + 10)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	10	+0	+0	INT	8	-1	-1
DEX	16	+3	+5	WIS	12	+1	+1
CON	12	+1	+1	CHA	14	+2	+4

Senses Passive Perception 11

Languages Common plus one other language

CR 1 (XP 200; PB +2)

Actions

Multiattack. The Pirate makes 2 Scimitar attacks. It can replace one attack with a use of Enthralling Panache.

Scimitar. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 20 ft., *Hit:* 8 (2d4 + 3) Slashing damage.

Enthralling Panache. *Wisdom Saving Throw:* DC 14, one creature the pirate can see within 30 feet. *Failure:* The target has the Charmed condition until the start of the pirate's next turn.

Pirate Captain

Medium Humanoid, Neutral

AC 18 **Initiative** +4 (14)

HP 130 (20d8 + 40)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	10	+0	+3	INT	10	+0	+0
DEX	18	+4	+7	WIS	14	+2	+5
CON	14	+2	+2	CHA	17	+3	+6

Senses Passive Perception 12

Languages Common plus one other language

CR 6 (XP 2300; PB +3)

Actions

Multiattack. The Pirate Captain makes 3 Rapier attacks or 3 Flaming Tri-Crossbow attacks.

Rapier. *Melee Attack Roll:* +7, reach 5 ft., *Hit:* 17 (3d8 + 4) Piercing damage. The pirate has Advantage on the next attack roll it makes before the end of this turn.

Flaming Tri-Crossbow. *Ranged Attack Roll:* +7, range 50 ft., *Hit:* 13 (2d8 + 4) Piercing damage plus 5 (1d10) Fire damage.

Bonus Actions

Captain's Charm. *Wisdom Saving Throw:* DC 15, one creature the pirate can see within 30 feet. *Failure:* The target has the Charmed condition until the start of the pirate's next turn.

Reactions

Riposte. *Trigger:* The pirate is hit by a melee attack roll while holding a weapon. *Response:* The pirate adds 3 to its AC against that attack, possibly causing it to miss. On a miss, the pirate makes one Rapier attack against the triggering creature if within range.

Pit Fiend

Large Fiend (Devil), Lawful Evil

AC 25 **Initiative** +2 (12)

HP 337 (27d10 + 189)

Speed 30 ft., fly 60 ft.

		Mod	Save			Mod	Save
STR	26	+8	+8	INT	22	+6	+6
DEX	14	+2	+8	WIS	18	+4	+10
CON	24	+7	+7	CHA	24	+7	+7

Skills Perception +10

Resistances Cold

Immunities Poisoned; Fire, Poison

Senses Truesight 120 ft., Passive Perception 20

Languages Infernal; telepathy 120 ft.

CR 20 (XP 25000; PB +6)

Traits

Diabolical Restoration. If the pit fiend dies outside the Nine Hells, its body disappears in sulfurous smoke, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Nine Hells.

Fear Aura. The pit fiend emanates an aura in a 20-foot Emanation while it doesn't have the Incapacitated condition. *Wisdom Saving Throw:* DC 21, any enemy that starts its turn in the aura. *Failure:* The target has the Frightened condition until the start of its next turn. *Success:* The target is immune to this pit fiend's aura for 24 hours.

Legendary Resistance (4/Day). If the pit fiend fails a saving throw, it can choose to succeed instead.

Magic Resistance. The pit fiend has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The Pit Fiend makes 1 Bite attack, 2 Devilish Claw attacks, and 1 Fiery Mace attack.

Bite. *Melee Attack Roll:* +14, reach 10 ft., *Hit:* 24 (3d10 + 8) Piercing damage. If the target is a creature, it must make the following saving throw. *Constitution Saving Throw:* DC 21. *Failure:* The target has the Poisoned condition. While Poisoned, the target can't regain Hit Points and takes 21 (6d6) Poison damage at the start of each of its turns, and it repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Devilish Claw. *Melee Attack Roll:* +14, reach 10 ft., *Hit:* 35 (5d10 + 8) Necrotic damage.

Fiery Mace. *Melee Attack Roll:* +14, reach 10 ft., *Hit:* 26 (4d8 + 8) Bludgeoning damage plus 44 (8d10) Fire damage.

Hellfire Spellcasting (Recharge 4–6). The pit fiend casts Fireball (level 5 version) twice, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 21). It can replace one *Fireball* with *Hold Monster* (level 7 version) or *Wall of Fire*.

Planetar

Large Celestial (Angel), Lawful Good

AC 22 **Initiative** +5 (15)

HP 275 (22d10 + 154)

Speed 40 ft., fly 80 ft.

		Mod	Save			Mod	Save
STR	24	+7	+12	INT	19	+4	+4
DEX	20	+5	+5	WIS	22	+6	+11
CON	24	+7	+7	CHA	25	+7	+7

Skills Perception +11

Resistances Radiant

Immunities Charmed, Exhaustion, Frightened

Senses Truesight 120 ft., Passive Perception 21

Languages All; telepathy 120 ft.

CR 16 (XP 15000; PB +5)

Traits

Divine Awareness. The planetar knows if it hears a lie.

Exalted Restoration. If the planetar dies outside Mount Olympus, its body disappears, and it gains a new body instantly, reviving with all its Hit Points somewhere in Mount Celestia.

Magic Resistance. The planetar has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The Planetar makes 3 Radiant Sword attacks or uses Holy Burst twice.

Radiant Sword. *Melee Attack Roll:* +12, reach 10 ft., *Hit:* 20 (3d8 + 7) Slashing damage plus 22 (4d10) Radiant damage.

Holy Burst. *Dexterity Saving Throw:* DC 20, each enemy in a 20-foot-radius Sphere centered on a point the planetar can see within 120 feet. *Failure:* 24 (7d6) Radiant damage. *Success:* Half damage.

Spellcasting. The planetar casts one of the following spells, requiring no Material components and using Charisma as spellcasting ability (spell save DC 20):

At Will: *Detect Evil and Good*

1/Day Each: *Commune, Control Weather, Dispel Evil and Good, Raise Dead*

Bonus Actions

Divine Aid (2/Day). The planetar casts *Cure Wounds, Invisibility, Lesser Restoration, or Remove Curse*, using the same spellcasting ability as Spellcasting.

Priests

Priest Acolyte

Medium Humanoid (Cleric), Neutral

AC 15 **Initiative** +0 (10)

HP 27 (5d8 + 5)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	14	+2	+2	INT	10	+0	+0
DEX	10	+0	+0	WIS	14	+2	+2
CON	12	+1	+1	CHA	11	+0	+0

Skills Medicine +4, Religion +2

Senses Passive Perception 12

Languages Common

CR 1/4 (XP 50; PB +2)

Actions

Mace. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 6 (1d8 + 2) Bludgeoning damage plus 3 (1d6) Radiant damage.

Radiant Flame. *Ranged Attack Roll:* +4, range 60 ft., *Hit:* 11 (2d8 + 2) Radiant damage.

Spellcasting. The priest casts one of the following spells, using Wisdom as the spellcasting ability: **At Will:** *Light, Thaumaturgy*

Bonus Actions

Divine Aid (1/Day). The priest casts Bless, Healing Word, or Sanctuary, using the same spellcasting ability as Spellcasting.

Priest

Medium Humanoid (Cleric), Neutral

AC 16 **Initiative** +0 (10)

HP 66 (12d8 + 12)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	16	+3	+3	INT	13	+1	+1
DEX	10	+0	+0	WIS	16	+3	+3
CON	12	+1	+1	CHA	13	+1	+1

Skills Medicine +7, Perception +5, Religion +5

Senses Passive Perception 15

Languages Common plus one other language

CR 2 (XP 450; PB +2)

Actions

Multiattack. The Priest makes 2 Mace attacks or 2 Radiant Flame attacks in any combination.

Mace. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 7 (1d8 + 3) Bludgeoning damage plus 7 (2d6) Radiant damage.

Radiant Flame. *Ranged Attack Roll:* +5, range 60 ft., *Hit:* 14 (2d10 + 3) Radiant damage.

Spellcasting. The priest casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 14):

At Will: *Light, Thaumaturgy*

1/Day: *Spirit Guardians*

Bonus Actions

Divine Aid (3/Day). The priest casts *Bless, Dispel Magic, Healing Word*, or *Lesser Restoration,* using the same spellcasting ability as Spellcasting.

Pseduodragon

Pseudodragon

Tiny Dragon, Neutral Good

AC 15 **Initiative** +2 (12)

HP 24 (7d4 + 7)

Speed 20 ft., fly 60 ft.

		Mod	Save			Mod	Save
STR	6	-2	-2	INT	10	+0	+0
DEX	15	+2	+2	WIS	12	+1	+1
CON	13	+1	+1	CHA	10	+0	+0

Skills Perception +5, Stealth +4

Senses Darkvision 60 ft., Blindsight 10 ft., Passive Perception 15

Languages Understands Common and Draconic but can't speak

CR 1/4 (XP 50; PB +2)

Traits

Magic Resistance. The pseudodragon has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The Pseudodragon makes 2 Bite attacks.

Bite. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 5 (1d6 + 2) Piercing damage.

Sting. *Constitution Saving Throw:* DC 12, one creature the pseudodragon can see within 5 feet. *Failure:* 5 (2d4) Poison damage, and the target has the Poisoned condition for 1 hour. Failure by 5 or More: While Poisoned, the target also has the Unconscious condition, which ends early if the target takes damage or a creature within 5 feet of it takes an action to wake it.

Purple Worm

Gargantuan Monstrosity, Unaligned

AC 22 **Initiative** -2 (8)

HP 264 (16d20 + 96)

Speed 50 ft., burrow 30 ft.

		Mod	Save			Mod	Save
STR	28	+9	+9	INT	1	-5	-5
DEX	7	-2	-2	WIS	8	-1	+2
CON	22	+6	+11	CHA	4	-3	-3

Senses Blindsight 30 ft., Passive Perception 9

Languages None

CR 15 (XP 13000; PB +5)

Traits

Tunneler. The worm can burrow through solid rock at half its Burrow Speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

Multiattack. The Purple Worm makes 1 Bite attack and 1 Tail Stinger attack.

Bite. *Melee Attack Roll:* +14, reach 10 ft., *Hit:* 31 (4d10 + 9) Piercing damage plus 13 (2d12) Acid damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 19), and it has the Restrained condition until the grapple ends.

Tail Stinger. *Melee Attack Roll:* +14, reach 10 ft., *Hit:* 22 (3d8 + 9) Piercing damage plus 55 (10d10) Poison damage.

Bonus Actions

Swallow. *Strength Saving Throw:* DC 19, one Large or smaller creature Grappled by the worm (it can have up to three creatures swallowed at a time). *Failure:* The target is swallowed by the worm, and the Grappled condition ends. A swallowed creature has the Blinded and Restrained conditions, has Total Cover against attacks and other effects outside the worm, and takes 17 (5d6) Acid damage at the start of each of the worm's turns.If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 5 feet of the worm and has the Prone condition. If the worm dies, any swallowed creature no longer has the Restrained condition and can escape from the corpse using 20 feet of movement, exiting Prone.

Quasit

Tiny Fiend (Demon), Chaotic Evil

AC 16 **Initiative** +3 (13)

HP 52 (21d4)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	5	-3	-3	INT	7	-2	-2
DEX	17	+3	+3	WIS	10	+0	+0
CON	10	+0	+0	CHA	10	+0	+0

Skills Stealth +5

Resistances Cold, Fire, Lightning

Immunities Poisoned; Poison

Senses Darkvision 120 ft., Passive Perception 10

Languages Abyssal, Common

CR 1 (XP 200; PB +2)

Traits

Magic Resistance. The quasit has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The Quasit makes 2 Rend attacks.

Rend. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 8 (1d10 + 3) Slashing damage. The target has the Poisoned condition until the start of the quasit's next turn.

Invisibility. The quasit casts *Invisibility* on itself, requiring no spell components and using Charisma as the spellcasting ability.

Scare (1/Day). *Wisdom Saving Throw:* DC 14, one creature within 20 feet. *Failure:* The target has the Frightened condition. At the end of each of its turns, the target repeats the save, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Shape-Shift. The quasit shape-shifts to resemble a bat (Speed 10 ft., Fly 40 ft.), a centipede (40 ft., Climb 40 ft.), or a toad (40 ft., Swim 40 ft.), or it returns to its true form. Its game statistics are the same in each form, except for its Speed. Any equipment it is wearing or carrying isn't transformed.

Rakshasa

Medium Fiend, Lawful Evil

AC 17 **Initiative** +3 (13)

HP 221 (26d8 + 104)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	14	+2	+2	INT	13	+1	+1
DEX	17	+3	+3	WIS	16	+3	+3
CON	18	+4	+4	CHA	20	+5	+5

Skills Deception +10, Insight +8, Perception +8

Immunities Charmed, Frightened

Senses Truesight 60 ft., Passive Perception 18

Languages Common, Infernal

CR 13 (XP 10000; PB +5)

Traits

Vulnerability. Piercing damage from weapons wielded by creatures under the effect of a Bless spell.

Greater Magic Resistance. The rakshasa automatically succeeds on saving throws against spells and other magical effects, and the attack rolls of spells automatically miss it. Without the rakshasa's permission, no spell can observe the rakshasa remotely or detect its thoughts, creature type, or alignment.

Fiendish Restoration. If the rakshasa dies outside the Nine Hells, its body turns to ichor, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Nine Hells.

Actions

Multiattack. The rakshasa makes three Cursed Touch attacks.

Cursed Touch. *Melee Attack Roll:* +10, reach 5 ft. *Hit:* 16 (2d10 + 5) Slashing damage plus 19 (3d12) Necrotic damage. If the target is a creature, it is cursed. While cursed, the target gains no benefit from finishing a Short or Long Rest.

Baleful Command (Recharge 5–6). *Wisdom Saving Throw:* DC 18, each enemy in a 30-foot Emanation originating from the rakshasa. *Failure:* 31 (9d6) Psychic damage, and the target has the Frightened and Incapacitated conditions until the start of the rakshasa's next turn.

Spellcasting. The rakshasa casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 18):

At Will: *Detect Magic, Detect Thoughts, Disguise Self, Mage Hand, Minor Illusion*

1/Day Each: *Fly, Invisibility, Major Image, Plane Shift*

Red Dragons

Red Dragon, Wyrmling

Medium Dragon (Chromatic), Chaotic Evil

AC 17 **Initiative** +0 (10)

HP 97 (13d8 + 39)

Speed 30 ft., fly 60 ft., climb 30 ft.

		Mod	Save			Mod	Save
STR	19	+4	+4	INT	12	+1	+1
DEX	10	+0	+2	WIS	11	+0	+2
CON	17	+3	+3	CHA	15	+2	+2

Skills Perception +4, Stealth +2

Immunities Fire

Senses Darkvision 60 ft., Blindsight 10 ft., Passive Perception 14

Languages Draconic

CR 4 (XP 1100; PB +2)

Actions

Multiattack. The Red Dragon, Wyrmling makes 2 Rend attacks.

Rend. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 15 (2d10 + 4) Slashing damage plus 3 (1d6) Fire damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 13, each creature in a 15-foot Cone. *Failure:* 31 (9d6) Fire damage. *Success:* Half damage.

Red Dragon, Young

Large Dragon (Chromatic), Chaotic Evil

AC 18 **Initiative** +0 (10)

HP 178 (17d10 + 85)

Speed 40 ft., fly 80 ft., climb 40 ft.

		Mod	Save			Mod	Save
STR	23	+6	+6	INT	14	+2	+2
DEX	10	+0	+4	WIS	11	+0	+4
CON	21	+5	+5	CHA	19	+4	+4

Skills Perception +8, Stealth +4

Immunities Fire

Senses Darkvision 120 ft., Blindsight 30 ft., Passive Perception 18

Languages Common, Draconic

CR 10 (XP 5900; PB +4)

Actions

Multiattack. The Red Dragon, Young makes 3 Rend attacks.

Rend. *Melee Attack Roll:* +10, reach 10 ft., *Hit:* 20 (4d6 + 6) Slashing damage plus 7 (2d6) Fire damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 17, each creature in a 30-foot Cone. *Failure:* 87 (25d6) Fire damage. *Success:* Half damage.

Red Dragon, Adult

Huge Dragon (Chromatic), Chaotic Evil

AC 23 **Initiative** +0 (10)

HP 297 (22d12 + 154)

Speed 40 ft., fly 80 ft., climb 40 ft.

		Mod	Save			Mod	Save
STR	27	+8	+8	INT	16	+3	+3
DEX	10	+0	+6	WIS	13	+1	+7
CON	25	+7	+7	CHA	23	+6	+6

Skills Perception +13, Stealth +6

Immunities Fire

Senses Darkvision 120 ft., Blindsight 60 ft., Passive Perception 23

Languages Common, Draconic

CR 17 (XP 18000; PB +6)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The Red Dragon, Adult makes 3 Rend attacks. It can replace one attack with a use of Spellcasting to cast Scorching Ray.

Rend. *Melee Attack Roll:* +14, reach 10 ft., *Hit:* 19 (2d10 + 8) Slashing damage plus 14 (4d6) Fire damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 21, each creature in a 60-foot Cone. *Failure:* 70 (20d6) Fire damage. *Success:* Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 20, +12 to hit with spell attacks):

At Will: *Command* (level 2 version), *Detect Magic, Scorching Ray*

1/Day: *Fireball*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Commanding Presence. The dragon uses Spellcasting to cast Command (level 2 version). The dragon can't take this action again until the start of its next turn.

Fiery Rays. The dragon uses Spellcasting to cast Scorching Ray. The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Red Dragon, Ancient

Gargantuan Dragon (Chromatic), Chaotic Evil

AC 25 **Initiative** +0 (10)

HP 409 (21d20 + 189)

Speed 40 ft., fly 80 ft., climb 40 ft.

		Mod	Save			Mod	Save
STR	30	+10	+10	INT	18	+4	+4
DEX	10	+0	+7	WIS	15	+2	+9
CON	29	+9	+9	CHA	27	+8	+8

Skills Perception +16, Stealth +7

Immunities Fire

Senses Darkvision 120 ft., Blindsight 60 ft., Passive Perception 26

Languages Common, Draconic

CR 24 (XP 62000; PB +7)

Traits

Legendary Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The Red Dragon, Ancient makes 3 Rend attacks. It can replace one attack with a use of Spellcasting to cast Scorching Ray (level 3 version).

Rend. *Melee Attack Roll:* +17, reach 15 ft., *Hit:* 28 (4d8 + 10) Slashing damage plus 14 (4d6) Fire damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 24, each creature in a 90-foot Cone. *Failure:* 122 (35d6) Fire damage. *Success:* Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 23, +15 to hit with spell attacks):

At Will: *Command* (level 2 version), *Detect Magic, Scorching Ray* (level 3 version)

1/Day Each: *Fireball* (level 6 version), *Scrying*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Commanding Presence. The dragon uses Spellcasting to cast Command (level 2 version). The dragon can't take this action again until the start of its next turn.

Fiery Rays. The dragon uses Spellcasting to cast Scorching Ray (level 3 version). The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Remorhaz

Huge Monstrosity, Unaligned

AC 20 **Initiative** +1 (11)

HP 218 (19d12 + 95)

Speed 40 ft., burrow 30 ft.

		Mod	Save			Mod	Save
STR	24	+7	+7	INT	4	-3	-3
DEX	13	+1	+1	WIS	10	+0	+0
CON	21	+5	+5	CHA	5	-3	-3

Immunities Cold, Fire

Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 10

Languages None

CR 12 (XP 8400; PB +4)

Traits

Heat Aura. At the end of each of the remorhaz's turns, each creature in a 5-foot Emanation originating from the remorhaz takes 22 (4d10) Fire damage.

Actions

Multiattack. The Remorhaz makes 2 Bite attacks.

Bite. *Melee Attack Roll:* +11, reach 10 ft., *Hit:* 18 (2d10 + 7) Piercing damage plus 14 (4d6) Fire damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 17), and it has the Restrained condition until the grapple ends.

Bonus Actions

Swallow. *Strength Saving Throw:* DC 19, one Large or smaller creature Grappled by the remorhaz (it can have up to two creatures swallowed at a time). *Failure:* The target is swallowed by the remorhaz, and the Grappled condition ends. A swallowed creature has the Blinded and Restrained conditions, it has Total Cover against attacks and other effects outside the remorhaz, and it takes 14 (4d6) Acid damage plus 14 (4d6) Fire damage at the start of each of the remorhaz's turns. If the remorhaz takes 30 damage or more on a single turn from a creature inside it, the remorhaz must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 5 feet of the remorhaz and has the Prone condition. If the remorhaz dies, any swallowed creature no longer has the Restrained condition and can escape from the corpse by using 15 feet of movement, exiting Prone.

Roc

Gargantuan Monstrosity, Unaligned

AC 15 **Initiative** +0 (10)

HP 248 (16d20 + 80)

Speed 20 ft., fly 120 ft.

		Mod	Save			Mod	Save
STR	28	+9	+9	INT	3	-4	-4
DEX	10	+0	+4	WIS	10	+0	+4
CON	20	+5	+5	CHA	9	-1	-1

Skills Perception +8

Senses Passive Perception 18

Languages None

CR 11 (XP 7200; PB +4)

Actions

Multiattack. The Roc makes 2 Beak attacks. It can replace one attack with a Talons attack.

Beak. *Melee Attack Roll:* +13, reach 10 ft., *Hit:* 47 (7d10 + 9) Piercing damage.

Talons. *Melee Attack Roll:* +13, reach 5 ft., *Hit:* 37 (8d6 + 9) Slashing damage. If the target is a Huge or smaller creature, it has the Grappled condition (escape DC 19) from both talons, and it has the Restrained condition until the grapple ends.

Bonus Actions

Swoop (Recharge 5–6). If the roc has a creature Grappled, the roc flies up to half its Fly Speed without provoking Opportunity Attacks and drops that creature.

Rognak Burrower

Large Aberration, Chaotic Evil

AC 18 **Initiative** +1 (11)

HP 126 (12d10 + 60)

Speed 20 ft., burrow 15 ft.

		Mod	Save			Mod	Save
STR	22	+6	+6	INT	8	-1	-1
DEX	12	+1	+1	WIS	10	+0	+0
CON	20	+5	+5	CHA	12	+1	+1

Skills Athletics +9, Stealth +4

Resistances Slashing, Piercing, Bludgeoning

Senses Blindsight 60 ft., Passive Perception 10

Languages Understands Common and Deep Speech but can’t speak

CR 6 (XP 2300; PB +3)

Traits

Sunlight Sensitivity. While in sunlight, the rognak burrower has Disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The Rognak Burrower makes 2 Claw attacks and 1 Bite attack.

Claw. *Melee Attack Roll:* +9, reach 5 ft., *Hit:* 15 (2d8 + 6) Slashing damage. If both Claws hit the same creature, it has the Grappled condition (escape DC 15). At the start of each of the rognak burrower’s turns, it constricts the creature it has Grappled, dealing 10 (1d8 + 6) Bludgeoning damage.

Bite. *Melee Attack Roll:* +9, reach 5 ft., *Hit:* 10 (1d8 + 6) Piercing damage.

Brain Lock (Recharge 5–6). The rognak burrower opens what appears to casual observers to be its eyes. *Wisdom Saving Throw:* DC 15, one creature within 60 feet that can see the rognak burrower. *Failure:* The target has the Paralyzed condition for 1 minute. It repeats the save at the end of each of its turns, ending the effect on itself on a success.

Roper

Large Aberration, Neutral Evil

AC 20 **Initiative** -1 (9)

HP 93 (11d10 + 33)

Speed 10 ft., climb 20 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	7	-2	-2
DEX	8	-1	-1	WIS	16	+3	+3
CON	17	+3	+3	CHA	6	-2	-2

Skills Perception +6, Stealth +5

Senses Darkvision 60 ft., Passive Perception 16

Languages None

CR 5 (XP 1800; PB +3)

Traits

Spider Climb. The roper can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Multiattack. The roper makes two Tentacle attacks, uses Reel, and makes two Bite attacks.

Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 22 (4d8 + 4) Piercing damage.

Tentacle. *Melee Attack Roll:* +7, reach 60 ft. *Hit:* The target has the Grappled condition (escape DC 14) from one of six tentacles, and the target has the Poisoned condition until the grapple ends. The tentacle can be damaged, freeing a creature it has Grappled when destroyed (AC 20, HP 10, Immunity to Poison and Psychic damage). Damaging the tentacle deals no damage to the roper, and a destroyed tentacle regrows at the start of the roper's next turn.

Reel. The roper pulls each creature Grappled by it up to 30 feet straight toward it.

Rust Monster

Medium Monstrosity, Unaligned

AC 14 **Initiative** +1 (11)

HP 33 (6d8 + 6)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	13	+1	+1	INT	2	-4	-4
DEX	12	+1	+1	WIS	13	+1	+1
CON	13	+1	+1	CHA	6	-2	-2

Senses Darkvision 60 ft., Passive Perception 11

Languages None

CR 1/2 (XP 100; PB +2)

Traits

Iron Scent. The rust monster can pinpoint the location of ferrous metal within 30 feet of itself.

Actions

Multiattack. The Rust Monster makes 1 Bite attack. It also uses Antennae twice.

Bite. *Melee Attack Roll:* +3, reach 5 ft., *Hit:* 14 (3d8 + 1) Piercing damage.

Antennae. The rust monster targets one nonmagical metal object—armor or a weapon—worn or carried by a creature within 5 feet of itself. *Dexterity Saving Throw:* DC 11, the creature with the object. *Failure:* The object takes a -1 penalty to the AC it offers (armor) or to its attack rolls (weapon). Armor is destroyed if the penalty reduces its AC to 10, and a weapon is destroyed if its penalty reaches -5. The penalty can be removed by casting the Mending spell on the armor or weapon.

Destroy Metal. The rust monster touches a nonmagical metal object within 5 feet of itself that isn't being worn or carried. The touch destroys a 1-foot Cube of the object.

Reactions

Reflexive Antennae. *Trigger:* An attack roll hits the rust monster. *Response:* The rust monster uses Antennae.

Sahuagin Warrior

Medium Fiend, Lawful Evil

AC 12 **Initiative** +0 (10)

HP 22 (4d8 + 4)

Speed 30 ft., swim 40 ft.

		Mod	Save			Mod	Save
STR	13	+1	+1	INT	12	+1	+1
DEX	11	+0	+0	WIS	13	+1	+1
CON	12	+1	+1	CHA	9	-1	-1

Skills Perception +5

Resistances Acid, Cold

Senses Darkvision 120 ft., Passive Perception 15

Languages Sahuagin

CR 1/2 (XP 100; PB +2)

Traits

Blood Frenzy. The sahuagin has Advantage on attack rolls against any creature that doesn't have all its Hit Points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it must be submerged at least once every 4 hours to avoid suffocating outside water.

Shark Telepathy. The sahuagin can magically control sharks within 120 feet of itself, using a special telepathy.

Actions

Multiattack. The Sahuagin Warrior makes 2 Claw attacks.

Claw. *Melee Attack Roll:* +3, reach 5 ft., *Hit:* 6 (1d10 + 1) Slashing damage.

Bonus Actions

Aquatic Charge. The sahuagin swims up to its Swim Speed straight toward an enemy it can see.

Salamander

Large Elemental, Neutral Evil

AC 15 **Initiative** +2 (12)

HP 112 (15d10 + 30)

Speed 30 ft., climb 30 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	11	+0	+0
DEX	14	+2	+2	WIS	10	+0	+0
CON	15	+2	+2	CHA	12	+1	+1

Vulnerabilities Cold

Immunities Fire

Senses Darkvision 60 ft., Passive Perception 10

Languages Primordial (Ignan)

CR 5 (XP 1800; PB +3)

Traits

Fire Aura. At the end of each of the salamander's turns, each creature of the salamander's choice in a 5-foot Emanation originating from the salamander takes 3 (1d6) Fire damage.

Actions

Multiattack. The Salamander makes 2 Flame Spear attacks. It can replace one attack with a use of Constrict.

Flame Spear. *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 20/60 ft., *Hit:* 13 (2d8 + 4) Piercing damage plus 7 (2d6) Fire damage. *Hit or Miss:* The spear magically returns to the salamander's hand immediately after a ranged attack.

Constrict. *Strength Saving Throw:* DC 15, one Large or smaller creature the salamander can see within 10 feet. *Failure:* 9 (1d10 + 4) Bludgeoning damage plus 7 (2d6) Fire damage. The target has the Grappled condition (escape DC 14), and it has the Restrained condition until the grapple ends.

Satyr

Medium Fey, Chaotic Neutral

AC 13 **Initiative** +3 (13)

HP 31 (7d8)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	12	+1	+1	INT	12	+1	+1
DEX	16	+3	+3	WIS	10	+0	+0
CON	11	+0	+0	CHA	14	+2	+2

Skills Perception +2, Performance +6, Stealth +5

Senses Passive Perception 12

Languages Common, Elvish, Sylvan

CR 1/2 (XP 100; PB +2)

Traits

Magic Resistance. The satyr has Advantage on saving throws against spells and other magical effects.

Actions

Hooves. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 13 (4d4 + 3) Bludgeoning damage. If the target is a Medium or smaller creature, the satyr pushes the target up to 10 feet straight away from itself.

Mockery. *Wisdom Saving Throw:* DC 12, one creature the satyr can see within 90 feet. *Failure:* 12 (3d6 + 2) Psychic damage.

Scout

Medium Humanoid, Neutral

AC 13 **Initiative** +2 (12)

HP 33 (6d8 + 6)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	11	+0	+0	INT	11	+0	+0
DEX	14	+2	+2	WIS	13	+1	+1
CON	12	+1	+1	CHA	11	+0	+0

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses Passive Perception 15

Languages Common plus one other language

CR 1/2 (XP 100; PB +2)

Actions

Multiattack. The Scout makes 2 Longbow attacks. It can replace any Longbow attack with a Shortsword attack.

Shortsword. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 5 (1d6 + 2) Piercing damage.

Longbow. *Ranged Attack Roll:* +4, range 150/600 ft., *Hit:* 6 (1d8 + 2) Piercing damage.

Sea Hag

Medium Fey, Chaotic Evil

AC 14 **Initiative** +1 (11)

HP 67 (9d8 + 27)

Speed 30 ft., swim 40 ft.

		Mod	Save			Mod	Save
STR	16	+3	+3	INT	12	+1	+1
DEX	13	+1	+1	WIS	12	+1	+1
CON	16	+3	+3	CHA	13	+1	+1

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Giant, Primordial (Aquan)

CR 2 (XP 450; PB +2)

Traits

Amphibious. The hag can breathe air and water.

Coven Magic. While within 30 feet of at least two hag allies, the hag can cast one of the following spells, requiring no Material components, using the spell's normal casting time, and using Intelligence as the spellcasting ability (spell save DC 14): Augury, Find Familiar, Identify, Locate Object, Scrying, or Unseen Servant. The hag must finish a Long Rest before using this trait to cast that spell again.

Vile Appearance. *Wisdom Saving Throw:* DC 14, any Beast or Humanoid that starts its turn within 30 feet of the hag and can see the hag's true form. *Failure:* The target has the Frightened condition until the start of its next turn. *Success:* The target is immune to this hag's Vile Appearance for 24 hours.

Actions

Claw. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 10 (2d6 + 3) Slashing damage.

Death Glare (Recharge 5–6). *Wisdom Saving Throw:* DC 14, one Frightened creature the hag can see within 30 feet. *Failure:* If the target has 10 Hit Points or fewer, it drops to 0 Hit Points. Otherwise, the target takes 13 (3d8) Psychic damage.

Illusory Appearance. The hag casts Disguise Self, using Constitution as the spellcasting ability (spell save DC 13). The spell's duration is 24 hours.

Shadow

Medium Undead, Chaotic Evil

AC 12 **Initiative** +2 (12)

HP 27 (5d8 + 5)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	6	-2	-2	INT	6	-2	-2
DEX	14	+2	+2	WIS	10	+0	+0
CON	13	+1	+1	CHA	8	-1	-1

Skills Stealth +6

Resistances Acid, Cold, Fire, Lightning, Thunder

Vulnerabilities Radiant

Immunities Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious; Necrotic, Poison

Senses Darkvision 60 ft., Passive Perception 10

Languages None

CR 1/2 (XP 100; PB +2)

Traits

Amorphous. The shadow can move through a space as narrow as 1 inch without expending extra movement to do so.

Sunlight Weakness. While in sunlight, the shadow has Disadvantage on D20 Tests.

Actions

Draining Swipe. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 12 (3d6 + 2) Necrotic damage. The target's Strength score decreases by 1d4. The target dies if this reduces that score to 0. If a Humanoid is slain by this attack, a Shadow rises from the corpse 1d4 hours later.

Bonus Actions

Shadow Stealth. While in Dim Light or Darkness, the shadow takes the Hide action.

Shambling Mound

Large Plant, Unaligned

AC 15 **Initiative** -1 (9)

HP 110 (13d10 + 39)

Speed 30 ft., swim 20 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	5	-3	-3
DEX	8	-1	-1	WIS	10	+0	+0
CON	16	+3	+3	CHA	5	-3	-3

Skills Stealth +2

Resistances Cold, Fire

Immunities Deafened, Exhaustion; Lightning

Senses Blindsight 60 ft., Passive Perception 10

Languages None

CR 5 (XP 1800; PB +3)

Traits

Lightning Absorption. Whenever the shambling mound is subjected to Lightning damage, it regains a number of Hit Points equal to the Lightning damage dealt.

Actions

Multiattack. The Shambling Mound makes 3 Charged Tendril attacks. It can replace one attack with a use of Engulf.

Charged Tendril. *Melee Attack Roll:* +7, reach 10 ft., *Hit:* 9 (1d10 + 4) Bludgeoning damage plus 5 (2d4) Lightning damage. If the target is a Medium or smaller creature, the shambling mound pulls the target 5 feet straight toward itself.

Engulf. *Strength Saving Throw:* DC 15, one Medium or smaller creature within 5 feet. *Failure:* The target is pulled into the shambling mound's space and has the Grappled condition (escape DC 14). Until the grapple ends, the target has the Blinded and Restrained conditions, and it takes 14 (4d6) Lightning damage at the start of each of its turns. When the shambling mound moves, the Grappled target moves with it, costing it no extra movement. The shambling mound can have only one creature Grappled by this action at a time.

Shield Guardian

Large Construct, Unaligned

AC 17 **Initiative** -1 (9)

HP 142 (15d10 + 60)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	7	-2	-2
DEX	8	-1	-1	WIS	10	+0	+0
CON	18	+4	+4	CHA	3	-4	-4

Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned; Poison

Senses Darkvision 60 ft., Blindsight 10 ft., Passive Perception 10

Languages Understands commands given in any language but can't speak

CR 7 (XP 2900; PB +3)

Traits

Bound. The guardian is magically bound to an amulet. While the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (round up) is transferred to the guardian.

Regeneration. The guardian regains 10 Hit Points at the start of each of its turns if it has at least 1 Hit Point.

Spell Storing. A spellcaster who wears the guardian's amulet can cause the guardian to store one spell of level 4 or lower. To do so, the wearer must cast the spell on the guardian while within 5 feet of it. The spell has no effect but is stored within the guardian. Any previously stored spell is lost when a new spell is stored. The guardian can cast the spell stored with any parameters set by the original caster, requiring no spell components and using the caster's spellcasting ability. The stored spell is then lost.

Actions

Multiattack. The Shield Guardian makes 2 Fist attacks.

Fist. *Melee Attack Roll:* +7, reach 10 ft., *Hit:* 18 (4d6 + 4) Bludgeoning damage plus 10 (3d6) Force damage.

Reactions

Protection. *Trigger:* An attack roll hits the wearer of the guardian's amulet while the wearer is within 5 feet of the guardian. *Response:* The wearer gains a +5 bonus to AC, including against the triggering attack and possibly causing it to miss, until the start of the guardian's next turn.

Silver Dragons

Silver Dragon, Wyrmling

Medium Dragon (Metallic), Lawful Good

AC 17 **Initiative** +0 (10)

HP 67 (9d8 + 27)

Speed 30 ft., fly 60 ft.

		Mod	Save			Mod	Save
STR	19	+4	+4	INT	12	+1	+1
DEX	10	+0	+2	WIS	11	+0	+2
CON	17	+3	+3	CHA	15	+2	+2

Skills Perception +4, Stealth +2

Immunities Cold

Senses Darkvision 60 ft., Blindsight 10 ft., Passive Perception 14

Languages Draconic

CR 2 (XP 450; PB +2)

Actions

Multiattack. The Silver Dragon Wyrmling makes 2 Rend attacks.

Rend. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 9 (1d10 + 4) Piercing damage.

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 13, each creature in a 15-foot Cone. *Failure:* 31 (7d8) Cold damage. *Success:* Half damage.

Paralyzing Breath (Recharge 5–6). This breath shares its recharge with Cold Breath: using either one expends both. *Constitution Saving Throw:* DC 13, each creature in a 15-foot Cone. *First Failure:* The target has the Incapacitated condition until the end of its next turn, when it repeats the save. *Second Failure:* The target has the Paralyzed condition, and it repeats the save with Disadvantage at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Silver Dragon, Young

Large Dragon (Metallic), Lawful Good

AC 18 **Initiative** +0 (10)

HP 168 (16d10 + 80)

Speed 40 ft., fly 80 ft.

		Mod	Save			Mod	Save
STR	23	+6	+6	INT	14	+2	+2
DEX	10	+0	+4	WIS	11	+0	+4
CON	21	+5	+5	CHA	19	+4	+4

Skills History +6, Perception +8, Stealth +4

Immunities Cold

Senses Darkvision 120 ft., Blindsight 30 ft., Passive Perception 18

Languages Common, Draconic

CR 9 (XP 5000; PB +4)

Actions

Multiattack. The Silver Dragon, Young makes 3 Rend attacks. It can replace one attack with a use of Paralyzing Breath.

Rend. *Melee Attack Roll:* +10, reach 10 ft., *Hit:* 24 (4d8 + 6) Slashing damage.

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 17, each creature in a 30-foot Cone. *Failure:* 81 (18d8) Cold damage. *Success:* Half damage.

Paralyzing Breath. *Constitution Saving Throw:* DC 17, each creature in a 30-foot Cone. *First Failure:* The target has the Incapacitated condition until the end of its next turn, when it repeats the save. *Second Failure:* The target has the Paralyzed condition, and it repeats the save with Disadvantage at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Silver Dragon, Adult

Huge Dragon (Metallic), Lawful Good

AC 22 **Initiative** +0 (10)

HP 283 (21d12 + 147)

Speed 40 ft., fly 80 ft.

		Mod	Save			Mod	Save
STR	27	+8	+8	INT	16	+3	+3
DEX	10	+0	+5	WIS	13	+1	+6
CON	25	+7	+7	CHA	22	+6	+6

Skills History +8, Perception +11, Stealth +5

Immunities Cold

Senses Darkvision 120 ft., Blindsight 60 ft., Passive Perception 21

Languages Common, Draconic

CR 16 (XP 15000; PB +5)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The Silver Dragon, Adult makes 3 Rend attacks. It can replace one attack with a use of (A) Paralyzing Breath or (B) Spellcasting to cast Ice Knife.

Rend. *Melee Attack Roll:* +13, reach 10 ft., *Hit:* 19 (2d10 + 8) Slashing damage plus 9 (2d8) Cold damage.

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 20, each creature in a 60-foot Cone. *Failure:* 63 (14d8) Cold damage. *Success:* Half damage.

Paralyzing Breath. *Constitution Saving Throw:* DC 20, each creature in a 60-foot Cone. *First Failure:* The target has the Incapacitated condition until the end of its next turn, when it repeats the save. *Second Failure:* The target has the Paralyzed

condition, and it repeats the save with Disadvantage at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 19, +11 to hit with spell attacks)

:**At Will:** *Detect Magic, Hold Monster, Ice Knife, Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell)

1/Day Each: *Ice Storm* (level 5 version), Zone of Truth

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Chill. The dragon uses Spellcasting to cast Hold Monster. The dragon can't take this action again until the start of its next turn.

Cold Gale. *Dexterity Saving Throw:* DC 19, each creature in a 60-foot-long, 10-foot-wide Line. *Failure:* 17 (5d6) Cold damage, and the target is pushed up to 30 feet straight away from the dragon. *Success:* Half damage only. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Silver Dragon, Ancient

Gargantuan Dragon (Metallic), Lawful Good

AC 25 **Initiative** +0 (10)

HP 390 (20d20 + 180)

Speed 40 ft., fly 80 ft.

		Mod	Save			Mod	Save
STR	30	+10	+10	INT	18	+4	+4
DEX	10	+0	+7	WIS	15	+2	+9
CON	29	+9	+9	CHA	26	+8	+8

Skills History +11, Perception +16, Stealth +7

Immunities Cold

Senses Darkvision 120 ft., Blindsight 60 ft., Passive Perception 26

Languages Common, Draconic

CR 23 (XP 50000; PB +7)

Traits

Legendary Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The Silver Dragon, Ancient makes 3 Rend attacks. It can replace one attack with a use of (A) Paralyzing Breath or (B) Spellcasting to cast Ice Knife (level 2 version).

Rend. *Melee Attack Roll:* +17, reach 15 ft., *Hit:* 28 (4d8 + 10) Slashing damage plus 9 (2d8) Cold damage.

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 24, each creature in a 90-foot Cone. *Failure:* 90 (20d8) Cold damage. *Success:* Half damage.

Paralyzing Breath. *Constitution Saving Throw:* DC 24, each creature in a 90-foot Cone. *First Failure:* The target has the Incapacitated condition until the end of its next turn, when it repeats the save with Disadvantage. *Second Failure:* The target has the Paralyzed condition, and it repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 23, +15 to hit with spell attacks):

At Will: *Detect Magic, Hold Monster, Ice Knife* (level 2 version), *Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell)

1/Day Each: *Control Weather, Ice Storm* (level 7 version), *Teleport, Zone of Truth*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Chill. The dragon uses Spellcasting to cast Hold Monster. The dragon can't take this action again until the start of its next turn.

Cold Gale. *Dexterity Saving Throw:* DC 23, each creature in a 60-foot-long, 10-foot-wide Line. *Failure:* 17 (5d6) Cold damage, and the target is pushed up to 30 feet straight away from the dragon. *Success:* Half damage only. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Skeleton

Medium Undead, Lawful Evil

AC 14 **Initiative** +3 (13)

HP 13 (2d8 + 4)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	10	+0	+0	INT	6	-2	-2
DEX	16	+3	+3	WIS	8	-1	-1
CON	15	+2	+2	CHA	5	-3	-3

Vulnerabilities Bludgeoning

Immunities Exhaustion, Poisoned; Poison

Senses Darkvision 60 ft., Passive Perception 9

Languages Understands Common plus one other language but can't speak

CR 1/4 (XP 50; PB +2)

Actions

Shortsword. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 10 (2d6 + 3) Piercing damage.

Shortbow. *Ranged Attack Roll:* +5, range 80/320 ft., *Hit:* 10 (2d6 + 3) Piercing damage.

Skeleton, Minotaur

Large Undead, Lawful Evil

AC 12 **Initiative** +0 (10)

HP 67 (9d10 + 18)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	6	-2	-2
DEX	11	+0	+0	WIS	8	-1	-1
CON	15	+2	+2	CHA	5	-3	-3

Vulnerabilities Bludgeoning

Immunities Exhaustion, Poisoned; Poison

Senses Darkvision 60 ft., Passive Perception 9

Languages Understands Abyssal but can't speak

CR 2 (XP 450; PB +2)

Actions

Gore. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 11 (2d6 + 4) Piercing damage. If the target is a Large or smaller creature and the skeleton moved 20+ feet straight toward it immediately before the hit, the target takes an extra 9 (2d8) Piercing damage and has the Prone condition.

Slam. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 15 (2d10 + 4) Bludgeoning damage.

Warhorse Skeleton

Large Undead, Lawful Evil

AC 13 **Initiative** +1 (11)

HP 37 (5d10 + 10)

Speed 60 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	2	-4	-4
DEX	12	+1	+1	WIS	8	-1	-1
CON	15	+2	+2	CHA	5	-3	-3

Vulnerabilities Bludgeoning

Immunities Exhaustion, Poisoned; Poison

Senses Darkvision 60 ft., Passive Perception 9

Languages None

CR 1/2 (XP 100; PB +2)

Actions

Hooves. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 14 (3d6 + 4) Bludgeoning damage. If the target is a Large or smaller creature and the skeleton moved 20+ feet straight toward it immediately before the hit, the target has the Prone condition.

Solar

Large Celestial (Angel), Lawful Good

AC 25 **Initiative** +6 (16)

HP 351 (26d10 + 208)

Speed 50 ft., fly 150 ft. (hover)

		Mod	Save			Mod	Save
STR	26	+8	+8	INT	25	+7	+7
DEX	22	+6	+6	WIS	25	+7	+7
CON	26	+8	+8	CHA	30	+10	+10

Skills Perception +14

Immunities Charmed, Exhaustion, Frightened, Poisoned; Poison, Radiant

Senses Truesight 120 ft., Passive Perception 24

Languages All; telepathy 120 ft.

CR 21 (XP 33000; PB +7)

Traits

Divine Awareness. The solar knows if it hears a lie.

Exalted Restoration. If the solar dies outside Mount Celestia, its body disappears, and it gains a new body instantly, reviving with all its Hit Points somewhere in Mount Celestia.

Legendary Resistance (4/Day). If the solar fails a saving throw, it can choose to succeed instead.

Magic Resistance. The solar has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The Solar makes 2 Flying Sword attacks. It can replace one attack with a use of Slaying Bow, if available.

Flying Sword. *Melee or Ranged Attack Roll:* +15, reach 10 ft. or range 120 ft., *Hit:* 29 (6d6 + 8) Slashing damage plus 45 (10d8) Radiant damage. *Hit or Miss:* The sword magically returns to the solar's hand or hovers within 5 feet of the solar immediately after a ranged attack.

Slaying Bow (Recharge 5–6). *Dexterity Saving Throw:* DC 21, one creature the solar can see within 600 feet. *Failure:* If the creature has 100 Hit Points or fewer, it dies. It otherwise takes 28 (5d8 + 6) Piercing damage plus 45 (10d8) Radiant damage.

Spellcasting. The solar casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 21):

At Will: *Detect Evil and Good*

1/Day Each: *Commune, Control Weather, Dispel Evil and Good, Resurrection*

Bonus Actions

Divine Aid (3/Day). The solar casts Cure Wounds (level 2 version), Lesser Restoration, or Remove Curse, using the same spellcasting ability as Spellcasting.

Legendary Actions

Legendary Action Uses: 3. Immediately after another creature's turn, the solar can expend a use to take one of the following actions. The solar regains all expended uses at the start of each of its turns.

Blinding Gaze. *Constitution Saving Throw:* DC 21, one creature the solar can see within 120 feet. *Failure:* The target has the Blinded condition for 1 minute. *Failure or Success:* The solar can't take this action again until the start of its next turn.

Radiant Teleport. The solar teleports up to 60 feet to an unoccupied space it can see. *Dexterity Saving Throw:* DC 21, each creature in a 10-foot Emanation originating from the solar at its destination space. *Failure:* 11 (2d10) Radiant damage. *Success:* Half damage.

Specter

Medium Undead, Chaotic Evil

AC 12 **Initiative** +2 (12)

HP 36 (8d8)

Speed 30 ft., fly 50 ft. (hover)

		Mod	Save			Mod	Save
STR	1	-5	-5	INT	10	+0	+0
DEX	14	+2	+2	WIS	10	+0	+0
CON	11	+0	+0	CHA	11	+0	+0

Resistances Acid, Cold, Fire, Lightning, Thunder, Slashing, Piercing, Bludgeoning

Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious; Necrotic, Poison

Senses Darkvision 60 ft., Passive Perception 10

Languages Understands Common plus one other language but can't speak

CR 1 (XP 200; PB +2)

Traits

Incorporeal Movement. The specter can move through other creatures and objects as if they were Difficult Terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the specter has Disadvantage on ability checks and attack rolls.

Actions

Multiattack. The specter makes two Life Drain attacks.

Life Drain. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 10 (3d6) Necrotic damage. If the target is a creature, its Hit Point maximum decreases by an amount equal to the damage taken.

Sphinx of Wonder

Tiny Celestial, Lawful Good

AC 13 **Initiative** +3 (13)

HP 49 (14d4 + 14)

Speed 20 ft., fly 40 ft.

		Mod	Save			Mod	Save
STR	6	-2	-2	INT	15	+2	+2
DEX	17	+3	+3	WIS	12	+1	+1
CON	13	+1	+1	CHA	11	+0	+0

Skills Arcana +4, Religion +4, Stealth +5

Resistances Necrotic, Psychic, Radiant

Senses Darkvision 60 ft., Passive Perception 11

Languages Celestial, Common

CR 1 (XP 200; PB +2)

Traits

Magic Resistance. The sphinx has Advantage on saving throws against spells and other magical effects.

Actions

Rend. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 8 (2d4 + 3) Slashing damage plus 7 (2d6) Radiant damage.

Reactions

Burst of Ingenuity (2/Day). *Trigger:* The sphinx or another creature within 30 feet makes an ability check or a saving throw. *Response:* The sphinx adds 2 to the roll.

Sphinx of Lore

Large Celestial, Lawful Neutral

AC 17 **Initiative** +2 (12)

HP 170 (20d10 + 60)

Speed 40 ft., fly 60 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	18	+4	+4
DEX	15	+2	+2	WIS	18	+4	+4
CON	16	+3	+3	CHA	18	+4	+4

Skills Arcana +12, History +12, Perception +8, Religion +12

Resistances Necrotic, Radiant

Immunities Charmed, Frightened; Psychic

Senses Truesight 120 ft., Passive Perception 18

Languages Celestial, Common

CR 11 (XP 7200; PB +4)

Traits

Inscrutable. No magic can observe the sphinx remotely or detect its thoughts without its permission. Insight checks made to ascertain its intentions or sincerity are made with Disadvantage.

Legendary Resistance (3/Day, or 4/Day in Lair). If the sphinx fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The Sphinx of Lore makes 3 Claw attacks.

Claw. *Melee Attack Roll:* +8, reach 5 ft., *Hit:* 15 (2d10 + 4) Slashing damage.

Mind-Rending Roar (Recharge 5–6). *Wisdom Saving Throw:* DC 16, each enemy in a 300-foot Emanation originating from the sphinx. *Failure:* 38 (11d6) Psychic damage, and the target has the Incapacitated condition until the start of the sphinx's next turn.

Spellcasting. The sphinx casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 16):**At Will:** *Detect Magic, Identify, Mage Hand, Minor Illusion, Prestidigitation***1/Day Each:** *Dispel Magic, Legend Lore, Locate Object, Plane Shift, Remove Curse, Tongues*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the sphinx can expend a use to take one of the following actions. The sphinx regains all expended uses at the start of each of its turns.

Arcane Prowl. The sphinx can teleport up to 30 feet to an unoccupied space it can see, and it makes one Claw attack.

Weight of Years. *Constitution Saving Throw:* DC 16, one creature the sphinx can see within 120 feet. *Failure:* The target gains 1 Exhaustion level. While the target has any Exhaustion levels, it appears 3d10 years older. *Failure or Success:* The sphinx can't take this action again until the start of its next turn.

Sphinx of Valor

Large Celestial, Lawful Neutral

AC 17 **Initiative** +0 (10)

HP 294 (28d10 + 140)

Speed 40 ft., fly 60 ft.

		Mod	Save			Mod	Save
STR	22	+6	+6	INT	16	+3	+9
DEX	10	+0	+6	WIS	23	+6	+12
CON	20	+5	+11	CHA	18	+4	+4

Skills Arcana +9, Perception +12, Religion +15

Resistances Necrotic, Radiant

Immunities Charmed, Frightened; Psychic

Senses Truesight 120 ft., Passive Perception 22

Languages Celestial, Common

CR 17 (XP 18000; PB +6)

Traits

Inscrutable. No magic can observe the sphinx remotely or detect its thoughts without its permission. Wisdom (Insight) checks made to ascertain its intentions or sincerity are made with Disadvantage.

Legendary Resistance (3/Day, or 4/Day in Lair). If the sphinx fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The Sphinx of Valor makes 2 Claw attacks. It also uses Roar.

Claw. *Melee Attack Roll:* +12, reach 5 ft., *Hit:* 28 (5d8 + 6) Slashing damage.

Roar (3/Day). The sphinx emits a magical roar. Whenever it roars, the roar has a different effect, as detailed below (the sequence resets when it takes a Long Rest):

First Roar. *Wisdom Saving Throw:* DC 20, each enemy in a 500-foot Emanation originating from the sphinx. *Failure:* The target has the Frightened condition for 1 minute.

Second Roar. *Wisdom Saving Throw:* DC 20, each enemy in a 500-foot Emanation originating from the sphinx. *Failure:* The target has the Paralyzed condition, and it repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Third Roar. *Constitution Saving Throw:* DC 20, each enemy in a 500-foot Emanation originating from the sphinx. *Failure:* 60 (11d10) Thunder damage, and the target has the Prone condition. *Success:* Half damage only.

Spellcasting. The sphinx casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 20):

At Will: *Detect Evil and Good, Thaumaturgy*

1/Day Each: *Detect Magic, Dispel Magic, Greater Restoration, Heroes' Feast, Zone of Truth*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the sphinx can expend a use to take one of the following actions. The sphinx regains all expended uses at the start of each of its turns.

Arcane Prowl. The sphinx can teleport up to 30 feet to an unoccupied space it can see, and it makes one Claw attack.

Weight of Years. *Constitution Saving Throw:* DC 20, one creature the sphinx can see within 120 feet. *Failure:* The target gains 1 Exhaustion level. While the target has any Exhaustion levels, it appears 3d10 years older. *Failure or Success:* The sphinx can't take this action again until the start of its next turn.

Spirit Naga

Large Fiend, Chaotic Evil

AC 17 **Initiative** +3 (13)

HP 157 (21d10 + 42)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	16	+3	+3
DEX	17	+3	+6	WIS	15	+2	+5
CON	14	+2	+5	CHA	16	+3	+6

Immunities Charmed, Poisoned; Poison

Senses Darkvision 60 ft., Passive Perception 12

Languages Abyssal, Common

CR 8 (XP 3900; PB +3)

Traits

Fiendish Restoration. If it dies, the naga returns to life in 1d6 days and regains all its Hit Points. Only a Wish spell can prevent this trait from functioning.

Actions

Multiattack. The naga makes three attacks, using Bite or Necrotic Ray in any combination.

Bite. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 8 (1d8 + 4) Piercing damage plus 14 (4d6) Poison damage.

Necrotic Ray. *Ranged Attack Roll:* +6, range 60 ft. *Hit:* 21 (6d6) Necrotic damage.

Spellcasting. The naga casts one of the following spells, requiring no Somatic or Material components and using Intelligence as the spellcasting ability (spell save DC 14):

At Will: *Detect Magic, Mage Hand, Minor Illusion, Water Breathing*

2/Day Each: *Detect Thoughts, Dimension Door, Hold Person* (level 3 version), *Lightning Bolt* (level 4 version)

Sprite

Tiny Fey, Neutral Good

AC 15 **Initiative** +4 (14)

HP 10 (4d4)

Speed 10 ft., fly 40 ft.

		Mod	Save			Mod	Save
STR	3	-4	-4	INT	14	+2	+2
DEX	18	+4	+4	WIS	13	+1	+1
CON	10	+0	+0	CHA	11	+0	+0

Skills Perception +3, Stealth +8

Senses Passive Perception 13

Languages Common, Elvish, Sylvan

CR 1/4 (XP 50; PB +2)

Actions

Needle Sword. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 7 (1d6 + 4) Piercing damage.

Enchanting Bow. *Ranged Attack Roll:* +6, range 40/160 ft. *Hit:* 1 Piercing damage, and the target has the Charmed condition until the start of the sprite's next turn.

Heart Sight. *Charisma Saving Throw:* DC 13, one creature within 5 feet the sprite can see (Celestials, Fiends, and Undead automatically fail the save). *Failure:* The sprite knows the target's emotions and alignment.

Invisibility. The sprite casts *Invisibility* on itself, requiring no spell components and using Charisma as the spellcasting ability.

Spy

Medium Humanoid, Neutral

AC 12 **Initiative** +2 (12)

HP 45 (10d8)

Speed 30 ft., climb 30 ft.

		Mod	Save			Mod	Save
STR	10	+0	+0	INT	12	+1	+1
DEX	15	+2	+2	WIS	14	+2	+2
CON	10	+0	+0	CHA	16	+3	+3

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Sleight of Hand +4, Stealth +6

Senses Passive Perception 16

Languages Common plus one other language

CR 1 (XP 200; PB +2)

Actions

Shortsword. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 5 (1d6 + 2) Piercing damage plus 10 (3d6) Poison damage.

Hand Crossbow. *Ranged Attack Roll:* +4, range 30/120 ft., *Hit:* 5 (1d6 + 2) Piercing damage plus 10 (3d6) Poison damage.

Bonus Actions

Cunning Action. The spy takes the Dash, Disengage, or Hide action.

Stirge

Tiny Monstrosity, Unaligned

AC 13 **Initiative** +3 (13)

HP 5 (2d4)

Speed 10 ft., fly 40 ft.

		Mod	Save			Mod	Save
STR	4	-3	-3	INT	2	-4	-4
DEX	16	+3	+3	WIS	8	-1	-1
CON	11	+0	+0	CHA	6	-2	-2

Senses Darkvision 60 ft., Passive Perception 9

Languages None

CR 1/8 (XP 25; PB +2)

Actions

Proboscis. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 6 (1d6 + 3) Piercing damage. The stirge attaches to the target. While attached, the stirge can't make Proboscis attacks, and the target takes 5 (2d4) Necrotic damage at the start of each of the stirge's turns. The stirge can detach itself by spending 5 feet of its movement. The target or a creature within 5 feet of it can detach the stirge as an action.

Stone Giant

Huge Giant, Neutral

AC 18 **Initiative** +2 (12)

HP 149 (13d12 + 65)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	23	+6	+6	INT	10	+0	+0
DEX	15	+2	+5	WIS	12	+1	+4
CON	20	+5	+8	CHA	9	-1	-1

Skills Athletics +12, Perception +4, Stealth +5

Senses Darkvision 60 ft., Passive Perception 14

Languages Giant

CR 7 (XP 2900; PB +3)

Actions

Multiattack. The Stone Giant makes 2 Stone Club attacks. It can replace any Stone Club attack with a Boulder attack.

Stone Club. *Melee Attack Roll:* +9, reach 15 ft., *Hit:* 28 (4d10 + 6) Bludgeoning damage.

Boulder. *Ranged Attack Roll:* +9, range 60/240 ft., *Hit:* 19 (3d8 + 6) Bludgeoning damage. If the target is Large or smaller, it has the Prone condition.

Reactions

Deflect Missile (Recharge 5–6). *Trigger:* The giant is hit by a ranged attack roll and takes Bludgeoning, Piercing, or Slashing damage from it. *Response:* The giant reduces the damage by 11 (1d10 + 6). If the damage is reduced to 0, the giant can redirect some of the attack's force. *Dexterity Saving Throw:* DC 17, one creature the giant can see within 60 feet. *Failure:* 11 (1d10 + 6) Force damage.

Stone Golem

Large Construct, Unaligned

AC 18 **Initiative** -1 (9)

HP 189 (18d10 + 90)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	22	+6	+6	INT	3	-4	-4
DEX	9	-1	-1	WIS	11	+0	+0
CON	20	+5	+5	CHA	1	-5	-5

Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned; Poison, Psychic

Senses Darkvision 120 ft., Passive Perception 10

Languages Understands Common plus two other languages but can't speak

CR 10 (XP 5900; PB +4)

Traits

Immutable Form. The golem can't shape-shift.

Magic Resistance. The golem has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The golem makes two attacks, using Slam or Force Bolt in any combination.

Slam. *Melee Attack Roll:* +10, reach 5 ft. *Hit:* 28 (5d8 + 6) Bludgeoning damage plus 13 (3d8) Force damage.

Force Bolt. *Ranged Attack Roll:* +9, range 120 ft. *Hit:* 38 (7d10) Force damage.

Bonus Actions

Slow (Recharge 5–6). The golem casts the Slow spell, requiring no spell components and using Constitution as the spellcasting ability (spell save DC 17).

Storm Giant

Huge Giant, Chaotic Good

AC 16 **Initiative** +2 (12)

HP 230 (20d12 + 100)

Speed 50 ft., swim 50 ft., fly 25 ft. (hover)

		Mod	Save			Mod	Save
STR	29	+9	+14	INT	16	+3	+3
DEX	14	+2	+2	WIS	20	+5	+10
CON	20	+5	+10	CHA	18	+4	+9

Skills Arcana +8, Athletics +14, History +8, Perception +10

Resistances Cold

Immunities Lightning, Thunder

Senses Darkvision 120 ft., Truesight 30 ft., Passive Perception 20

Languages Common, Giant

CR 13 (XP 10000; PB +5)

Traits

Amphibious. The giant can breathe air and water.

Actions

Multiattack. The Storm Giant makes 2 Storm Sword attacks. It can replace any Storm Sword attack with a Thunderbolt attack.

Storm Sword. *Melee Attack Roll:* +14, reach 10 ft., *Hit:* 33 (7d6 + 9) Slashing damage plus 22 (5d8) Lightning damage.

Thunderbolt. *Ranged Attack Roll:* +14, range 500 ft., *Hit:* 35 (4d12 + 9) Lightning damage. The target has the Blinded and Deafened conditions until the start of the giant's next turn.

Lightning Storm (Recharge 5–6). *Dexterity Saving Throw:* DC 18, each creature in a 10-foot-radius, 40-foot-high Cylinder originating from a point the giant can see within 500 feet. *Failure:* 82 (15d10) Lightning damage. *Success:* Half damage.

Spellcasting. The giant casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 18):

At Will: *Detect Magic, Light*

1/Day: *Control Weather*

Succubus

Medium Fiend, Neutral Evil

AC 17 **Initiative** +3 (13)

HP 99 (18d8 + 18)

Speed 30 ft., fly 60 ft.

		Mod	Save			Mod	Save
STR	8	-1	-1	INT	15	+2	+2
DEX	17	+3	+3	WIS	12	+1	+1
CON	13	+1	+1	CHA	20	+5	+5

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

Resistances Cold, Fire, Poison, Psychic

Senses Darkvision 60 ft., Passive Perception 15

Languages Abyssal, Common, Infernal; telepathy 60 ft.

CR 4 (XP 1100; PB +2)

Traits

Incubus Form. When the succubus finishes a Long Rest, it can shape-shift into an Incubus, using that stat block instead of this one.

Actions

Multiattack. The succubus makes one Fiendish Touch attack and uses Charm (if available) or Draining Kiss.

Fiendish Touch. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 16 (2d10 + 5) Psychic damage.

Charm (Recharge 5–6). The succubus casts Dominate Person (level 8 version), requiring no spell components and using Charisma as the spellcasting ability (spell save DC 15).

Draining Kiss. *Constitution Saving Throw:* DC 15, one creature Charmed by the succubus within 5 feet. *Failure:* 18 (4d8) Psychic damage. *Success:* Half damage. *Failure or Success:* The target's Hit Point maximum decreases by an amount equal to the damage taken.

Bonus Actions

Shape-Shift. The succubus shape-shifts into a Medium or Small Humanoid, or it returns to its true form. Its game statistics are the same in each form, except its Fly Speed is available only in its true form. Any equipment it is wearing or carrying isn't transformed.

Tarrasque

Gargantuan Monstrosity (Titan), Unaligned

AC 25 **Initiative** +0 (10)

HP 533 (26d20 + 260)

Speed 60 ft., burrow 40 ft., climb 60 ft.

		Mod	Save			Mod	Save
STR	30	+10	+10	INT	3	-4	+5
DEX	11	+0	+9	WIS	11	+0	+9
CON	30	+10	+10	CHA	11	+0	+9

Skills Perception +9

Resistances Slashing, Piercing, Bludgeoning

Immunities Charmed, Deafened, Frightened, Paralyzed, Poisoned; Fire, Poison

Senses Blindsight 120 ft., Passive Perception 19

Languages None

CR 30 (XP 155000; PB +9)

Traits

Legendary Resistance (6/Day). If the tarrasque fails a saving throw, it can choose to succeed instead.

Magic Resistance. The tarrasque has Advantage on saving throws against spells and other magical effects.

Reflective Carapace. If the tarrasque is targeted by a Magic Missile spell or a spell that requires a ranged attack roll, roll 1d6. On a 1–5, the tarrasque is unaffected. On a 6, the tarrasque is unaffected and reflects the spell, turning the caster into the target.

Siege Monster. The tarrasque deals double damage to objects and structures.

Actions

Multiattack. The Tarrasque makes 1 Bite attack, 3 Claw attacks, and 1 Tail attack. It can replace any Claw attack with a Tail attack.

Bite. *Melee Attack Roll:* +19, reach 15 ft., *Hit:* 49 (6d12 + 10) Piercing damage. The target has the Grappled condition (escape DC 23). Until the grapple ends, the target has the Restrained condition and can't teleport.

Claw. *Melee Attack Roll:* +19, reach 15 ft., *Hit:* 55 (7d12 + 10) Slashing damage.

Tail. *Melee Attack Roll:* +19, reach 30 ft., *Hit:* 32 (5d8 + 10) Bludgeoning damage. If the target is a Huge or smaller creature, it has the Prone condition.

Thunderous Bellow (Recharge 5–6). *Constitution Saving Throw:* DC 23, each creature and each object that isn't being worn or carried in a 150-foot Cone. *Failure:* 110 (17d12) Thunder damage, and the target has the Deafened and Frightened conditions until the end of its next turn. *Success:* Half damage only.

Bonus Actions

Swallow. *Strength Saving Throw:* DC 23, one Large or smaller creature Grappled by the tarrasque (it can have up to six creatures swallowed at a time). *Failure:* The target is swallowed, and the Grappled condition ends. A swallowed creature has the Blinded and Restrained conditions and can't teleport, it has Total Cover against attacks and other effects outside the tarrasque, and it takes 77 (22d6) Acid damage at the start of each of the tarrasque's turns. If the tarrasque takes 60 damage or more on a single turn from a creature inside it, the tarrasque must succeed on a DC 20 *Constitution saving throw* at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 10 feet of the tarrasque and has the Prone condition. If the tarrasque dies, any swallowed creature no longer has the Restrained condition and can escape from the corpse using 20 feet of movement, exiting Prone.

Legendary Actions

Legendary Action Uses: 3. Immediately after another creature's turn, the tarrasque can expend a use to take one of the following actions. The tarrasque regains all expended uses at the start of each of its turns.

Onslaught. The tarrasque moves up to half its Speed, and it makes one Claw or Tail attack.

World-Shaking Movement. The tarrasque moves up to its Speed. At the end of this movement, the tarrasque creates an instantaneous shock wave in a 60-foot Emanation originating from itself. Creatures in that area lose Concentration and, if Medium or smaller, have the Prone condition. The tarrasque can't take this action again until the start of its next turn.

Tough

Medium Humanoid, Neutral

AC 12 **Initiative** +1 (11)

HP 32 (5d8 + 10)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	15	+2	+2	INT	10	+0	+0
DEX	12	+1	+1	WIS	10	+0	+0
CON	14	+2	+2	CHA	11	+0	+0

Senses Passive Perception 10

Languages Common

CR 1/2 (XP 100; PB +2)

Traits

Pack Tactics. The tough has Advantage on an attack roll against a creature if at least one of the tough's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Mace. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 12 (3d6 + 2) Bludgeoning damage.

Heavy Crossbow. *Ranged Attack Roll:* +3, range 100/400 ft., *Hit:* 12 (2d10 + 1) Piercing damage.

Tough Boss

Medium Humanoid, Neutral

AC 16 **Initiative** +2 (12)

HP 82 (11d8 + 33)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	17	+3	+5	INT	11	+0	+0

		Mod	Save			Mod	Save
DEX	14	+2	+2	WIS	10	+0	+0
CON	16	+3	+5	CHA	11	+0	+2

Senses Passive Perception 10

Languages Common plus one other language

CR 4 (XP 1100; PB +2)

Traits

Pack Tactics. The tough has Advantage on an attack roll against a creature if at least one of the tough's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Multiattack. The Tough Boss makes 2 Heavy Crossbow attacks. It can replace any Heavy Crossbow attack with a Warhammer attack.

Warhammer. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 16 (3d8 + 3) Bludgeoning damage. If the target is a Large or smaller creature, the tough pushes the target up to 10 feet straight away from itself.

Heavy Crossbow. *Ranged Attack Roll:* +4, range 100/400 ft., *Hit:* 18 (3d10 + 2) Piercing damage.

Treant

Huge Plant, Chaotic Good

AC 16 **Initiative** -1 (9)

HP 138 (12d12 + 60)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	23	+6	+6	INT	12	+1	+1
DEX	8	-1	-1	WIS	16	+3	+3
CON	21	+5	+5	CHA	12	+1	+1

Resistances Piercing, Bludgeoning

Vulnerabilities Fire

Senses Passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

CR 9 (XP 5000; PB +4)

Traits

Siege Monster. The treant deals double damage to objects and structures.

Actions

Multiattack. The Treant makes 3 Slam attacks.

Slam. *Melee Attack Roll:* +10, reach 5 ft., *Hit:* 24 (4d8 + 6) Bludgeoning damage.

Hail of Bark. *Ranged Attack Roll:* +10, range 180 ft., *Hit:* 28 (4d10 + 6) Piercing damage.

Animate Trees (1/Day). The treant magically animates up to two trees it can see within 60 feet of itself. Each tree uses the Treant stat block, except it has Intelligence and Charisma scores of 1, it can't speak, and it lacks this action. The tree takes its turn immediately after the treant on the same Initiative count, and it obeys the treant. A tree remains animate for 1 day or until it dies, the treant dies, or it is more than 120 feet from the treant. The tree then takes root if possible.

Troglodytes

Troglodyte, Skulker

Medium Humanoid, Chaotic Evil

AC 15 **Initiative** +1 (11)

HP 39 (6d8 + 12)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	14	+2	+2	INT	8	-1	-1
DEX	13	+1	+1	WIS	11	+0	+0
CON	15	+2	+2	CHA	8	-1	-1

Skills Perception +2, Stealth +3

Senses Darkvision 90 ft., Passive Perception 12

Languages Draconic

CR 1/2 (XP 100; PB +2)

Traits

Chameleon Skin. The troglodyte has Advantage on Stealth checks made to Hide in rocky or underground terrain.

Stench. The troglodyte secretes a foul musk when angered or frightened. Each creature other than a troglodyte that starts its turn within a 5-foot Emanation originating from the troglodyte must succeed on a *Constitution Saving Throw:* DC 13. *Failure:* The creature has the Poisoned condition until the start of its next turn. *Success:* The creature is immune to that troglodyte's Stench for 24 hours.

Actions

Multiattack. The Troglodyte, Skulker makes 2 Claw attacks, 2 Bite attacks, 2 Club attacks, or 2 Javelin attacks.

Claw. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 4 (1d4 + 2) Slashing damage.

Bite. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 4 (1d4 + 2) Piercing damage.

Club. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 4 (1d4 + 2) Piercing damage.

Javelin. *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 30/120 ft., *Hit:* 5 (1d6 + 2) Piercing damage.

Bonus Actions

Skulk. The troglodyte takes the Hide action.

Troglodyte

Medium Humanoid, Chaotic Evil

AC 16 **Initiative** +1 (11)

HP 52 (7d8 + 21)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	16	+3	+3	INT	9	-1	-1
DEX	13	+1	+1	WIS	10	+0	+0
CON	16	+3	+3	CHA	8	-1	-1

Skills Perception +2, Stealth +3

Senses Darkvision 90 ft., Passive Perception 12

Languages Draconic

CR 1 (XP 200; PB +2)

Traits

Chameleon Skin. The troglodyte has Advantage on Stealth checks made to Hide in rocky or underground terrain.

Stench. The troglodyte secretes a foul musk when angered or frightened. Each creature other than a troglodyte that starts its turn within a 10-foot Emanation originating from the troglodyte, or passes through it, must succeed on a *Constitution Saving Throw:* DC 14. *Failure:* The creature has the Poisoned condition until the start of its next turn. *Success:* The creature is immune to that troglodyte's Stench for 24 hours.

Actions

Multiattack. The Troglodyte makes 3 Claw attacks, 3 Bite attacks, 3 Club attacks, or 3 Javelin attacks in any combination.

Claw. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 6 (1d6 + 3) Slashing damage.

Bite. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 5 (1d4 + 3) Piercing damage.

Club. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 6 (1d6 + 3) Bludgeoning damage.

Javelin. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 30/120 ft., *Hit:* 6 (1d6 + 3) Acid damage.

Troglodyte, Chieftain

Medium Humanoid, Chaotic Evil

AC 17 **Initiative** +1 (11)

HP 97 (13d8 + 39)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	19	+4	+6	INT	10	+0	+0
DEX	12	+1	+1	WIS	12	+1	+3
CON	16	+3	+5	CHA	14	+2	+2

Skills Intimidation +4, Perception +3

Senses Darkvision 90 ft., Passive Perception 13

Languages Draconic

CR 4 (XP 1100; PB +2)

Traits

Chameleon Skin. The troglodyte has Advantage on Stealth checks made to Hide in rocky or underground terrain.

Stench. The troglodyte secretes a foul musk when angered or frightened. Each creature other than a troglodyte that starts its turn within a 15-foot Emanation originating from the troglodyte must succeed on a Constitution Saving Throw: DC 15. Failure: The creature has the Poisoned condition until the start of its next turn. Success: The creature is immune to that troglodyte's Stench for 24 hours.

Actions

Multiattack. The Troglodyte, Chieftain makes 2 Claw attacks, 1 Bite attack, and 1 Club or Javelin attack.

Claw. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 9 (1d10 + 4) Slashing damage.

Bite. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 8 (1d8 + 4) Piercing damage.

Club. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 9 (1d10 + 4) Bludgeoning damage.

Javelin. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 30/120 ft., *Hit:* 8 (1d8 + 4) Piercing damage.

Troll

Large Giant, Chaotic Evil

AC 15 **Initiative** +1 (11)

HP 94 (9d10 + 45)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	7	-2	-2
DEX	13	+1	+1	WIS	9	-1	-1
CON	20	+5	+5	CHA	7	-2	-2

Skills Perception +5

Senses Darkvision 60 ft., Passive Perception 15

Languages Giant

CR 5 (XP 1800; PB +3)

Traits

Loathsome Limbs (4/Day). If the troll ends any turn Bloodied and took 15+ Slashing damage during that turn, one of the troll's limbs is severed, falls into the troll's space, and becomes a Troll Limb. The limb acts immediately after the troll's turn. The troll has 1 Exhaustion level for each missing limb, and it grows replacement limbs the next time it regains Hit Points.

Regeneration. The troll regains 15 Hit Points at the start of each of its turns. If the troll takes Acid or Fire damage, this trait doesn't function on the troll's next turn. The troll dies only if it starts its turn with 0 Hit Points and doesn't regenerate.

Actions

Multiattack. The Troll makes 3 Rend attacks.

Rend. *Melee Attack Roll:* +7, reach 10 ft., *Hit:* 14 (3d6 + 4) Slashing damage.

Bonus Actions

Charge. The troll moves up to half its Speed straight toward an enemy it can see.

Troll Limb

Small Giant, Chaotic Evil

AC 13 **Initiative** +1 (11)

HP 14 (4d6)

Speed 20 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	1	-5	-5
DEX	12	+1	+1	WIS	9	-1	-1
CON	10	+0	+0	CHA	1	-5	-5

Senses Darkvision 60 ft., Passive Perception 9

Languages None

CR 1/2 (XP 100; PB +2)

Traits

Regeneration. The limb regains 5 Hit Points at the start of each of its turns. If the limb takes Acid or Fire damage, this trait doesn't function on the limb's next turn. The limb dies only if it starts its turn with 0 Hit Points and doesn't regenerate.

Troll Spawn. The limb uncannily has the same senses as a whole troll. If the limb isn't destroyed within 24 hours, roll 1d12. On a 12, the limb turns into a Troll. Otherwise, the limb withers away.

Actions

Rend. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 14 (4d4 + 4) Slashing damage.

Unicorn

Large Celestial, Lawful Good

AC 16 **Initiative** +2 (12)

HP 97 (13d10 + 26)

Speed 50 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	11	+0	+0
DEX	14	+2	+2	WIS	17	+3	+3
CON	15	+2	+2	CHA	16	+3	+3

Immunities Charmed, Paralyzed, Poisoned; Poison

Senses Darkvision 60 ft., Passive Perception 13

Languages Celestial, Elvish, Sylvan; telepathy 120 ft.

CR 5 (XP 1800; PB +3)

Traits

Legendary Resistance (3/Day). If the unicorn fails a saving throw, it can choose to succeed instead.

Magic Resistance. The unicorn has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The Unicorn makes 1 Hooves attack and 1 Radiant Horn attack.

Hooves. *Melee Attack Roll:* +7, reach 5 ft., *Hit:* 7 (1d6 + 4) Bludgeoning damage.

Radiant Horn. *Melee Attack Roll:* +7, reach 5 ft., *Hit:* 9 (1d10 + 4) Radiant damage.

Spellcasting. The unicorn casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 14):**At Will:** *Detect Evil and Good, Druidcraft***1/Day Each:** *Calm Emotions, Dispel Evil and Good, Entangle, Pass without Trace, Word of Recall*

Bonus Actions

Unicorn's Blessing (3/Day). The unicorn touches another creature with its horn and casts *Cure Wounds* or *Lesser Restoration* on that creature, using the same spellcasting ability as Spellcasting.

Legendary Actions

Legendary Action Uses: 3. Immediately after another creature's turn, the unicorn can expend a use to take one of the following actions. The unicorn regains all expended uses at the start of each of its turns.

Charging Horn. The unicorn moves up to half its Speed without provoking Opportunity Attacks, and it makes one Radiant Horn attack.

Shimmering Shield. The unicorn targets itself or one creature it can see within 60 feet of itself. The target gains 10 (3d6) Temporary Hit Points, and its AC increases by 2 until the end of the unicorn's next turn. The unicorn can't take this action again until the start of its next turn.

Vampire Familiar

Medium Humanoid, Neutral Evil

AC 15 **Initiative** +3 (13)

HP 78 (12d8 + 24)

Speed 30 ft., climb 30 ft.

		Mod	Save			Mod	Save
STR	17	+3	+3	INT	10	+0	+0
DEX	16	+3	+5	WIS	10	+0	+2
CON	15	+2	+2	CHA	14	+2	+2

Skills Perception +4, Persuasion +4, Stealth +7

Resistances Necrotic

Immunities Charmed

Senses Darkvision 60 ft., Passive Perception 14

Languages Common plus one other language

CR 3 (XP 700; PB +2)

Traits

Vampiric Connection. While the familiar and its vampire master are on the same plane of existence, the vampire can communicate with the familiar telepathically, and the vampire can perceive through the familiar's senses. Its immunity to the Charmed condition doesn't apply to effects from its vampire master.

Actions

Multiattack. The Vampire Familiar makes 2 Umbral Dagger attacks.

Umbral Dagger. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 20/60 ft., *Hit:* 8 (2d4 + 3) Piercing damage plus 7 (3d4) Necrotic damage. If the target is reduced to 0 Hit Points by this attack, the target becomes Stable but has the Poisoned condition for 1 hour. While it has the Poisoned condition, the target has the Paralyzed condition.

Bonus Actions

Deathless Agility. The familiar takes the Dash or Disengage action.

Vampire Spawn

Medium Undead, Neutral Evil

AC 16 **Initiative** +3 (13)

HP 90 (12d8 + 36)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	16	+3	+3	INT	11	+0	+0
DEX	16	+3	+6	WIS	10	+0	+3
CON	16	+3	+3	CHA	12	+1	+1

Skills Perception +3, Stealth +6

Resistances Necrotic

Senses Darkvision 60 ft., Passive Perception 13

Languages Common plus one other language

CR 5 (XP 1800; PB +3)

Traits

Spider Climb. The vampire can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Vampire Weakness. The vampire has these weaknesses:

Forbiddance. The vampire can't enter a residence without an invitation from an occupant.

Running Water. The vampire takes 20 Acid damage if it ends its turn in running water.

Stake to the Heart. The vampire is destroyed if a weapon that deals Piercing damage is driven into the vampire's heart while the vampire has the Incapacitated condition.

Sunlight. The vampire takes 20 Radiant damage if it starts its turn in sunlight. While in sunlight, it has Disadvantage on attack rolls and ability checks.

Actions

Multiattack. The Vampire Spawn makes 2 Claw attacks. It also uses Bite.

Claw. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 10 (3d4 + 3) Slashing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 13) from one of two claws.

Bite. *Constitution Saving Throw:* DC 14, one creature within 5 feet that is willing or that has the Grappled, Incapacitated, or Restrained condition. *Failure:* 8 (2d4 + 3) Piercing damage plus 14 (4d6) Necrotic damage. The target's Hit Point maximum decreases by an amount equal to the Necrotic damage taken, and the vampire regains Hit Points equal to that amount.

Bonus Actions

Deathless Agility. The vampire takes the Dash or Disengage action.

Vampire

Medium Undead, Lawful Evil

AC 16 **Initiative** +4 (14)

HP 195 (23d8 + 92)

Speed 40 ft., climb 40 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	17	+3	+3
DEX	18	+4	+9	WIS	15	+2	+7
CON	18	+4	+9	CHA	18	+4	+9

Skills Perception +7, Stealth +9

Resistances Necrotic

Senses Darkvision 120 ft., Passive Perception 17

Languages Common plus two other languages

CR 13 (XP 10000; PB +5)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. If the vampire drops to 0 Hit Points outside its resting place, the vampire uses Shape-Shift to become mist (no action required). If it can't use ShapeShift, it is destroyed. While it has 0 Hit Points in mist form, it can't return to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it returns to its vampire form and has the Paralyzed condition until it regains any Hit Points, and it regains 1 Hit Point after spending 1 hour there.

Spider Climb. The vampire can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Vampire Weakness. The vampire has these weaknesses:

Forbiddance. The vampire can't enter a residence without an invitation from an occupant.

Running Water. The vampire takes 20 Acid damage if it ends its turn in running water.

Stake to the Heart. If a weapon that deals Piercing damage is driven into the vampire's heart while the vampire has the Incapacitated condition in its resting place, the vampire has the Paralyzed condition until the weapon is removed.

Sunlight. The vampire takes 20 Radiant damage if it starts its turn in sunlight. While in sunlight, it has Disadvantage on attack rolls and ability checks.

Actions

Multiattack. The Vampire makes 2 Grave Strike attacks and uses Bite.

Grave Strike. *Melee Attack Roll:* +9, reach 5 ft., *Hit:* 8 (1d8 + 4) Bludgeoning damage plus 7 (2d6) Necrotic damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 14) from one of two hands.

Multiattack (Vampire Form Only). The vampire makes two Grave Strike attacks and uses Bite.

Bite (Bat or Vampire Form Only). *Constitution Saving Throw:* DC 17, one creature within 5 feet that is willing or that has the Grappled, Incapacitated, or Restrained condition. *Failure:* 14 (4d4 + 4) Piercing damage plus 18 (4d8) Necrotic damage. The target's Hit Point maximum decreases by an amount equal to the Necrotic damage taken, and the vampire regains Hit Points equal to that amount. A Humanoid reduced to 0 Hit Points by this damage and then buried rises the following sunset as a Vampire Spawn under the vampire's control.

Bonus Actions

Charm (Recharge 5–6). The vampire casts Charm Person, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 17), and the duration is 24 hours. The Charmed target is a willing recipient of the vampire's Bite, the damage of which doesn't end the spell. When the spell ends, the target is unaware it was Charmed by the vampire.

Shape-Shift. If the vampire isn't in sunlight or running water, it shape-shifts into a Tiny bat (Speed 5 ft., Fly Speed 30 ft.) or a Medium cloud of mist (Speed 5 ft., Fly Speed 20 ft. [hover]), or it returns to its vampire form. Anything it is wearing transforms with it. While in bat form, the vampire can't speak. Its game statistics, other than its size and Speed, are unchanged. While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless and can enter an enemy's space and stop there. If air can pass through a space, the mist can do so, but it can't pass through liquid. It has Resistance to all damage, except the damage it takes from sunlight.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the vampire can expend a use to take one of the following actions. The vampire regains all expended uses at the start of each of its turns.

Beguile. The vampire casts *Command*, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 17). The vampire can't take this action again until the start of its next turn.

Deathless Strike. The vampire moves up to half its Speed, and it makes one Grave Strike attack.

Vrock

Large Fiend (Demon), Chaotic Evil

AC 15 **Initiative** +2 (12)

HP 152 (16d10 + 64)

Speed 40 ft., fly 60 ft.

		Mod	Save			Mod	Save
STR	17	+3	+3	INT	8	-1	-1
DEX	15	+2	+5	WIS	13	+1	+4
CON	18	+4	+4	CHA	8	-1	+2

Resistances Cold, Fire, Lightning

Immunities Poisoned; Poison

Senses Darkvision 120 ft., Passive Perception 11

Languages Abyssal; telepathy 120 ft.

CR 6 (XP 2300; PB +3)

Traits

Demonic Restoration. If the vrock dies outside the Abyss, its body dissolves into ichor, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Abyss.

Magic Resistance. The vrock has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The Vrock makes 2 Shred attacks.

Shred. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 10 (2d6 + 3) Piercing damage plus 14 (4d6) Poison damage.

Spores (Recharge 6). *Constitution Saving Throw:* DC 15, each creature in a 20-foot Emanation originating from the vrock. *Failure:* The target has the Poisoned condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. While Poisoned, the target takes 5 (1d10) Poison damage at the start of each of its turns. Emptying a flask of Holy Water on the target ends the effect early.

Stunning Screech (1/Day). *Constitution Saving Throw:* DC 15, each creature in a 20-foot Emanation originating from the vrock (demons succeed automatically). *Failure:* 14 (4d6) Thunder damage, and the target has the Stunned condition until the end of the vrock's next turn.

Warriors

Warrior Infantry

Medium Humanoid, Neutral

AC 13 **Initiative** +0 (10)

HP 9 (2d8)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	13	+1	+1	INT	8	-1	-1
DEX	11	+0	+0	WIS	11	+0	+0
CON	11	+0	+0	CHA	8	-1	-1

Senses Passive Perception 10

Languages Common

CR 1/8 (XP 25; PB +2)

Traits

Pack Tactics. The warrior has Advantage on an attack roll against a creature if at least one of the warrior's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Spear. *Melee or Ranged Attack Roll:* +3, reach 5 ft. or range 20/60 ft., *Hit:* 5 (1d8 + 1) Piercing damage.

Warrior Veteran

Medium Humanoid, Neutral

AC 17 **Initiative** +1 (11)

HP 78 (12d8 + 24)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	16	+3	+3	INT	10	+0	+0
DEX	13	+1	+1	WIS	11	+0	+0
CON	14	+2	+2	CHA	10	+0	+0

Skills Athletics +5, Perception +2

Senses Passive Perception 12

Languages Common plus one other language

CR 3 (XP 700; PB +2)

Actions

Multiattack. The Warrior Veteran makes 2 Heavy Crossbow attacks. It can replace any Heavy Crossbow attack with a Greatsword attack.

Greatsword. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 13 (3d6 + 3) Slashing damage.

Heavy Crossbow. *Ranged Attack Roll:* +3, range 100/400 ft., *Hit:* 14 (2d12 + 1) Piercing damage.

Reactions

Parry. *Trigger:* The warrior is hit by a melee attack roll while holding a weapon. *Response:* The warrior adds 2 to its AC against that attack, possibly causing it to miss.

Water Elemental

Large Elemental, Neutral

AC 14 **Initiative** +2 (12)

HP 114 (12d10 + 48)

Speed 30 ft., swim 90 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	5	-3	-3
DEX	14	+2	+2	WIS	10	+0	+0
CON	18	+4	+4	CHA	8	-1	-1

Resistances Acid, Fire

Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious; Poison

Senses Darkvision 60 ft., Passive Perception 10

Languages Primordial (Aquan)

CR 5 (XP 1800; PB +3)

Traits

Freeze. If the elemental takes Cold damage, its Speed decreases by 20 feet until the end of its next turn.

Water Form. The elemental can enter an enemy's space and stop there. It can move through a space as narrow as 1 inch without expending extra movement to do so.

Actions

Multiattack. The Water Elemental makes 2 Slam attacks.

Slam. *Melee Attack Roll:* +7, reach 5 ft., *Hit:* 22 (4d8 + 4) Bludgeoning damage. If the target is a Medium or smaller creature, it has the Prone condition.

Whelm (Recharge 4–6). *Strength Saving Throw:* DC 15, each creature in the elemental's space. *Failure:* 22 (4d8 + 4) Bludgeoning damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 14). Until the grapple ends, the target has the Restrained condition, is suffocating unless it can breathe water, and takes 13 (3d8) Bludgeoning damage at the start of each of the elemental's turns. The elemental can grapple one Large creature or up to two

Medium or smaller creatures at a time with Whelm. As an action, a creature within 5 feet of the elemental can pull a creature out of it by succeeding on a DC 14 Strength (Athletics) check. *Success:* Half damage only.

Werebear

Medium Monstrosity (Lycanthrope), Neutral Good

AC 15 **Initiative** +0 (10)

HP 135 (18d8 + 54)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	19	+4	+4	INT	11	+0	+0
DEX	10	+0	+0	WIS	12	+1	+1
CON	17	+3	+3	CHA	12	+1	+1

Skills Perception +7

Senses Darkvision 60 ft., Passive Perception 17

Languages Common (can't speak in bear form)

CR 5 (XP 1800; PB +3)

Actions

Multiattack. The werebear makes two attacks, using Handaxe or Rend in any combination. It can replace one attack with a Bite attack.

Bite (Bear or Hybrid Form Only). *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 23 (3d12 + 4) Piercing damage. If the target is a Humanoid, it is subjected to the following effect. *Constitution Saving Throw:* DC 14. *Failure:* The target is cursed. If the cursed target drops to 0 Hit Points, it instead becomes a Werebear under the GM's control and has 10 Hit Points. *Success:* The target is immune to this werebear's curse for 24 hours.

Handaxe (Humanoid or Hybrid Form Only). *Melee or Ranged Attack Roll:* +7, reach 5 ft or range 20/60 ft. *Hit:* 21 (5d6 + 4) Slashing damage.

Rend (Bear or Hybrid Form Only). *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 17 (3d8 + 4) Slashing damage.

Bonus Actions

Shape-Shift. The werebear shape-shifts into a Large bear-humanoid hybrid form or a Large bear, or it returns to its true humanoid form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. Speed 40 ft. in bear form. Climb 30 ft. in bear form.

Wereboar

Medium Monstrosity (Lycanthrope), Neutral Evil

AC 15 **Initiative** +0 (10)

HP 97 (15d8 + 30)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	17	+3	+3	INT	10	+0	+0
DEX	10	+0	+0	WIS	11	+0	+0
CON	15	+2	+2	CHA	8	-1	-1

Skills Perception +2

Senses Passive Perception 12

Languages Common (can't speak in boar form)

CR 4 (XP 1100; PB +2)

Actions

Multiattack. The Wereboar makes 2 Javelin attacks and 2 Tusk attacks.

Gore. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 14 (2d10 + 3) Piercing damage. If the target is a Humanoid, it is subjected to the following effect. *Constitution Saving Throw:* DC 12. *Failure:* The target is cursed. If the cursed target drops to 0 Hit Points, it instead becomes a **Wereboar** under the GM's control and has 10 Hit Points. *Success:* The target is immune to this wereboar's curse for 24 hours.

Javelin. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 30/120 ft., *Hit:* 16 (3d8 + 3) Piercing damage.

Tusk. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 12 (2d8 + 3) Piercing damage. If the target is a Medium or smaller creature and the wereboar moved 20+ feet straight toward it immediately before the hit, the target takes an extra 7 (2d6) Piercing damage and has the Prone condition.

Bonus Actions

Shape-Shift. The wereboar shape-shifts into a Medium boar-humanoid hybrid or a Small boar, or it returns to its true humanoid form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. Speed 40 ft. in boar form.

Wererat

Medium Monstrosity (Lycanthrope), Lawful Evil

AC 13 **Initiative** +3 (13)

HP 60 (11d8 + 11)

Speed 30 ft., climb 30 ft.

		Mod	Save			Mod	Save
STR	10	+0	+0	INT	11	+0	+0
DEX	16	+3	+3	WIS	10	+0	+0
CON	12	+1	+1	CHA	8	-1	-1

Skills Perception +4, Stealth +5

Senses Darkvision 60 ft., Passive Perception 14

Languages Common (can't speak in rat form)

CR 2 (XP 450; PB +2)

Actions

Multiattack. The wererat makes two attacks, using Scratch or Hand Crossbow in any combination. It can replace one attack with a Bite attack.

Bite (Rat or Hybrid Form Only). *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 15 (5d4 + 3) Piercing damage. If the target is a Humanoid, it is subjected to the following effect. *Constitution Saving Throw:* DC 14. *Failure:* The target is cursed. If the cursed target drops to 0 Hit Points, it instead becomes a Wererat under the GM's control and has 10 Hit Points. *Success:* The target is immune to this wererat's curse for 24 hours.

Scratch. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 13 (3d6 + 3) Slashing damage.

Hand Crossbow (Humanoid or Hybrid Form Only). *Ranged Attack Roll:* +5, range 30/120 ft. *Hit:* 13 (3d6 + 3) Piercing damage.

Bonus Actions

Shape-Shift. The wererat shape-shifts into a Medium rat-humanoid hybrid or a Small rat, or it returns to its true humanoid form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Weretiger

Medium Monstrosity (Lycanthrope), Neutral

AC 15 **Initiative** +2 (12)

HP 97 (13d8 + 39)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	17	+3	+3	INT	10	+0	+0

		Mod	Save			Mod	Save
DEX	15	+2	+2	WIS	13	+1	+1
CON	16	+3	+3	CHA	11	+0	+0

Skills Perception +5, Stealth +4

Senses Darkvision 60 ft., Passive Perception 15

Languages Common (can't speak in tiger form)

CR 4 (XP 1100; PB +2)

Actions

Multiattack. The weretiger makes two attacks, using Scratch or Longbow in any combination. It can replace one attack with a Bite attack.

Bite (Tiger or Hybrid Form Only). *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 21 (4d8 + 3) Piercing damage. If the target is a Humanoid, it is subjected to the following effect. *Constitution Saving Throw:* DC 13. *Failure:* The target is cursed. If the cursed target drops to 0 Hit Points, it instead becomes a Weretiger under the GM's control and has 10 Hit Points. *Success:* The target is immune to this weretiger's curse for 24 hours.

Scratch. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 17 (4d6 + 3) Slashing damage.

Longbow (Humanoid or Hybrid Form Only). *Ranged Attack Roll:* +4, range 150/600 ft. *Hit:* 15 (3d8 + 2) Piercing damage.

Bonus Actions

Prowl (Tiger or Hybrid Form Only). The weretiger moves up to its Speed without provoking Opportunity Attacks. At the end of this movement, the weretiger can take the Hide action.

Shape-Shift. The weretiger shape-shifts into a Large tiger-humanoid hybrid or a Large tiger, or it returns to its true humanoid form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. Speed 40 ft. in tiger form.

Werewolf

Medium Monstrosity (Lycanthrope), Chaotic Evil

AC 15 **Initiative** +2 (12)

HP 78 (12d8 + 24)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	16	+3	+3	INT	10	+0	+0
DEX	14	+2	+2	WIS	11	+0	+0
CON	14	+2	+2	CHA	10	+0	+0

Skills Perception +4, Stealth +4

Senses Darkvision 60 ft., Passive Perception 14

Languages Common (can't speak in wolf form)

CR 3 (XP 700; PB +2)

Traits

Pack Tactics. The werewolf has Advantage on an attack roll against a creature if at least one of the werewolf's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Multiattack. The werewolf makes two attacks, using Scratch or Longbow in any combination. It can replace one attack with a Bite attack.

Bite (Wolf or Hybrid Form Only). *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 16 (3d8 + 3) Piercing damage. If the target is a Humanoid, it is subjected to the following effect. *Constitution Saving Throw:* DC 12. *Failure:* The target is cursed. If the cursed target drops to 0 Hit Points, it instead becomes a Werewolf under the GM's control and has 10 Hit Points. *Success:* The target is immune to this werewolf's curse for 24 hours.

Scratch. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 13 (3d6 + 3) Slashing damage.

Longbow (Humanoid or Hybrid Form Only). *Ranged Attack Roll:* +4, range 150/600 ft. *Hit:* 15 (3d8 + 2) Piercing damage.

Bonus Actions

Shape-Shift. The werewolf shape-shifts into a Large wolf-humanoid hybrid or a Medium wolf, or it returns to its true humanoid form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. Speed 40 ft. in wolf form.

White Dragons

White Dragon, Wyrmling

Medium Dragon (Chromatic), Chaotic Evil

AC 16 **Initiative** +0 (10)

HP 65 (10d8 + 20)

Speed 30 ft., swim 30 ft., fly 60 ft., burrow 15 ft.

		Mod	Save			Mod	Save
STR	14	+2	+2	INT	5	-3	-3
DEX	10	+0	+2	WIS	10	+0	+2
CON	14	+2	+2	CHA	11	+0	+0

Skills Perception +4, Stealth +2

Immunities Cold

Senses Darkvision 60 ft., Blindsight 10 ft., Passive Perception 14

Languages Draconic

CR 2 (XP 450; PB +2)

Traits

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, Difficult Terrain composed of ice or snow doesn't cost it extra movement.

Actions

Multiattack. The White Dragon Wyrmling makes 2 Rend attacks.

Rend. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 11 (2d8 + 2) Slashing damage plus 2 (1d4) Cold damage.

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 12, each creature in a 15-foot Cone. *Failure:* 22 (5d8) Cold damage. *Success:* Half damage.

White Dragon, Young

Large Dragon (Chromatic), Chaotic Evil

AC 17 **Initiative** +0 (10)

HP 123 (13d10 + 52)

Speed 40 ft., swim 40 ft., fly 80 ft., burrow 20 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	6	-2	-2
DEX	10	+0	+3	WIS	11	+0	+3
CON	18	+4	+4	CHA	12	+1	+1

Skills Perception +6, Stealth +3

Immunities Cold

Senses Darkvision 120 ft., Blindsight 30 ft., Passive Perception 16

Languages Common, Draconic

CR 6 (XP 2300; PB +3)

Traits

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, Difficult Terrain composed of ice or snow doesn't cost it extra movement.

Actions

Multiattack. The White Dragon, Young makes 3 Rend attacks.

Rend. *Melee Attack Roll:* +7, reach 10 ft., *Hit:* 14 (4d4 + 4) Slashing damage plus 3 (1d6) Cold damage.

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 15, each creature in a 30-foot Cone. *Failure:* 58 (13d8) Cold damage. *Success:* Half damage.

White Dragon, Adult

Huge Dragon (Chromatic), Chaotic Evil

AC 18 **Initiative** +0 (10)

HP 237 (19d12 + 114)

Speed 40 ft., swim 40 ft., fly 80 ft., burrow 30 ft.

		Mod	Save			Mod	Save
STR	22	+6	+6	INT	8	-1	-1
DEX	10	+0	+5	WIS	12	+1	+6
CON	22	+6	+6	CHA	12	+1	+1

Skills Perception +11, Stealth +5

Immunities Cold

Senses Darkvision 120 ft., Blindsight 60 ft., Passive Perception 21

Languages Common, Draconic

CR 13 (XP 10000; PB +5)

Traits

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, Difficult Terrain composed of ice or snow doesn't cost it extra movement.

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The White Dragon, Adult makes 3 Rend attacks.

Rend. *Melee Attack Roll:* +11, reach 10 ft., *Hit:* 17 (2d10 + 6) Slashing damage plus 9 (2d8) Cold damage.

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 19, each creature in a 60-foot Cone. *Failure:* 63 (14d8) Cold damage. *Success:* Half damage.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Freezing Burst. *Constitution Saving Throw:* DC 18, each creature in a 30-foot-radius Sphere centered on a point the dragon can see within 120 feet. *Failure:* 7 (2d6) Cold damage, and the target's Speed is 0 until the end of the target's next turn. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Frightful Presence. The dragon casts Fear, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 18). The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

White Dragon, Ancient

Gargantuan Dragon (Chromatic), Chaotic Evil

AC 25 **Initiative** +0 (10)

HP 333 (18d20 + 144)

Speed 40 ft., swim 40 ft., fly 80 ft., burrow 40 ft.

		Mod	Save			Mod	Save
STR	26	+8	+8	INT	10	+0	+0
DEX	10	+0	+6	WIS	13	+1	+7
CON	26	+8	+8	CHA	18	+4	+4

Skills Perception +13, Stealth +6

Immunities Cold

Senses Darkvision 120 ft., Blindsight 60 ft., Passive Perception 23

Languages Common, Draconic

CR 20 (XP 25000; PB +6)

Traits

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, Difficult Terrain composed of ice or snow doesn't cost it extra movement.

Legendary Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The White Dragon, Ancient makes 3 Rend attacks.

Rend. *Melee Attack Roll:* +14, reach 15 ft., *Hit:* 24 (3d10 + 8) Slashing damage plus 13 (3d8) Cold damage.

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 22, each creature in a 90-foot Cone. *Failure:* 72 (16d8) Cold damage. *Success:* Half damage.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Freezing Burst. *Constitution Saving Throw:* DC 20, each creature in a 30-foot-radius Sphere centered on a point the dragon can see within 120 feet. *Failure:* 17 (5d6) Cold damage, and the target's Speed is 0 until the end of the target's next turn. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Frightful Presence. The dragon casts Fear, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 20). The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Wight

Medium Undead, Neutral Evil

AC 14 **Initiative** +2 (12)

HP 82 (11d8 + 33)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	15	+2	+2	INT	10	+0	+0
DEX	14	+2	+2	WIS	13	+1	+1
CON	16	+3	+3	CHA	15	+2	+2

Skills Perception +3, Stealth +4

Resistances Necrotic

Immunities Exhaustion, Poisoned; Poison

Senses Darkvision 60 ft., Passive Perception 13

Languages Common plus one other language

CR 3 (XP 700; PB +2)

Traits

Sunlight Sensitivity. While in sunlight, the wight has Disadvantage on ability checks and attack rolls.

Actions

Multiattack. The Wight makes 2 Necrotic Sword attacks. It can replace any Necrotic Sword attack with a Necrotic Bow attack. It can replace one attack with a use of Life Drain.

Necrotic Sword. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 11 (2d8 + 2) Slashing damage plus 4 (1d8) Necrotic damage.

Necrotic Bow. *Ranged Attack Roll:* +4, range 150/600 ft., *Hit:* 11 (2d8 + 2) Piercing damage plus 4 (1d8) Necrotic damage.

Life Drain. *Constitution Saving Throw:* DC 13, one creature within 5 feet. *Failure:* 11 (2d8 + 2) Necrotic damage, and the target's Hit Point maximum decreases by an amount equal to the damage taken. A Humanoid slain by this attack rises 24 hours later as a Zombie under the wight's control, unless the Humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at a time.

Will-o'-Wisp

Tiny Undead, Chaotic Evil

AC 19 **Initiative** +4 (14)

HP 27 (11d4)

Speed 5 ft., fly 50 ft. (hover)

		Mod	Save			Mod	Save
STR	1	-5	-5	INT	13	+1	+1
DEX	18	+4	+4	WIS	14	+2	+2
CON	10	+0	+0	CHA	11	+0	+0

Resistances Acid, Cold, Fire, Necrotic, Slashing, Piercing, Bludgeoning

Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious; Lightning, Poison

Senses Darkvision 120 ft., Passive Perception 12

Languages Common plus one other language

CR 2 (XP 450; PB +2)

Traits

Ephemeral. The wisp can't wear or carry anything.

Illumination. The wisp sheds Bright Light in a 20-foot radius and Dim Light for an additional 20 feet.

Incorporeal Movement. The wisp can move through other creatures and objects as if they were Difficult Terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

Actions

Multiattack. The Will-o'-Wisp makes 2 Shock attacks.

Shock. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 11 (2d6 + 4) Lightning damage.

Bonus Actions

Consume Life. *Constitution Saving Throw:* DC 14, one living creature the wisp can see within 5 feet that has 0 Hit Points. *Failure:* The target dies, and the wisp regains 10 (3d6) Hit Points.

Vanish. The wisp and its light have the Invisible condition until the wisp's Concentration ends on this effect, which ends early immediately after the wisp makes an attack roll or uses Consume Life.

Winter Wolf

Large Monstrosity, Neutral Evil

AC 13 **Initiative** +1 (11)

HP 75 (10d10 + 20)

Speed 50 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	7	-2	-2
DEX	13	+1	+1	WIS	12	+1	+1

		Mod	Save			Mod	Save
CON	14	+2	+2	CHA	8	-1	-1

Skills Perception +5, Stealth +5

Immunities Cold

Senses Passive Perception 15

Languages Common, Giant

CR 3 (XP 700; PB +2)

Traits

Pack Tactics. The wolf has Advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Multiattack. The Winter Wolf makes 2 Bite attacks.

Bite. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 11 (2d6 + 4) Piercing damage. If the target is a Large or smaller creature, it has the Prone condition.

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 12, each creature in a 15-foot Cone. *Failure:* 40 (9d8) Cold damage. *Success:* Half damage.

Worg

Large Fey, Neutral Evil

AC 13 **Initiative** +1 (11)

HP 26 (4d10 + 4)

Speed 50 ft.

		Mod	Save			Mod	Save
STR	16	+3	+3	INT	7	-2	-2
DEX	13	+1	+1	WIS	11	+0	+0
CON	13	+1	+1	CHA	8	-1	-1

Skills Perception +4

Senses Darkvision 60 ft., Passive Perception 14

Languages Goblin, Worg

CR 1/2 (XP 100; PB +2)

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 12 (2d8 + 3) Piercing damage. The next attack roll made against the target before the start of the worg's next turn has Advantage.

Wraith

Medium Undead, Neutral Evil

AC 13 **Initiative** +3 (13)

HP 90 (12d8 + 36)

Speed 5 ft., fly 60 ft. (hover)

		Mod	Save			Mod	Save
STR	6	-2	-2	INT	12	+1	+1
DEX	16	+3	+3	WIS	14	+2	+2
CON	16	+3	+3	CHA	15	+2	+2

Resistances Acid, Cold, Fire, Slashing, Piercing, Bludgeoning

Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious; Necrotic, Poison

Senses Darkvision 60 ft., Passive Perception 12

Languages Common plus two other languages

CR 5 (XP 1800; PB +3)

Traits

Incorporeal Movement. The wraith can move through other creatures and objects as if they were Difficult Terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has Disadvantage on ability checks and attack rolls.

Actions

Multiattack. The Wraith makes 2 Life Drain attacks.

Life Drain. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 21 (4d8 + 3) Necrotic damage. If the target is a creature, its Hit Point maximum decreases by an amount equal to the damage taken.

Create Specter. The wraith targets a Humanoid corpse within 10 feet of itself that has been dead for no longer than 1 minute. The target's spirit rises as a Specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at a time.

Wyvern

Large Dragon, Unaligned

AC 14 **Initiative** +0 (10)

HP 127 (15d10 + 45)

Speed 30 ft., fly 80 ft.

		Mod	Save			Mod	Save
STR	19	+4	+4	INT	5	-3	-3
DEX	10	+0	+0	WIS	12	+1	+1
CON	16	+3	+3	CHA	6	-2	-2

Skills Perception +4

Senses Darkvision 120 ft., Passive Perception 14

Languages None

CR 6 (XP 2300; PB +3)

Actions

Multiattack. The Wyvern makes 1 Bite attack and 1 Sting attack.

Bite. *Melee Attack Roll:* +7, reach 5 ft., *Hit:* 13 (2d8 + 4) Piercing damage.

Sting. *Melee Attack Roll:* +7, reach 10 ft., *Hit:* 11 (2d6 + 4) Piercing damage plus 24 (7d6) Poison damage. The target has the Poisoned condition until the start of the wyvern's next turn.

Xorn

Medium Elemental, Neutral

AC 19 **Initiative** +0 (10)

HP 105 (10d8 + 60)

Speed 20 ft., burrow 20 ft.

		Mod	Save			Mod	Save
STR	17	+3	+3	INT	11	+0	+0
DEX	10	+0	+0	WIS	10	+0	+0
CON	22	+6	+6	CHA	11	+0	+0

Skills Perception +6, Stealth +6

Immunities Paralyzed, Petrified, Poisoned; Poison

Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 16

Languages Primordial (Terran)

CR 5 (XP 1800; PB +3)

Traits

Earth Glide. The xorn can burrow through nonmagical, unworked earth and stone. While doing so, the xorn doesn't disturb the material it moves through.

Treasure Sense. The xorn can pinpoint the location of precious metals and stones within 60 feet of itself.

Actions

Multiattack. The Xorn makes 1 Bite attack and 3 Claw attacks.

Bite. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 17 (4d6 + 3) Piercing damage.

Claw. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 8 (1d10 + 3) Slashing damage.

Bonus Actions

Charge. The xorn moves up to its Speed or Burrow Speed straight toward an enemy it can sense.

Zombie

Medium Undead, Neutral Evil

AC 8 **Initiative** -2 (8)

HP 15 (2d8 + 6)

Speed 20 ft.

		Mod	Save			Mod	Save
STR	13	+1	+1	INT	3	-4	-4
DEX	6	-2	-2	WIS	6	-2	+0
CON	16	+3	+3	CHA	5	-3	-3

Immunities Exhaustion, Poisoned; Poison

Senses Darkvision 60 ft., Passive Perception 8

Languages Understands Common plus one other language but can't speak

CR 1/4 (XP 50; PB +2)

Traits

Undead Fortitude. If damage reduces the zombie to 0 Hit Points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is Radiant or from a Critical Hit. On a successful save, the zombie drops to 1 Hit Point instead.

Actions

Slam. *Melee Attack Roll:* +3, reach 5 ft., *Hit:* 10 (2d8 + 1) Bludgeoning damage.

Ogre Zombie

Large Undead, Neutral Evil

AC 8 **Initiative** -2 (8)

HP 85 (9d10 + 36)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	19	+4	+4	INT	3	-4	-4
DEX	6	-2	-2	WIS	6	-2	+0
CON	18	+4	+4	CHA	5	-3	-3

Immunities Exhaustion, Poisoned; Poison

Senses Darkvision 60 ft., Passive Perception 8

Languages Understands Common and Giant but can't speak

CR 2 (XP 450; PB +2)

Traits

Undead Fortitude. If damage reduces the zombie to 0 Hit Points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is Radiant or from a Critical Hit. On a successful save, the zombie drops to 1 Hit Point instead.

Actions

Slam. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 17 (3d8 + 4) Bludgeoning damage.

Animals

Allosaurus

Large Beast (Dinosaur), Unaligned

AC 13 **Initiative** +1 (11)

HP 51 (6d10 + 18)

Speed 60 ft.

		Mod	Save			Mod	Save
STR	19	+4	+4	INT	2	-4	-4
DEX	13	+1	+1	WIS	12	+1	+1
CON	17	+3	+3	CHA	5	-3	-3

Skills Perception +5

Senses Passive Perception 15

Languages None

CR 2 (XP 450; PB +2)

Actions

Multiattack. The Allosaurus makes 1 Bite attack and 1 Claws attack.

Bite. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 15 (2d10 + 4) Piercing damage.

Claws. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 8 (1d8 + 4) Slashing damage. If the target is a Large or smaller creature and the allosaurus moved 30+ feet straight toward it immediately before the hit, the target has the Prone condition, and the allosaurus can make one Bite attack against it.

Ankylosaurus

Huge Beast (Dinosaur), Unaligned

AC 15 **Initiative** +0 (10)

HP 68 (8d12 + 16)

Speed 30 ft.

		Mod	Save			Mod	Save
STR	19	+4	+6	INT	2	-4	-4
DEX	11	+0	+0	WIS	12	+1	+1
CON	15	+2	+2	CHA	5	-3	-3

Senses Passive Perception 11

Languages None

CR 3 (XP 700; PB +2)

Actions

Multiattack. The Ankylosaurus makes 2 Tail attacks.

Tail. *Melee Attack Roll:* +6, reach 10 ft., *Hit:* 15 (2d10 + 4) Bludgeoning damage. If the target is a Huge or smaller creature, it has the Prone condition.

Ape

Medium Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 19 (3d8 + 6)

Speed 30 ft., climb 30 ft.

		Mod	Save			Mod	Save
STR	16	+3	+3	INT	6	-2	-2
DEX	14	+2	+2	WIS	12	+1	+1
CON	14	+2	+2	CHA	7	-2	-2

Skills Athletics +5, Perception +3

Senses Passive Perception 13

Languages None

CR 1/2 (XP 100; PB +2)

Actions

Multiattack. The ape makes two Fist attacks.

Fist. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Bludgeoning damage.

Rock (Recharge 6). *Ranged Attack Roll:* +5, range 25/50 ft. *Hit:* 13 (3d6 + 3) Bludgeoning damage.

Archelon

Huge Beast (Dinosaur), Unaligned

AC 17 **Initiative** +3 (13)

HP 90 (12d12 + 12)

Speed 20 ft., swim 80 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	4	-3	-3
DEX	16	+3	+3	WIS	14	+2	+2
CON	13	+1	+1	CHA	6	-2	-2

Skills Stealth +5

Senses Passive Perception 12

Languages None

CR 4 (XP 1100; PB +2)

Traits

Amphibious. The archelon can breathe air and water.

Actions

Multiattack. The Archelon makes 2 Bite attacks.

Bite. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 18 (4d6 + 4) Piercing damage.

Baboon

Small Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 3 (1d6)

Speed 30 ft., climb 30 ft.

		Mod	Save			Mod	Save
STR	8	-1	-1	INT	4	-3	-3
DEX	14	+2	+2	WIS	12	+1	+1

		Mod	Save			Mod	Save
CON	11	+0	+0	CHA	6	-2	-2

Senses Passive Perception 11

Languages None

CR 0 (XP 10; PB +2)

Traits

Pack Tactics. The baboon has Advantage on an attack roll against a creature if at least one of the baboon's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Bite. *Melee Attack Roll:* +1, reach 5 ft., *Hit:* 2 (1d6 - 1) Piercing damage.

Badger

Tiny Beast, Unaligned

AC 11 **Initiative** +0 (10)

HP 5 (1d4 + 3)

Speed 20 ft., burrow 5 ft.

		Mod	Save			Mod	Save
STR	10	+0	+0	INT	2	-4	-4
DEX	11	+0	+0	WIS	12	+1	+1
CON	16	+3	+3	CHA	5	-3	-3

Skills Perception +3

Resistances Poison

Senses Darkvision 30 ft., Passive Perception 13

Languages None

CR 0 (XP 10; PB +2)

Actions

Bite. *Melee Attack Roll:* +2, reach 5 ft., *Hit:* 2 (1d4) Piercing damage.

Bat

Tiny Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 1 (1d4 - 1)

Speed 5 ft., fly 30 ft.

		Mod	Save			Mod	Save
STR	2	-4	-4	INT	2	-4	-4
DEX	15	+2	+2	WIS	12	+1	+1
CON	8	-1	-1	CHA	4	-3	-3

Senses Blindsight 60 ft., Passive Perception 11

Languages None

CR 0 (XP 10; PB +2)

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 2 (1d4) Piercing damage.

Black Bear

Medium Beast, Unaligned

AC 11 **Initiative** +1 (11)

HP 19 (3d8 + 6)

Speed 30 ft., swim 30 ft., climb 30 ft.

		Mod	Save			Mod	Save
STR	15	+2	+2	INT	2	-4	-4
DEX	12	+1	+1	WIS	12	+1	+1
CON	14	+2	+2	CHA	7	-2	-2

Skills Perception +5

Senses Darkvision 60 ft., Passive Perception 15

Languages None

CR 1/2 (XP 100; PB +2)

Actions

Multiattack. The Black Bear makes 2 Rend attacks.

Rend. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 7 (1d10 + 2) Slashing damage.

Blood Hawk

Small Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 7 (2d6)

Speed 10 ft., fly 60 ft.

		Mod	Save			Mod	Save
STR	6	-2	-2	INT	3	-4	-4
DEX	14	+2	+2	WIS	14	+2	+2
CON	10	+0	+0	CHA	5	-3	-3

Skills Perception +6

Senses Passive Perception 16

Languages None

CR 1/8 (XP 25; PB +2)

Traits

Pack Tactics. The hawk has Advantage on an attack roll against a creature if at least one of the hawk's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Beak. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage, or 6 (1d8 + 2) Piercing damage if the target is Bloodied.

Boar

Medium Beast, Unaligned

AC 11 **Initiative** +0 (10)

HP 13 (2d8 + 4)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	13	+1	+1	INT	2	-4	-4
DEX	11	+0	+0	WIS	9	-1	-1
CON	14	+2	+2	CHA	5	-3	-3

Senses Passive Perception 9

Languages None

CR 1/4 (XP 50; PB +2)

Traits

Bloodied Fury. While Bloodied, the boar has Advantage on attack rolls.

Actions

Gore. *Melee Attack Roll:* +3, reach 5 ft., *Hit:* 8 (2d6 + 1) Piercing damage. If the target is a Medium or smaller creature and the boar moved 20+ feet straight toward it immediately before the hit, the target takes an extra 3 (1d6) Piercing damage and has the Prone condition.

Brown Bear

Large Beast, Unaligned

AC 11 **Initiative** +1 (11)

HP 52 (7d10 + 14)

Speed 40 ft., climb 30 ft.

		Mod	Save			Mod	Save
STR	17	+3	+3	INT	2	-4	-4
DEX	12	+1	+1	WIS	13	+1	+1
CON	15	+2	+2	CHA	7	-2	-2

Skills Perception +3

Senses Darkvision 60 ft., Passive Perception 13

Languages None

CR 1 (XP 200; PB +2)

Actions

Multiattack. The Brown Bear makes 1 Bite attack and 1 Claw attack.

Bite. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 12 (2d8 + 3) Piercing damage.

Claw. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 8 (2d4 + 3) Slashing damage. If the target is a Large or smaller creature, it has the Prone condition.

Camel

Large Beast, Unaligned

AC 10 **Initiative** -1 (9)

HP 17 (2d10 + 6)

Speed 50 ft.

		Mod	Save			Mod	Save
STR	15	+2	+2	INT	2	-4	-4
DEX	8	-1	-1	WIS	11	+0	+0
CON	17	+3	+5	CHA	5	-3	-3

Senses Darkvision 60 ft., Passive Perception 10

Languages None

CR 1/8 (XP 25; PB +2)

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 5 (1d6 + 2) Bludgeoning damage.

Cat

Tiny Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 2 (1d4)

Speed 40 ft., climb 40 ft.

		Mod	Save			Mod	Save
STR	3	-4	-4	INT	3	-4	-4
DEX	15	+2	+4	WIS	12	+1	+1
CON	10	+0	+0	CHA	7	-2	-2

Skills Perception +3, Stealth +4

Senses Darkvision 60 ft., Passive Perception 13

Languages None

CR 0 (XP 10; PB +2)

Traits

Jumper. The cat's jump distance is determined using its Dexterity rather than its Strength.

Actions

Scratch. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 2 (1d4) Slashing damage.

Constrictor Snake

Large Beast, Unaligned

AC 13 **Initiative** +2 (12)

HP 13 (2d10 + 2)

Speed 30 ft., swim 30 ft.

		Mod	Save			Mod	Save
STR	15	+2	+2	INT	1	-5	-5
DEX	14	+2	+2	WIS	10	+0	+0
CON	12	+1	+1	CHA	3	-4	-4

Skills Perception +2, Stealth +4

Senses Blindsight 10 ft., Passive Perception 12

Languages None

CR 1/4 (XP 50; PB +2)

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 11 (2d8 + 2) Piercing damage.

Constrict. *Strength Saving Throw:* DC 12, one Medium or smaller creature the snake can see within 5 feet. *Failure:* 7 (3d4) Bludgeoning damage, and the target has the Grappled condition (escape DC 12).

Crab

Tiny Beast, Unaligned

AC 11 **Initiative** +0 (10)

HP 3 (1d4 + 1)

Speed 20 ft., swim 20 ft.

		Mod	Save			Mod	Save
STR	6	-2	-2	INT	1	-5	-5
DEX	11	+0	+0	WIS	8	-1	-1
CON	12	+1	+1	CHA	2	-4	-4

Skills Stealth +2

Senses Blindsight 30 ft., Passive Perception 9

Languages None

CR 0 (XP 10; PB +2)

Traits

Amphibious. The crab can breathe air and water.

Actions

Claw. *Melee Attack Roll:* +2, reach 5 ft., *Hit:* 2 (1d4) Bludgeoning damage.

Crocodile

Large Beast, Unaligned

AC 12 **Initiative** +0 (10)

HP 32 (5d10 + 5)

Speed 20 ft., swim 30 ft.

		Mod	Save			Mod	Save
STR	15	+2	+2	INT	2	-4	-4
DEX	10	+0	+0	WIS	10	+0	+0
CON	13	+1	+3	CHA	5	-3	-3

Skills Stealth +2

Senses Passive Perception 10

Languages None

CR 1/2 (XP 100; PB +2)

Traits

Hold Breath. The crocodile can hold its breath for 1 hour.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 11 (2d8 + 2) Piercing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 12). While Grappled, the target has the Restrained condition.

Deer

Medium Beast, Unaligned

AC 13 **Initiative** +3 (13)

HP 4 (1d8)

Speed 50 ft.

		Mod	Save			Mod	Save
STR	11	+0	+0	INT	2	-4	-4
DEX	16	+3	+3	WIS	14	+2	+2
CON	11	+0	+0	CHA	5	-3	-3

Skills Perception +4

Senses Darkvision 60 ft., Passive Perception 14

Languages None

CR 0 (XP 10; PB +2)

Traits

Agile. The deer doesn’t provoke an Opportunity Attack when it moves out of an enemy’s reach.

Actions

Ram. *Melee Attack Roll:* +2, reach 5 ft., *Hit:* 2 (1d4) Bludgeoning damage.

Dire Wolf

Large Beast, Unaligned

AC 14 **Initiative** +2 (12)

HP 52 (7d10 + 14)

Speed 50 ft.

		Mod	Save			Mod	Save
STR	17	+3	+3	INT	3	-4	-4
DEX	15	+2	+2	WIS	12	+1	+1
CON	15	+2	+2	CHA	7	-2	-2

Skills Perception +5, Stealth +4

Senses Darkvision 60 ft., Passive Perception 15

Languages None

CR 1 (XP 200; PB +2)

Traits

Pack Tactics. The wolf has Advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Multiattack. The Dire Wolf makes 2 Bite attacks.

Bite. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 9 (1d12 + 3) Piercing damage. If the target is a Large or smaller creature, it has the Prone condition.

Draft Horse

Large Beast, Unaligned

AC 15 **Initiative** +0 (10)

HP 22 (3d10 + 6)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	2	-4	-4
DEX	10	+0	+0	WIS	11	+0	+0
CON	15	+2	+2	CHA	7	-2	-2

Senses Passive Perception 10

Languages None

CR 1/4 (XP 50; PB +2)

Actions

Hooves. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 11 (3d4 + 4) Bludgeoning damage.

Eagle

Small Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 4 (1d6 + 1)

Speed 10 ft., fly 60 ft.

		Mod	Save			Mod	Save
STR	6	-2	-2	INT	2	-4	-4
DEX	15	+2	+2	WIS	14	+2	+2
CON	12	+1	+1	CHA	7	-2	-2

Skills Perception +6

Senses Passive Perception 16

Languages None

CR 0 (XP 10; PB +2)

Actions

Talons. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 4 (1d4 + 2) Slashing damage.

Elephant

Huge Beast, Unaligned

AC 12 **Initiative** -1 (9)

HP 95 (10d12 + 30)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	22	+6	+6	INT	3	-4	-4
DEX	9	-1	-1	WIS	11	+0	+0
CON	17	+3	+3	CHA	6	-2	-2

Senses Passive Perception 10

Languages None

CR 4 (XP 1100; PB +2)

Actions

Multiattack. The Elephant makes 2 Gore attacks.

Gore. *Melee Attack Roll:* +8, reach 5 ft., *Hit:* 19 (3d8 + 6) Piercing damage. If the target is a Huge or smaller creature and the elephant moved 20+ feet straight toward it immediately before the hit, the target has the Prone condition.

Bonus Actions

Trample. *Dexterity Saving Throw:* DC 16, one creature within 5 feet that has the Prone condition. *Failure:* 17 (2d10 + 6) Bludgeoning damage. *Success:* Half damage.

Elk

Large Beast, Unaligned

AC 10 **Initiative** +0 (10)

HP 11 (2d10)

Speed 50 ft.

		Mod	Save			Mod	Save
STR	16	+3	+3	INT	2	-4	-4
DEX	10	+0	+0	WIS	10	+0	+0
CON	11	+0	+0	CHA	6	-2	-2

Skills Perception +2

Senses Darkvision 60 ft., Passive Perception 12

Languages None

CR 1/4 (XP 50; PB +2)

Actions

Ram. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 10 (2d6 + 3) Bludgeoning damage. If the target is a Large or smaller creature and the elk moved 20+ feet straight toward it immediately before the hit, the target takes an extra 3 (1d6) Bludgeoning damage and has the Prone condition.

Flying Snake

Tiny Monstrosity, Unaligned

AC 14 **Initiative** +2 (12)

HP 5 (2d4)

Speed 30 ft., swim 30 ft., fly 60 ft.

		Mod	Save			Mod	Save
STR	4	-3	-3	INT	2	-4	-4
DEX	15	+2	+2	WIS	12	+1	+1

		Mod	Save			Mod	Save
CON	11	+0	+0	CHA	5	-3	-3

Senses Blindsight 10 ft., Passive Perception 11

Languages None

CR 1/8 (XP 25; PB +2)

Traits

Flyby. The snake doesn't provoke an Opportunity Attack when it flies out of an enemy's reach.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Piercing damage plus 5 (2d4) Poison damage.

Frog

Tiny Beast, Unaligned

AC 11 **Initiative** +1 (11)

HP 1 (1d4 - 1)

Speed 20 ft., swim 20 ft.

		Mod	Save			Mod	Save
STR	1	-5	-5	INT	1	-5	-5
DEX	13	+1	+1	WIS	8	-1	-1
CON	8	-1	-1	CHA	3	-4	-4

Skills Perception +1, Stealth +3

Senses Darkvision 30 ft., Passive Perception 11

Languages None

CR 0 (XP 10; PB +2)

Traits

Amphibious. The frog can breathe air and water.

Standing Leap. The frog's Long Jump is up to 10 feet and its High Jump is up to 5 feet with or without a running start.

Actions

Bite. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 2 (1d4) Piercing damage.

Giant Ape

Huge Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 168 (16d12 + 64)

Speed 40 ft., climb 40 ft.

		Mod	Save			Mod	Save
STR	23	+6	+6	INT	5	-3	-3
DEX	14	+2	+2	WIS	12	+1	+1
CON	18	+4	+4	CHA	7	-2	-2

Skills Athletics +9, Perception +4, Survival +4

Senses Passive Perception 14

Languages None

CR 7 (XP 2900; PB +3)

Actions

Multiattack. The Giant Ape makes 2 Fist attacks.

Fist. *Melee Attack Roll:* +9, reach 10 ft., *Hit:* 28 (4d10 + 6) Bludgeoning damage.

Boulder Toss (Recharge 6). The ape hurls a boulder at a point it can see within 90 feet. *Dexterity Saving Throw:* DC 17, each creature in a 5-foot-radius Sphere centered on that point. *Failure:* 35 (10d6) Bludgeoning damage. If the target is a Large or smaller creature, it has the Prone condition. *Success:* Half damage only.

Bonus Actions

Leap. The ape jumps up to 30 feet by spending 10 feet of movement.

Giant Badger

Medium Beast, Unaligned

AC 13 **Initiative** +0 (10)

HP 15 (2d8 + 6)

Speed 30 ft., burrow 10 ft.

		Mod	Save			Mod	Save
STR	13	+1	+1	INT	2	-4	-4
DEX	10	+0	+0	WIS	12	+1	+1
CON	17	+3	+3	CHA	5	-3	-3

Skills Perception +3

Resistances Poison

Senses Darkvision 60 ft., Passive Perception 13

Languages None

CR 1/4 (XP 50; PB +2)

Actions

Bite. *Melee Attack Roll:* +3, reach 5 ft., *Hit:* 11 (4d4 + 1) Piercing damage.

Giant Bat

Large Beast, Unaligned

AC 13 **Initiative** +3 (13)

HP 22 (4d10)

Speed 10 ft., fly 60 ft.

		Mod	Save			Mod	Save
STR	15	+2	+2	INT	2	-4	-4
DEX	16	+3	+3	WIS	12	+1	+1
CON	11	+0	+0	CHA	6	-2	-2

Senses Blindsight 120 ft., Passive Perception 11

Languages None

CR 1/4 (XP 50; PB +2)

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 10 (2d6 + 3) Piercing damage.

Giant Boar

Large Beast, Unaligned

AC 13 **Initiative** +0 (10)

HP 68 (8d10 + 24)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	17	+3	+5	INT	2	-4	-4
DEX	10	+0	+0	WIS	7	-2	-2

		Mod	Save			Mod	Save
CON	16	+3	+3	CHA	5	-3	-3

Senses Passive Perception 8

Languages None

CR 2 (XP 450; PB +2)

Traits

Bloodied Fury. The boar has Advantage on melee attack rolls while it is Bloodied.

Actions

Multiattack. The Giant Boar makes 2 Gore attacks.

Gore. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 10 (2d6 + 3) Piercing damage. If the target is a Large or smaller creature and the boar moved 20+ feet straight toward it immediately before the hit, the target takes an extra 7 (2d6) Piercing damage and has the Prone condition.

Giant Centipede

Small Beast, Unaligned

AC 14 **Initiative** +2 (12)

HP 9 (2d6 + 2)

Speed 30 ft., climb 30 ft.

		Mod	Save			Mod	Save
STR	5	-3	-3	INT	1	-5	-5
DEX	14	+2	+2	WIS	7	-2	-2
CON	12	+1	+1	CHA	3	-4	-4

Senses Blindsight 30 ft., Passive Perception 8

Languages None

CR 1/4 (XP 50; PB +2)

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 9 (3d4 + 2) Piercing damage. The target has the Poisoned condition until the start of the centipede's next turn.

Giant Constrictor Snake

Huge Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 60 (8d12 + 8)

Speed 30 ft., swim 30 ft.

		Mod	Save			Mod	Save
STR	19	+4	+4	INT	1	-5	-5
DEX	14	+2	+2	WIS	10	+0	+0
CON	12	+1	+1	CHA	3	-4	-4

Skills Perception +2

Senses Blindsight 10 ft., Passive Perception 12

Languages None

CR 2 (XP 450; PB +2)

Actions

Multiattack. The Giant Constrictor Snake makes 1 Bite attack. It also uses Constrict.

Bite. *Melee Attack Roll:* +6, reach 10 ft., *Hit:* 11 (2d6 + 4) Piercing damage.

Constrict. *Strength Saving Throw:* DC 14, one Large or smaller creature the snake can see within 10 feet. *Failure:* 13 (2d8 + 4) Bludgeoning damage, and the target has the Grappled condition (escape DC 14).

Giant Crab

Medium Beast, Unaligned

AC 15 **Initiative** +1 (11)

HP 13 (3d8)

Speed 30 ft., swim 30 ft.

		Mod	Save			Mod	Save
STR	13	+1	+1	INT	1	-5	-5
DEX	13	+1	+1	WIS	9	-1	-1
CON	11	+0	+0	CHA	3	-4	-4

Skills Stealth +3

Senses Blindsight 30 ft., Passive Perception 9

Languages None

CR 1/8 (XP 25; PB +2)

Traits

Amphibious. The crab can breathe air and water.

Actions

Claw. *Melee Attack Roll:* +3, reach 5 ft., *Hit:* 5 (1d8 + 1) Bludgeoning damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 11) from one of two claws.

Giant Crocodile

Huge Beast, Unaligned

AC 14 **Initiative** -1 (9)

HP 114 (12d12 + 36)

Speed 30 ft., swim 50 ft.

		Mod	Save			Mod	Save
STR	21	+5	+5	INT	2	-4	-4
DEX	9	-1	-1	WIS	10	+0	+0
CON	17	+3	+3	CHA	7	-2	-2

Skills Stealth +5

Senses Passive Perception 10

Languages None

CR 5 (XP 1800; PB +3)

Traits

Hold Breath. The crocodile can hold its breath for 1 hour.

Actions

Multiattack. The Giant Crocodile makes 1 Bite attack and 1 Tail attack.

Bite. *Melee Attack Roll:* +8, reach 5 ft., *Hit:* 21 (3d10 + 5) Piercing damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 15). While Grappled, the target has the Restrained condition and can't be targeted by the crocodile's Tail.

Tail. *Melee Attack Roll:* +8, reach 10 ft., *Hit:* 23 (4d8 + 5) Bludgeoning damage. If the target is a Large or smaller creature, it has the Prone condition.

Giant Eagle

Large Celestial, Neutral Good

AC 13 **Initiative** +3 (13)

HP 45 (7d10 + 7)

Speed 10 ft., fly 80 ft.

		Mod	Save			Mod	Save
STR	16	+3	+3	INT	8	-1	-1
DEX	17	+3	+3	WIS	14	+2	+2
CON	13	+1	+1	CHA	10	+0	+0

Skills Perception +6

Resistances Necrotic, Radiant

Senses Passive Perception 16

Languages Celestial; understands Common and Primordial (Auran) but can't speak them

CR 1 (XP 200; PB +2)

Actions

Multiattack. The Giant Eagle makes 2 Rend attacks.

Rend. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 5 (1d4 + 3) Slashing damage plus 3 (1d6) Radiant damage.

Giant Elk

Huge Celestial, Neutral Good

AC 14 **Initiative** +4 (14)

HP 68 (8d12 + 16)

Speed 60 ft.

		Mod	Save			Mod	Save
STR	19	+4	+6	INT	7	-2	-2
DEX	18	+4	+6	WIS	14	+2	+2
CON	14	+2	+2	CHA	10	+0	+0

Skills Perception +4

Resistances Necrotic, Radiant

Senses Darkvision 90 ft., Passive Perception 14

Languages Celestial; understands Common, Elvish, and Sylvan but can't speak them

CR 2 (XP 450; PB +2)

Actions

Ram. *Melee Attack Roll:* +6, reach 10 ft., *Hit:* 11 (2d6 + 4) Bludgeoning damage plus 5 (2d4) Radiant damage. If the target is a Huge or smaller creature and the elk moved 20+ feet straight toward it immediately before the hit, the target takes an extra 5 (2d4) Bludgeoning damage and has the Prone condition.

Giant Fire Beetle

Small Beast, Unaligned

AC 13 **Initiative** +0 (10)

HP 4 (1d6 + 1)

Speed 30 ft., climb 30 ft.

		Mod	Save			Mod	Save
STR	8	-1	-1	INT	1	-5	-5
DEX	10	+0	+0	WIS	7	-2	-2
CON	12	+1	+1	CHA	3	-4	-4

Resistances Fire

Senses Blindsight 30 ft., Passive Perception 8

Languages None

CR 0 (XP 10; PB +2)

Traits

Illumination. The beetle sheds Bright Light in a 10-foot radius and Dim Light for an additional 10 feet.

Actions

Bite. *Melee Attack Roll:* +1, reach 5 ft. *Hit:* 2 (1d4) Fire damage.

Giant Frog

Medium Beast, Unaligned

AC 11 **Initiative** +1 (11)

HP 18 (4d8)

Speed 30 ft., swim 30 ft.

		Mod	Save			Mod	Save
STR	12	+1	+1	INT	2	-4	-4
DEX	13	+1	+1	WIS	10	+0	+0
CON	11	+0	+0	CHA	3	-4	-4

Skills Perception +2, Stealth +3

Senses Darkvision 30 ft., Passive Perception 12

Languages None

CR 1/4 (XP 50; PB +2)

Traits

Amphibious. The frog can breathe air and water.

Standing Leap. The frog's Long Jump is up to 20 feet and its High Jump is up to 10 feet with or without a running start.

Actions

Bite. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 9 (2d6 + 2) Piercing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 11).

Swallow. The frog swallows a Small or smaller target it is grappling. While swallowed, the target isn't Grappled but has the Blinded and Restrained conditions, and it has Total Cover against attacks and other effects outside the frog. While swallowing the target, the frog can't use Bite, and if the frog dies, the swallowed target is no longer Restrained and can escape from the corpse using 5 feet of movement, exiting with the Prone condition. At the end of the frog's next turn, the swallowed target takes 10 (4d4) Acid damage. If that damage doesn't kill it, the frog disgorges it, causing it to exit Prone.

Giant Goat

Large Beast, Unaligned

AC 11 **Initiative** +1 (11)

HP 19 (3d10 + 3)

Speed 40 ft., climb 30 ft.

		Mod	Save			Mod	Save
STR	17	+3	+5	INT	3	-4	-4
DEX	13	+1	+1	WIS	12	+1	+1
CON	12	+1	+1	CHA	6	-2	-2

Skills Perception +3

Senses Darkvision 60 ft., Passive Perception 13

Languages None

CR 1/2 (XP 100; PB +2)

Actions

Ram. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 13 (3d6 + 3) Bludgeoning damage. If the target is a Large or smaller creature and the goat moved 20+ feet straight toward it immediately before the hit, the target takes an extra 5 (2d4) Bludgeoning damage and has the Prone condition.

Giant Hyena

Large Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 45 (6d10 + 12)

Speed 50 ft.

		Mod	Save			Mod	Save
STR	16	+3	+3	INT	2	-4	-4
DEX	14	+2	+2	WIS	12	+1	+1
CON	14	+2	+2	CHA	7	-2	-2

Skills Perception +3

Senses Darkvision 60 ft., Passive Perception 13

Languages None

CR 1 (XP 200; PB +2)

Actions

Multiattack. The Giant Hyena makes 2 Bite attacks.

Bite. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 10 (2d6 + 3) Piercing damage.

Bonus Actions

Rampage (1/Day). Immediately after dealing damage to a creature that was already Bloodied, the hyena can move up to half its Speed, and it makes one Bite attack.

Giant Lizard

Large Beast, Unaligned

AC 12 **Initiative** +1 (11)

HP 19 (3d10 + 3)

Speed 40 ft., climb 40 ft.

		Mod	Save			Mod	Save
STR	15	+2	+2	INT	2	-4	-4
DEX	12	+1	+3	WIS	10	+0	+0
CON	13	+1	+1	CHA	5	-3	-3

Senses Darkvision 60 ft., Passive Perception 10

Languages None

CR 1/4 (XP 50; PB +2)

Traits

Spider Climb. The lizard can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 11 (2d8 + 2) Piercing damage.

Giant Octopus

Large Beast, Unaligned

AC 11 **Initiative** +1 (11)

HP 45 (7d10 + 7)

Speed 10 ft., swim 60 ft.

		Mod	Save			Mod	Save
STR	17	+3	+3	INT	5	-3	-3
DEX	13	+1	+1	WIS	10	+0	+0
CON	13	+1	+1	CHA	4	-3	-3

Skills Perception +4, Stealth +5

Senses Darkvision 60 ft., Passive Perception 14

Languages None

CR 1 (XP 200; PB +2)

Traits

Water Breathing. The octopus can breathe only underwater. It can hold its breath for 1 hour outside water.

Actions

Tentacles. *Melee Attack Roll:* +5, reach 10 ft., *Hit:* 13 (3d6 + 3) Bludgeoning damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 13) from all eight tentacles. While Grappled, the target has the Restrained condition.

Reactions

Ink Cloud (1/Day). *Trigger:* The octopus takes damage while underwater. *Response:* The octopus releases ink that fills a 10-foot Cube centered on itself, and the octopus moves up to its Swim Speed. The Cube is Heavily Obscured for 1 minute or until a strong current or similar effect disperses the ink.

Giant Owl

Large Celestial, Neutral

AC 12 **Initiative** +2 (12)

HP 19 (3d10 + 3)

Speed 5 ft., fly 60 ft.

		Mod	Save			Mod	Save
STR	13	+1	+1	INT	10	+0	+0
DEX	15	+2	+2	WIS	14	+2	+4
CON	12	+1	+1	CHA	10	+0	+0

Skills Perception +6, Stealth +6

Resistances Necrotic, Radiant

Senses Darkvision 120 ft., Passive Perception 16

Languages Celestial; understands Common, Elvish, and Sylvan but can’t speak them

CR 1/4 (XP 50; PB +2)

Traits

Flyby. The owl doesn’t provoke an Opportunity Attack when it flies out of an enemy’s reach.

Actions

Talons. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 8 (1d12 + 2) Slashing damage.

Spellcasting. The owl casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability:*At Will:* Detect Evil and Good, Detect Magic*1/Day:* Clairvoyance

Giant Rat

Small Beast, Unaligned

AC 13 **Initiative** +3 (13)

HP 7 (2d6)

Speed 30 ft., climb 30 ft.

		Mod	Save			Mod	Save
STR	7	-2	-2	INT	2	-4	-4
DEX	16	+3	+5	WIS	10	+0	+0
CON	11	+0	+0	CHA	4	-3	-3

Skills Perception +2

Senses Darkvision 60 ft., Passive Perception 12

Languages None

CR 1/8 (XP 25; PB +2)

Traits

Pack Tactics. The rat has Advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 5 (1d4 + 3) Piercing damage.

Giant Scorpion

Large Beast, Unaligned

AC 15 **Initiative** +1 (11)

HP 82 (11d10 + 22)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	16	+3	+3	INT	1	-5	-5
DEX	13	+1	+1	WIS	9	-1	-1
CON	15	+2	+2	CHA	3	-4	-4

Senses Blindsight 60 ft., Passive Perception 9

Languages None

CR 3 (XP 700; PB +2)

Actions

Multiattack. The Giant Scorpion makes 2 Claw attacks and 1 Sting attack.

Claw. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 6 (1d6 + 3) Bludgeoning damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 13) from one of two claws.

Sting. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 7 (1d8 + 3) Piercing damage plus 11 (2d10) Poison damage.

Giant Seahorse

Large Beast, Unaligned

AC 14 **Initiative** +1 (11)

HP 33 (6d10)

Speed 5 ft., swim 40 ft.

		Mod	Save			Mod	Save
STR	15	+2	+2	INT	2	-4	-4
DEX	12	+1	+1	WIS	12	+1	+1
CON	11	+0	+0	CHA	5	-3	-3

Senses Passive Perception 11

Languages None

CR 1/2 (XP 100; PB +2)

Traits

Water Breathing. The seahorse can breathe only underwater.

Actions

Ram. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 12 (3d6 + 2) Bludgeoning damage, or 15 (3d8 + 2) Bludgeoning damage if the seahorse moved 20+ feet straight toward the target immediately before the hit.

Bonus Actions

Bubble Dash. While underwater, the seahorse moves up to half its Swim Speed without provoking Opportunity Attacks.

Giant Shark

Huge Beast, Unaligned

AC 18 **Initiative** +0 (10)

HP 115 (10d12 + 50)

Speed 5 ft., swim 60 ft.

		Mod	Save			Mod	Save
STR	23	+6	+6	INT	1	-5	-5
DEX	11	+0	+0	WIS	10	+0	+0
CON	21	+5	+5	CHA	5	-3	-3

Skills Perception +3

Senses Blindsight 60 ft., Passive Perception 13

Languages None

CR 5 (XP 1800; PB +3)

Traits

Water Breathing. The shark can breathe only underwater.

Actions

Multiattack. The Giant Shark makes 2 Bite attacks.

Bite. *Melee Attack Roll:* +9, reach 5 ft., *Hit:* 22 (3d10 + 6) Piercing damage.

Giant Spider

Large Beast, Unaligned

AC 14 **Initiative** +3 (13)

HP 45 (7d10 + 7)

Speed 30 ft., climb 30 ft.

		Mod	Save			Mod	Save
STR	14	+2	+2	INT	2	-4	-4
DEX	16	+3	+3	WIS	11	+0	+0
CON	12	+1	+1	CHA	4	-3	-3

Skills Perception +4, Stealth +7

Senses Darkvision 60 ft., Passive Perception 14

Languages None

CR 1 (XP 200; PB +2)

Traits

Spider Climb. The spider can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webs, and it knows the location of any other creature in contact with the same web.

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 7 (1d8 + 3) Piercing damage plus 7 (2d6) Poison damage.

Web (Recharge 5–6). *Dexterity Saving Throw:* DC 13, one creature the spider can see within 60 feet. *Failure:* The target has the Restrained condition until the web is destroyed (AC 10; HP 5; Vulnerability to Fire damage; Immunity to Poison and Psychic damage).

Giant Toad

Large Beast, Unaligned

AC 11 **Initiative** +1 (11)

HP 39 (6d10 + 6)

Speed 30 ft., swim 30 ft.

		Mod	Save			Mod	Save
STR	15	+2	+2	INT	2	-4	-4
DEX	13	+1	+1	WIS	10	+0	+0
CON	13	+1	+1	CHA	3	-4	-4

Senses Darkvision 60 ft., Passive Perception 10

Languages None

CR 1 (XP 200; PB +2)

Traits

Amphibious. The toad can breathe air and water.

Standing Leap. The toad's Long Jump is up to 20 feet and its High Jump is up to 10 feet with or without a running start.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 9 (2d6 + 2) Piercing damage plus 5 (2d4) Poison damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 12).

Swallow. The toad swallows a Medium or smaller target it is grappling. While swallowed, the target isn't Grappled but has the Blinded and Restrained conditions, and it has Total Cover against attacks and other effects outside the toad. In addition, the target takes 17 (5d6) Acid damage at the end of each of the toad's turns. The toad can have only one target swallowed at a time, and it can't use Bite while it has a swallowed target. If the toad dies, a swallowed creature is no longer Restrained and can escape from the corpse using 5 feet of movement, exiting with the Prone condition.

Giant Venomous Snake

Medium Beast, Unaligned

AC 14 **Initiative** +4 (14)

HP 11 (2d8 + 2)

Speed 40 ft., swim 40 ft.

		Mod	Save			Mod	Save
STR	10	+0	+0	INT	2	-4	-4
DEX	18	+4	+4	WIS	10	+0	+0
CON	13	+1	+1	CHA	3	-4	-4

Skills Perception +2

Senses Blindsight 10 ft., Passive Perception 12

Languages None

CR 1/4 (XP 50; PB +2)

Actions

Bite. *Melee Attack Roll:* +6, reach 10 ft., *Hit:* 6 (1d4 + 4) Piercing damage plus 4 (1d8) Poison damage.

Giant Vulture

Large Monstrosity, Neutral Evil

AC 10 **Initiative** +0 (10)

HP 51 (6d10 + 18)

Speed 10 ft., fly 60 ft.

		Mod	Save			Mod	Save
STR	15	+2	+2	INT	6	-2	-2
DEX	10	+0	+0	WIS	12	+1	+1
CON	16	+3	+3	CHA	7	-2	-2

Skills Perception +3

Resistances Necrotic

Senses Darkvision 60 ft., Passive Perception 13

Languages Understands Common but can't speak

CR 1 (XP 200; PB +2)

Traits

Pack Tactics. The vulture has Advantage on an attack roll against a creature if at least one of the vulture's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Gouge. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 12 (3d6 + 2) Piercing damage. The target has the Poisoned condition until the end of its next turn.

Giant Wasp

Medium Beast, Unaligned

AC 13 **Initiative** +2 (12)

HP 22 (5d8)

Speed 10 ft., fly 50 ft.

		Mod	Save			Mod	Save
STR	10	+0	+0	INT	1	-5	-5
DEX	14	+2	+2	WIS	10	+0	+0
CON	10	+0	+0	CHA	3	-4	-4

Senses Passive Perception 10

Languages None

CR 1/2 (XP 100; PB +2)

Traits

Flyby. The wasp doesn't provoke an Opportunity Attack when it flies out of an enemy's reach.

Actions

Sting. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 7 (1d10 + 2) Piercing damage plus 7 (3d4) Poison damage.

Giant Weasel

Medium Beast, Unaligned

AC 13 **Initiative** +3 (13)

HP 9 (2d8)

Speed 40 ft., climb 30 ft.

		Mod	Save			Mod	Save
STR	11	+0	+0	INT	4	-3	-3
DEX	17	+3	+3	WIS	12	+1	+1
CON	10	+0	+0	CHA	5	-3	-3

Skills Acrobatics +5, Perception +3, Stealth +5

Senses Darkvision 60 ft., Passive Perception 13

Languages None

CR 1/8 (XP 25; PB +2)

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 5 (1d4 + 3) Piercing damage.

Giant Wolf Spider

Medium Beast, Unaligned

AC 13 **Initiative** +3 (13)

HP 11 (2d8 + 2)

Speed 40 ft., climb 40 ft.

		Mod	Save			Mod	Save
STR	12	+1	+1	INT	3	-4	-4
DEX	16	+3	+3	WIS	12	+1	+1
CON	13	+1	+1	CHA	4	-3	-3

Skills Perception +3, Stealth +7

Senses Darkvision 60 ft., Blindsight 10 ft., Passive Perception 13

Languages None

CR 1/4 (XP 50; PB +2)

Traits

Spider Climb. The spider can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 5 (1d4 + 3) Piercing damage plus 5 (2d4) Poison damage.

Goat

Medium Beast, Unaligned

AC 10 **Initiative** +0 (10)

HP 4 (1d8)

Speed 40 ft., climb 30 ft.

		Mod	Save			Mod	Save
STR	11	+0	+2	INT	2	-4	-4
DEX	10	+0	+0	WIS	10	+0	+0
CON	11	+0	+0	CHA	5	-3	-3

Skills Perception +2

Senses Darkvision 60 ft., Passive Perception 12

Languages None

CR 0 (XP 10; PB +2)

Actions

Ram. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 2 (1d4) Bludgeoning damage, or 3 (1d6) Bludgeoning damage if the goat moved 20+ feet straight toward the target immediately before the hit.

Hawk

Tiny Beast, Unaligned

AC 13 **Initiative** +3 (13)

HP 1 (1d4 - 1)

Speed 10 ft., fly 60 ft.

		Mod	Save			Mod	Save
STR	5	-3	-3	INT	2	-4	-4
DEX	16	+3	+3	WIS	14	+2	+2
CON	8	-1	-1	CHA	6	-2	-2

Skills Perception +6

Senses Passive Perception 16

Languages None

CR 0 (XP 10; PB +2)

Actions

Talons. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 2 (1d4) Slashing damage.

Hippopotamus

Large Beast, Unaligned

AC 14 **Initiative** -2 (8)

HP 82 (11d10 + 22)

Speed 30 ft., swim 30 ft.

		Mod	Save			Mod	Save
STR	21	+5	+7	INT	2	-4	-4
DEX	7	-2	-2	WIS	12	+1	+1
CON	15	+2	+2	CHA	4	-3	-3

Skills Perception +3

Senses Passive Perception 13

Languages None

CR 4 (XP 1100; PB +2)

Traits

Hold Breath. The hippopotamus can hold its breath for 10 minutes.

Actions

Multiattack. The Hippopotamus makes 2 Bite attacks.

Bite. *Melee Attack Roll:* +7, reach 5 ft., *Hit:* 18 (2d12 + 5) Piercing damage.

Hunter Shark

Large Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 67 (9d10 + 18)

Speed 5 ft., swim 40 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	1	-5	-5
DEX	14	+2	+2	WIS	10	+0	+0
CON	15	+2	+2	CHA	4	-3	-3

Skills Perception +2

Senses Blindsight 60 ft., Passive Perception 12

Languages None

CR 2 (XP 450; PB +2)

Traits

Water Breathing. The shark can breathe only underwater.

Actions

Multiattack. The shark makes two Bite attacks.

Bite. *Melee Attack Roll:* +6 (with Advantage if the target doesn't have all its Hit Points), reach 5 ft. *Hit:* 11 (2d6 + 4) Piercing damage.

Hyena

Medium Beast, Unaligned

AC 11 **Initiative** +1 (11)

HP 5 (1d8 + 1)

Speed 50 ft.

		Mod	Save			Mod	Save
STR	11	+0	+0	INT	2	-4	-4
DEX	13	+1	+1	WIS	12	+1	+1
CON	12	+1	+1	CHA	5	-3	-3

Skills Perception +3

Senses Darkvision 60 ft., Passive Perception 13

Languages None

CR 0 (XP 10; PB +2)

Traits

Pack Tactics. The hyena has Advantage on an attack roll against a creature if at least one of the hyena's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Bite. *Melee Attack Roll:* +2, reach 5 ft., *Hit:* 3 (1d6) Piercing damage.

Jackal

Small Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 3 (1d6)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	8	-1	-1	INT	3	-4	-4
DEX	15	+2	+2	WIS	12	+1	+1
CON	11	+0	+0	CHA	6	-2	-2

Skills Perception +5, Stealth +4

Senses Darkvision 90 ft., Passive Perception 15

Languages None

CR 0 (XP 10; PB +2)

Actions

Bite. *Melee Attack Roll:* +1, reach 5 ft., *Hit:* 2 (1d6 - 1) Piercing damage.

Killer Whale

Huge Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 90 (12d12 + 12)

Speed 5 ft., swim 60 ft.

		Mod	Save			Mod	Save
STR	19	+4	+4	INT	3	-4	-4
DEX	14	+2	+2	WIS	12	+1	+1
CON	13	+1	+1	CHA	7	-2	-2

Skills Perception +3, Stealth +4

Senses Blindsight 120 ft., Passive Perception 13

Languages None

CR 3 (XP 700; PB +2)

Traits

Hold Breath. The whale can hold its breath for 30 minutes.

Actions

Multiattack. The Killer Whale makes 2 Bite attacks.

Bite. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 14 (3d6 + 4) Piercing damage.

Lion

Large Beast, Unaligned

AC 16 **Initiative** +2 (12)

HP 55 (10d10)

Speed 50 ft.

		Mod	Save			Mod	Save
STR	17	+3	+3	INT	3	-4	-4
DEX	15	+2	+2	WIS	12	+1	+1
CON	11	+0	+0	CHA	8	-1	-1

Skills Perception +3, Stealth +4

Senses Darkvision 60 ft., Passive Perception 13

Languages None

CR 1 (XP 200; PB +2)

Traits

Pack Tactics. The lion has Advantage on an attack roll against a creature if at least one of the lion's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Running Leap. With a 10-foot running start, the lion can Long Jump up to 25 feet.

Actions

Multiattack. The Lion makes 2 Rend attacks. It can replace one attack with a use of Roar.

Rend. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 8 (1d10 + 3) Slashing damage.

Roar. *Wisdom Saving Throw:* DC 14, one creature within 15 feet. *Failure:* The target has the Frightened condition until the start of the lion's next turn.

Lizard

Tiny Beast, Unaligned

AC 10 **Initiative** +0 (10)

HP 2 (1d4)

Speed 20 ft., climb 20 ft.

		Mod	Save			Mod	Save
STR	2	-4	-4	INT	1	-5	-5
DEX	11	+0	+0	WIS	8	-1	-1

		Mod	Save			Mod	Save
CON	10	+0	+0	CHA	3	-4	-4

Senses Darkvision 30 ft., Passive Perception 9

Languages None

CR 0 (XP 10; PB +2)

Traits

Spider Climb. The lizard can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Bite. *Melee Attack Roll:* +2, reach 5 ft., *Hit:* 2 (1d4) Piercing damage.

Mammoth

Huge Beast, Unaligned

AC 13 **Initiative** -1 (9)

HP 126 (11d12 + 55)

Speed 50 ft.

		Mod	Save			Mod	Save
STR	24	+7	+10	INT	3	-4	-4
DEX	9	-1	-1	WIS	11	+0	+0
CON	21	+5	+8	CHA	6	-2	-2

Senses Passive Perception 10

Languages None

CR 6 (XP 2300; PB +3)

Actions

Multiattack. The Mammoth makes 2 Gore attacks.

Gore. *Melee Attack Roll:* +10, reach 10 ft., *Hit:* 26 (3d12 + 7) Piercing damage. If the target is a Huge or smaller creature and the mammoth moved 20+ feet straight toward it immediately before the hit, the target has the Prone condition.

Bonus Actions

Trample. *Dexterity Saving Throw:* DC 18, one creature within 5 feet that has the Prone condition. *Failure:* 29 (4d10 + 7) Bludgeoning damage. *Success:* Half damage.

Mastiff

Medium Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 5 (1d8 + 1)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	13	+1	+1	INT	3	-4	-4
DEX	14	+2	+2	WIS	12	+1	+3
CON	12	+1	+1	CHA	7	-2	-2

Skills Perception +5

Senses Darkvision 60 ft., Passive Perception 15

Languages None

CR 1/8 (XP 25; PB +2)

Actions

Bite. *Melee Attack Roll:* +3, reach 5 ft., *Hit:* 5 (1d8 + 1) Piercing damage. If the target is a Medium or smaller creature, it has the Prone condition.

Mule

Medium Beast, Unaligned

AC 10 **Initiative** +0 (10)

HP 11 (2d8 + 2)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	14	+2	+4	INT	2	-4	-4
DEX	10	+0	+0	WIS	10	+0	+0
CON	13	+1	+1	CHA	5	-3	-3

Senses Passive Perception 10

Languages None

CR 1/8 (XP 25; PB +2)

Traits

Beast of Burden. The mule counts as one size larger for the purpose of determining its carrying capacity.

Actions

Hooves. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 5 (1d6 + 2) Bludgeoning damage.

Octopus

Small Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 3 (1d6)

Speed 5 ft., swim 30 ft.

		Mod	Save			Mod	Save
STR	4	-3	-3	INT	3	-4	-4
DEX	15	+2	+2	WIS	10	+0	+0
CON	11	+0	+0	CHA	4	-3	-3

Skills Perception +2, Stealth +6

Senses Darkvision 30 ft., Passive Perception 12

Languages None

CR 0 (XP 10; PB +2)

Traits

Compression. The octopus can move through a space as narrow as 1 inch without expending extra movement to do so.

Water Breathing. The octopus can breathe only underwater.

Actions

Tentacles. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 2 (1d4) Bludgeoning damage.

Reactions

Ink Cloud (1/Day). *Trigger:* A creature ends its turn within 5 feet of the octopus while underwater. *Response:* The octopus releases ink that fills a 5-foot Cube centered on itself, and the octopus moves up to its Swim Speed. The Cube is Heavily Obscured for 1 minute or until a strong current or similar effect disperses the ink.

Owl

Tiny Beast, Unaligned

AC 11 **Initiative** +1 (11)

HP 1 (1d4 - 1)

Speed 5 ft., fly 60 ft.

		Mod	Save			Mod	Save
STR	3	-4	-4	INT	2	-4	-4
DEX	13	+1	+1	WIS	12	+1	+1
CON	8	-1	-1	CHA	7	-2	-2

Skills Perception +5, Stealth +5

Senses Darkvision 120 ft., Passive Perception 15

Languages None

CR 0 (XP 10; PB +2)

Traits

Flyby. The owl doesn't provoke an Opportunity Attack when it flies out of an enemy's reach.

Actions

Talons. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 2 (1d4) Slashing damage.

Panther

Medium Beast, Unaligned

AC 13 **Initiative** +3 (13)

HP 13 (3d8)

Speed 50 ft., climb 40 ft.

		Mod	Save			Mod	Save
STR	14	+2	+2	INT	3	-4	-4
DEX	16	+3	+3	WIS	14	+2	+2
CON	10	+0	+0	CHA	7	-2	-2

Skills Perception +4, Stealth +7

Senses Darkvision 60 ft., Passive Perception 14

Languages None

CR 1/4 (XP 50; PB +2)

Actions

Rend. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 10 (2d6 + 3) Slashing damage.

Bonus Actions

Nimble Escape. The panther takes the Disengage or Hide action.

Piranha

Tiny Beast, Unaligned

AC 13 **Initiative** +3 (13)

HP 1 (1d4 - 1)

Speed 5 ft., swim 40 ft.

		Mod	Save			Mod	Save
STR	2	-4	-4	INT	1	-5	-5
DEX	16	+3	+3	WIS	7	-2	-2
CON	9	-1	-1	CHA	2	-4	-4

Senses Darkvision 60 ft., Passive Perception 8

Languages None

CR 0 (XP 10; PB +2)

Traits

Water Breathing. The piranha can breathe only underwater.

Actions

Bite. *Melee Attack Roll:* +5 (with Advantage if the target doesn't have all its Hit Points), reach 5 ft. *Hit:* 2 (1d4) Piercing damage.

Plesiosaurus

Large Beast (Dinosaur), Unaligned

AC 13 **Initiative** +2 (12)

HP 68 (8d10 + 24)

Speed 20 ft., swim 40 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	2	-4	-4
DEX	15	+2	+2	WIS	12	+1	+1
CON	16	+3	+3	CHA	5	-3	-3

Skills Perception +3, Stealth +4

Senses Passive Perception 13

Languages None

CR 2 (XP 450; PB +2)

Traits

Hold Breath. The plesiosaurus can hold its breath for 1 hour.

Actions

Multiattack. The Plesiosaurus makes 2 Bite attacks.

Bite. *Melee Attack Roll:* +6, reach 10 ft., *Hit:* 11 (2d6 + 4) Piercing damage.

Polar Bear

Large Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 68 (8d10 + 24)

Speed 40 ft., swim 40 ft.

		Mod	Save			Mod	Save
STR	20	+5	+5	INT	2	-4	-4
DEX	14	+2	+2	WIS	13	+1	+1
CON	16	+3	+3	CHA	7	-2	-2

Skills Perception +5, Stealth +4

Resistances Cold

Senses Darkvision 60 ft., Passive Perception 15

Languages None

CR 2 (XP 450; PB +2)

Actions

Multiattack. The Polar Bear makes 2 Rend attacks.

Rend. *Melee Attack Roll:* +7, reach 5 ft., *Hit:* 11 (1d12 + 5) Slashing damage.

Pony

Medium Beast, Unaligned

AC 10 **Initiative** +0 (10)

HP 11 (2d8 + 2)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	15	+2	+4	INT	2	-4	-4
DEX	10	+0	+0	WIS	11	+0	+0
CON	13	+1	+1	CHA	7	-2	-2

Senses Passive Perception 10

Languages None

CR 1/8 (XP 25; PB +2)

Actions

Hooves. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 5 (1d6 + 2) Bludgeoning damage.

Pteranodon

Medium Beast (Dinosaur), Unaligned

AC 13 **Initiative** +2 (12)

HP 13 (3d8)

Speed 10 ft., fly 60 ft.

		Mod	Save			Mod	Save
STR	12	+1	+1	INT	2	-4	-4
DEX	15	+2	+2	WIS	9	-1	-1
CON	10	+0	+0	CHA	5	-3	-3

Skills Perception +1

Senses Passive Perception 11

Languages None

CR 1/4 (XP 50; PB +2)

Traits

Flyby. The pteranodon doesn't provoke an Opportunity Attack when it flies out of an enemy's reach.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 11 (2d8 + 2) Piercing damage.

Rat

Tiny Beast, Unaligned

AC 10 **Initiative** +0 (10)

HP 1 (1d4 - 1)

Speed 20 ft., climb 20 ft.

		Mod	Save			Mod	Save
STR	2	-4	-4	INT	2	-4	-4
DEX	11	+0	+0	WIS	10	+0	+0
CON	9	-1	-1	CHA	4	-3	-3

Skills Perception +2

Senses Darkvision 30 ft., Passive Perception 12

Languages None

CR 0 (XP 10; PB +2)

Traits

Agile. The rat doesn't provoke an Opportunity Attack when it moves out of an enemy's reach.

Actions

Bite. *Melee Attack Roll:* +2, reach 5 ft., *Hit:* 2 (1d4) Piercing damage.

Raven

Tiny Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 2 (1d4)

Speed 10 ft., fly 50 ft.

		Mod	Save			Mod	Save
STR	2	-4	-4	INT	5	-3	-3
DEX	14	+2	+2	WIS	13	+1	+1
CON	10	+0	+0	CHA	6	-2	-2

Skills Perception +3

Senses Passive Perception 13

Languages None

CR 0 (XP 10; PB +2)

Traits

Mimicry. The raven can mimic simple sounds it has heard, such as a whisper or chitter. A hearer can discern the sounds are imitations with a successful DC 10 Wisdom (Insight) check.

Actions

Beak. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 2 (1d4) Piercing damage.

Reef Shark

Medium Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 22 (4d8 + 4)

Speed 5 ft., swim 30 ft.

		Mod	Save			Mod	Save
STR	14	+2	+2	INT	1	-5	-5
DEX	15	+2	+2	WIS	10	+0	+0
CON	13	+1	+1	CHA	4	-3	-3

Skills Perception +2

Senses Blindsight 30 ft., Passive Perception 12

Languages None

CR 1/2 (XP 100; PB +2)

Traits

Pack Tactics. The shark has Advantage on an attack roll against a creature if at least one of the shark's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Water Breathing. The shark can breathe only underwater.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 14 (5d4 + 2) Piercing damage.

Rhinoceros

Large Beast, Unaligned

AC 13 **Initiative** -1 (9)

HP 67 (9d10 + 18)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	21	+5	+5	INT	2	-4	-4
DEX	8	-1	-1	WIS	12	+1	+1
CON	15	+2	+2	CHA	6	-2	-2

Senses Passive Perception 11

Languages None

CR 2 (XP 450; PB +2)

Actions

Multiattack. The Rhinoceros makes 2 Gore attacks.

Gore. *Melee Attack Roll:* +7, reach 5 ft., *Hit:* 12 (2d6 + 5) Piercing damage. If target is a Large or smaller creature and the rhinoceros moved 20+ feet straight toward it immediately before the hit, the target takes an extra 9 (2d8) Piercing damage and has the Prone condition.

Riding Horse

Large Beast, Unaligned

AC 11 **Initiative** +1 (11)

HP 13 (2d10 + 2)

Speed 60 ft.

		Mod	Save			Mod	Save
STR	16	+3	+3	INT	2	-4	-4
DEX	13	+1	+1	WIS	11	+0	+0
CON	12	+1	+1	CHA	7	-2	-2

Senses Passive Perception 10

Languages None

CR 1/4 (XP 50; PB +2)

Actions

Hooves. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 8 (1d10 + 3) Bludgeoning damage.

Saber-Toothed Tiger

Large Beast, Unaligned

AC 13 **Initiative** +3 (13)

HP 67 (9d10 + 18)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	18	+4	+6	INT	3	-4	-4
DEX	17	+3	+5	WIS	12	+1	+1
CON	15	+2	+2	CHA	8	-1	-1

Skills Perception +5, Stealth +7

Senses Darkvision 60 ft., Passive Perception 15

Languages None

CR 2 (XP 450; PB +2)

Traits

Running Leap. With a 10-foot running start, the tiger can Long Jump up to 25 feet.

Actions

Multiattack. The Saber-Toothed Tiger makes 2 Rend attacks.

Rend. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 11 (2d6 + 4) Slashing damage.

Bonus Actions

Nimble Escape. The tiger takes the Disengage or Hide action.

Scorpion

Tiny Beast, Unaligned

AC 11 **Initiative** +0 (10)

HP 1 (1d4 - 1)

Speed 10 ft.

		Mod	Save			Mod	Save
STR	2	-4	-4	INT	1	-5	-5
DEX	11	+0	+0	WIS	8	-1	-1
CON	8	-1	-1	CHA	2	-4	-4

Senses Blindsight 10 ft., Passive Perception 9

Languages None

CR 0 (XP 10; PB +2)

Actions

Sting. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Piercing damage plus 3 (1d6) Poison damage.

Seahorse

Tiny Beast, Unaligned

AC 12 **Initiative** +1 (11)

HP 1 (1d4 - 1)

Speed 5 ft., swim 20 ft.

		Mod	Save			Mod	Save
STR	1	-5	-5	INT	1	-5	-5
DEX	12	+1	+1	WIS	10	+0	+0
CON	8	-1	-1	CHA	2	-4	-4

Skills Perception +2, Stealth +5

Senses Passive Perception 12

Languages None

CR 0 (XP 10; PB +2)

Traits

Water Breathing. The seahorse can breathe only underwater.

Actions

Bubble Dash. While underwater, the seahorse moves up to its Swim Speed without provoking Opportunity Attacks.

Spider

Tiny Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 1 (1d4 - 1)

Speed 20 ft., climb 20 ft.

		Mod	Save			Mod	Save
STR	2	-4	-4	INT	1	-5	-5
DEX	14	+2	+2	WIS	10	+0	+0
CON	8	-1	-1	CHA	2	-4	-4

Skills Stealth +4

Senses Darkvision 30 ft., Passive Perception 10

Languages None

CR 0 (XP 10; PB +2)

Traits

Spider Climb. The spider can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webs, and the spider knows the location of any other creature in contact with the same web.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Piercing damage plus 2 (1d4) Poison damage.

Swarm of Bats

Large Beast (Swarm of Tiny Beasts), Unaligned

AC 12 **Initiative** +2 (12)

HP 11 (2d10)

Speed 5 ft., fly 30 ft.

		Mod	Save			Mod	Save
STR	5	-3	-3	INT	2	-4	-4
DEX	15	+2	+2	WIS	12	+1	+1
CON	10	+0	+0	CHA	4	-3	-3

Resistances Slashing, Piercing, Bludgeoning

Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Blindsight 60 ft., Passive Perception 11

Languages None

CR 1/4 (XP 50; PB +2)

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain Hit Points or gain Temporary Hit Points.

Actions

Bites. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 10 (4d4) Piercing damage, or 5 (2d4) Piercing damage if the swarm is Bloodied.

Swarm of Insects

Medium Beast (Swarm of Tiny Beasts), Unaligned

AC 11 **Initiative** +1 (11)

HP 19 (3d8 + 6)

Speed 20 ft., fly 20 ft., climb 20 ft.

		Mod	Save			Mod	Save
STR	3	-4	-4	INT	1	-5	-5
DEX	13	+1	+1	WIS	7	-2	-2
CON	14	+2	+2	CHA	1	-5	-5

Resistances Slashing, Piercing, Bludgeoning

Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Blindsight 30 ft., Passive Perception 8

Languages None

CR 1/2 (XP 100; PB +2)

Traits

Climb or Fly. The swarm has either a Climb Speed or a Fly Speed of 20 ft. (GM's choice).

Spider Climb. If the swarm has a Climb Speed, the swarm can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain Hit Points or gain Temporary Hit Points.

Actions

Bites. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 13 (5d4 + 1) Poison damage, or 6 (2d4 + 1) Poison damage if the swarm is Bloodied.

Swarm of Piranhas

Medium Beast (Swarm of Tiny Beasts), Unaligned

AC 13 **Initiative** +3 (13)

HP 42 (12d8 - 12)

Speed 5 ft., swim 40 ft.

		Mod	Save			Mod	Save
STR	13	+1	+1	INT	1	-5	-5
DEX	16	+3	+3	WIS	7	-2	-2
CON	9	-1	-1	CHA	2	-4	-4

Resistances Slashing, Piercing, Bludgeoning

Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Darkvision 60 ft., Passive Perception 8

Languages None

CR 1 (XP 200; PB +2)

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny piranha. The swarm can't regain Hit Points or gain Temporary Hit Points.

Water Breathing. The swarm can breathe only underwater.

Actions

Bites. *Melee Attack Roll:* +5 (with Advantage if the target doesn't have all its Hit Points), reach 5 ft. *Hit:* 13 (4d4 + 3) Piercing damage, or 8 (2d4 + 3) Piercing damage if the swarm is Bloodied.

Swarm of Rats

Medium Beast (Swarm of Tiny Beasts), Unaligned

AC 10 **Initiative** +0 (10)

HP 14 (4d8 - 4)

Speed 30 ft., climb 30 ft.

		Mod	Save			Mod	Save
STR	9	-1	-1	INT	2	-4	-4
DEX	11	+0	+2	WIS	10	+0	+0
CON	9	-1	-1	CHA	3	-4	-4

Resistances Slashing, Piercing, Bludgeoning

Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Darkvision 30 ft., Passive Perception 10

Languages None

CR 1/4 (XP 50; PB +2)

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain Hit Points or gain Temporary Hit Points.

Actions

Bites. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 10 (4d4) Piercing damage, or 5 (2d4) Piercing damage if the swarm is Bloodied.

Swarm of Ravens

Medium Beast (Swarm of Tiny Beasts), Unaligned

AC 12 **Initiative** +2 (12)

HP 11 (2d8 + 2)

Speed 10 ft., fly 50 ft.

		Mod	Save			Mod	Save
STR	6	-2	-2	INT	5	-3	-3
DEX	14	+2	+2	WIS	12	+1	+1
CON	12	+1	+1	CHA	6	-2	-2

Skills Perception +5

Resistances Slashing, Piercing, Bludgeoning

Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Passive Perception 15

Languages None

CR 1/4 (XP 50; PB +2)

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny raven. The swarm can't regain Hit Points or gain Temporary Hit Points.

Actions

Beaks. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) Piercing damage, or 3 (1d6) Piercing damage if the swarm is Bloodied.

Cacophony (Recharge 6). *Wisdom Saving Throw:* DC 10, one creature in the swarm's space. *Failure:* The target has the Deafened condition until the start of the swarm's next turn. While Deafened, the target also has Disadvantage on ability checks and attack rolls.

Swarm of Venomous Snakes

Medium Beast (Swarm of Tiny Beasts), Unaligned

AC 14 **Initiative** +4 (14)

HP 49 (11d8)

Speed 30 ft., swim 30 ft.

		Mod	Save			Mod	Save
STR	8	-1	-1	INT	1	-5	-5
DEX	18	+4	+4	WIS	10	+0	+0
CON	11	+0	+0	CHA	3	-4	-4

Resistances Slashing, Piercing, Bludgeoning

Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Blindsight 10 ft., Passive Perception 10

Languages None

CR 2 (XP 450; PB +2)

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny snake. The swarm can't regain Hit Points or gain Temporary Hit Points.

Actions

Bites. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (1d8 + 4) Piercing damage—or 6 (1d4 + 4) Piercing damage if the swarm is Bloodied—plus 7 (2d6) Poison damage.

Tiger

Large Beast, Unaligned

AC 13 **Initiative** +3 (13)

HP 52 (7d10 + 14)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	17	+3	+3	INT	3	-4	-4
DEX	16	+3	+3	WIS	12	+1	+1
CON	14	+2	+2	CHA	8	-1	-1

Skills Perception +3, Stealth +7

Senses Darkvision 60 ft., Passive Perception 13

Languages None

CR 1 (XP 200; PB +2)

Actions

Multiattack. The Tiger makes 2 Rend attacks.

Rend. *Melee Attack Roll:* +5, reach 5 ft., *Hit:* 10 (2d6 + 3) Slashing damage. If the target is a Large or smaller creature, it has the Prone condition.

Bonus Actions

Nimble Escape. The tiger takes the Disengage or Hide action.

Triceratops

Huge Beast (Dinosaur), Unaligned

AC 14 **Initiative** -1 (9)

HP 114 (12d12 + 36)

Speed 50 ft.

		Mod	Save			Mod	Save
STR	22	+6	+6	INT	2	-4	-4
DEX	9	-1	-1	WIS	11	+0	+0
CON	17	+3	+3	CHA	5	-3	-3

Senses Passive Perception 10

Languages None

CR 5 (XP 1800; PB +3)

Actions

Multiattack. The Triceratops makes 2 Gore attacks.

Gore. *Melee Attack Roll:* +9, reach 5 ft., *Hit:* 22 (3d10 + 6) Piercing damage. If the target is Huge or smaller and the triceratops moved 20+ feet straight toward it immediately before the hit, the target takes an extra 9 (2d8) Piercing damage and has the Prone condition.

Tyrannosaurus Rex

Huge Beast (Dinosaur), Unaligned

AC 13 **Initiative** +0 (10)

HP 157 (15d12 + 60)

Speed 50 ft.

		Mod	Save			Mod	Save
STR	25	+7	+10	INT	2	-4	-4
DEX	10	+0	+0	WIS	12	+1	+4
CON	19	+4	+4	CHA	9	-1	-1

Skills Perception +4

Senses Passive Perception 14

Languages None

CR 8 (XP 3900; PB +3)

Actions

Multiattack. The Tyrannosaurus Rex makes 1 Bite attack and 1 Tail attack.

Bite. *Melee Attack Roll:* +10, reach 10 ft., *Hit:* 33 (4d12 + 7) Piercing damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 17). While Grappled, the target has the Restrained condition and can't be targeted by the tyrannosaurus's Tail.

Tail. *Melee Attack Roll:* +10, reach 15 ft., *Hit:* 34 (6d8 + 7) Bludgeoning damage. If the target is a Huge or smaller creature, it has the Prone condition.

Venomous Snake

Tiny Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 5 (2d4)

Speed 30 ft., swim 30 ft.

		Mod	Save			Mod	Save
STR	2	-4	-4	INT	1	-5	-5
DEX	15	+2	+2	WIS	10	+0	+0
CON	11	+0	+0	CHA	3	-4	-4

Senses Blindsight 10 ft., Passive Perception 10

Languages None

CR 1/8 (XP 25; PB +2)

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 4 (1d4 + 2) Piercing damage plus 3 (1d6) Poison damage.

Vulture

Medium Beast, Unaligned

AC 10 **Initiative** +0 (10)

HP 5 (1d8 + 1)

Speed 10 ft., fly 50 ft.

		Mod	Save			Mod	Save
STR	7	-2	-2	INT	2	-4	-4
DEX	10	+0	+0	WIS	12	+1	+1
CON	13	+1	+1	CHA	4	-3	-3

Skills Perception +3

Senses Passive Perception 13

Languages None

CR 0 (XP 10; PB +2)

Traits

Pack Tactics. The vulture has Advantage on an attack roll against a creature if at least one of the vulture's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Beak. *Melee Attack Roll:* +2, reach 5 ft., *Hit:* 2 (1d4) Piercing damage.

Warhorse

Large Beast, Unaligned

AC 11 **Initiative** +1 (11)

HP 32 (5d10 + 5)

Speed 60 ft.

		Mod	Save			Mod	Save
STR	18	+4	+4	INT	2	-4	-4
DEX	12	+1	+1	WIS	12	+1	+3
CON	13	+1	+1	CHA	7	-2	-2

Senses Passive Perception 11

Languages None

CR 1/2 (XP 100; PB +2)

Actions

Hooves. *Melee Attack Roll:* +6, reach 5 ft., *Hit:* 11 (2d6 + 4) Bludgeoning damage. If the target is a Large or smaller creature and the horse moved 20+ feet straight toward it immediately before the hit, the target takes an extra 5 (2d4) Bludgeoning damage and has the Prone condition.

Weasel

Tiny Beast, Unaligned

AC 13 **Initiative** +3 (13)

HP 1 (1d4 - 1)

Speed 30 ft., climb 30 ft.

		Mod	Save			Mod	Save
STR	3	-4	-4	INT	2	-4	-4
DEX	16	+3	+3	WIS	12	+1	+1
CON	8	-1	-1	CHA	3	-4	-4

Skills Acrobatics +5, Perception +3, Stealth +5

Senses Darkvision 60 ft., Passive Perception 13

Languages None

CR 0 (XP 10; PB +2)

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 2 (1d4) Piercing damage.

Wolf

Medium Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 11 (2d8 + 2)

Speed 40 ft.

		Mod	Save			Mod	Save
STR	14	+2	+2	INT	3	-4	-4

		Mod	Save			Mod	Save
DEX	15	+2	+2	WIS	12	+1	+1
CON	12	+1	+1	CHA	6	-2	-2

Skills Perception +5, Stealth +4

Senses Darkvision 60 ft., Passive Perception 15

Languages None

CR 1/4 (XP 50; PB +2)

Traits

Pack Tactics. The wolf has Advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft., *Hit:* 9 (2d6 + 2) Piercing damage. If the target is a Medium or smaller creature, it has the Prone condition.

How to Make a Monster

Creating a monster is more than assigning ability scores, selecting attacks, and deciding how many Hit Points it has. A good monster has a clear purpose in an encounter. Its statistics determine how dangerous it is, but its abilities determine how it fights, how characters can overcome it, and what makes the encounter memorable.

The most reliable way to create a balanced monster is to begin with its Challenge Rating (CR), use the monster creation matrix to establish its baseline statistics, and then adjust those statistics to accommodate its special abilities. The matrix provides a common foundation for every monster. It does not dictate exactly how every monster must be built, but it gives you a reliable way to identify the benchmarks and design accordingly.

This appendix explains how to use the matrix, distribute a monster's offensive and defensive capabilities, and account for special abilities that can make a creature more dangerous than its numbers suggest.

The Monster Creation Matrix

The following table establishes the baseline statistics for a monster at each Challenge Rating. Use it as your starting point whenever you create a new creature or evaluate an existing one.

CR	XP	PB	AC	Hit Points	Attack Bonus	Damage / Round	Save DC
0	10	+2	14	1–4	+3	2–4	13
1/8	25	+2	14	5–18	+3	5–7	13
1/4	50	+2	15	19–30	+4	8–11	13
1/2	100	+2	15	31–45	+4	12–15	13
1	200	+2	16	46–60	+5	16–20	14
2	450	+2	16	61–75	+5	22–26	14
3	700	+2	17	76–90	+6	28–32	14
4	1,100	+2	17	91–105	+6	34–38	15
5	1,800	+3	18	106–120	+7	40–46	15
6	2,300	+3	18	121–135	+7	48–54	15
7	2,900	+3	18	136–150	+7	56–62	15
8	3,900	+3	19	151–165	+8	64–70	16
9	5,000	+4	19	166–180	+8	72–78	16
10	5,900	+4	20	181–195	+8	80–86	16
11	7,200	+4	20	196–210	+9	88–94	17
12	8,400	+4	20	211–225	+9	96–102	17
13	10,000	+5	21	226–240	+9	104–110	18
14	11,500	+5	21	241–255	+9	112–118	18
15	13,000	+5	22	256–270	+10	120–126	18
16	15,000	+5	22	271–285	+10	128–134	18
17	18,000	+6	23	286–300	+11	136–142	19
18	20,000	+6	23	301–315	+11	144–150	19
19	22,000	+6	24	316–330	+11	152–158	19
20	25,000	+6	25	331–345	+12	160–175	20
21	33,000	+7	25	346–365	+12	176–195	20
22	41,000	+7	25	366–385	+12	196–215	20
23	50,000	+7	25	386–405	+13	216–235	21
24	62,000	+7	25	406–425	+13	236–255	21
25	75,000	+8	25	426–445	+13	256–275	21
26	90,000	+8	25	446–465	+14	276–295	21
27	105,000	+8	25	466–485	+14	296–315	22
28	120,000	+8	25	486–505	+14	316–335	22
29	135,000	+9	25	506–525	+15	336–355	22
30	155,000	+9	25	526–545	+15	356–380	23

XP is the value awarded for defeating or otherwise neutralizing the monster. PB is its Proficiency Bonus. Damage per Round is the expected offensive output of its normal combat routine, not necessarily the damage of one attack.

What the Matrix Tells You

Each column addresses a different aspect of a monster's effectiveness.

Challenge Rating and **XP** establish the creature's overall classification and its contribution to an encounter's XP budget. CR is the starting point for designing the monster, not a number you choose after the creature is finished.

Proficiency Bonus contributes to attack rolls, saving throws, and skill checks where applicable. It is determined by CR and should not be assigned independently.

Armor Class and **Hit Points** establish how difficult the creature is to defeat. **AC** determines how often attacks miss, while **HP** determines how much punishment the monster can endure before it falls.

Attack Bonus and **Damage per Round** establish offensive effectiveness. **Attack Bonus** determines the likelihood of hitting a target, while DPR estimates the amount of damage the creature can produce during a typical round of combat.

Save DC establishes the difficulty of resisting the monster's abilities. It matters most when the creature’s offensive capabilities primarily rely on breath weapons, poisons, debilitating effects, or other abilities that force saving throws.

These numbers are interconnected, but they are not interchangeable. A creature with exceptional defenses and weak attacks presents a different encounter from one with fragile defenses and devastating attacks, even if both have the same CR. The purpose of the matrix is to keep those differences deliberate rather than accidental.

Step 1: Decide What the Monster Does

Before assigning statistics, decide what role the monster should fill.

Is it a brute that charges directly into combat? A cunning ambusher that attacks from concealment? A skirmisher that moves constantly, striking vulnerable characters before withdrawing? A spellcaster that controls the battlefield? A durable guardian designed to hold a narrow passage? Or a powerful leader whose presence makes an entire group more dangerous?

This decision should guide the rest of the design.

A brute might have high Strength, substantial HP, and attacks that deal considerable damage. An ambusher might sacrifice some durability for good Initiative, Stealth, and a powerful opening attack. A controller might deal comparatively modest damage but restrict movement or prevent enemies from taking effective actions. A guardian might have high AC and abilities that punish characters who attempt to move past it.

None of these roles requires abandoning the matrix. Instead, you emphasize particular capabilities while keeping the creature's overall effectiveness appropriate for its CR.

The monster's concept should also guide its special abilities. A giant spider's web makes sense because it supports the creature's predatory behavior. A golem's immunity to poison reinforces its nature as an artificial creation. A dragon's breath weapon expresses its identity while giving it a distinctive way to threaten several characters at once.

When a special ability exists only because the designer thought it would be interesting, ask a second question: Does it make the monster more distinctive, or does it merely give the monster another way to do something it already does?

A few well-chosen abilities usually produce a better monster than a long list of unrelated powers.

Step 2: Choose a Challenge Rating

Once you know the monster's role, select a preliminary CR. This determines the targets you should use for its baseline statistics.

Suppose you are creating a CR 3 monster. The matrix suggests AC 17, HP between 76 and 90, an attack bonus of +6, and damage output of approximately 28–32 per round. If the monster requires saving throws, its baseline save DC is 14.

You now have a defined starting point.

Do not treat each value as a mandatory exact figure. The matrix provides acceptable benchmarks, and a monster can depart from one or more of them for a good reason. However, every substantial departure should prompt you to examine the other statistics and abilities.

For example, a creature with an AC of 19 at CR 3 is considerably harder to hit than the baseline suggests. If its HP and damage are also above their expected ranges, its overall effectiveness may resemble that of a higher-CR monster. Conversely, a CR 3 creature with AC 14 and only 60 HP might be defeated substantially faster than expected, particularly if its attacks do not inflict enough damage to compensate.

One statistic rarely determines CR by itself. The combination matters.

If you are adapting a creature from another edition or source, resist the temptation to preserve its old CR automatically. Different editions can use different assumptions about defenses, damage, action economy, and special abilities. Rebuild the creature using the Daring & Dread benchmarks, then determine whether its defining characteristics still work.

Step 3: Establish Defenses

Start with Armor Class and Hit Points. Together, they determine how much effort the characters must expend to defeat the monster.

Armor Class. Set AC with the creature's anatomy, armor, and combat style in mind. A heavily plated creature should generally be difficult to hit. A swift, elusive creature might rely on Dexterity rather than natural armor. A massive, lumbering creature may have substantial HP without being especially difficult to strike.

Use the matrix as your reference. A CR 1 monster normally has AC 16, while a CR 10 monster normally has AC 20.

You can depart from these values, but understand the consequences. High AC makes attacks miss more frequently, potentially lengthening combat while also making damage output less predictable. A monster that is difficult to hit can feel frustrating if its HP is also excessive. A monster with low AC and low HP, by contrast, may be defeated before its abilities have any meaningful impact.

A creature's AC should support its intended experience. It should not be increased simply because the designer wants the monster to survive longer.

Hit Points. Choose HP within the recommended range, then use the appropriate Hit Dice and Constitution modifier to establish the corresponding expression.

For example: a Medium monster uses d8 Hit Dice. A creature with 8d8 Hit Points and a Constitution modifier of +2 has 8d8 + 16 HP, for an average of 52 HP.

When you choose a total, check that the die expression produces that average. The printed HP is the standard value; the expression allows the GM to determine a different total if desired.

Consider the creature's expected time in combat. A fragile assassin might have lower HP but enough damage to threaten characters immediately. A hulking guardian might have more HP, allowing it to hold a position while its allies act. A regenerating monster needs fewer HP than an otherwise identical creature might require, because its effective durability includes the ability to recover damage.

Remember that damage resistance, damage immunity, regeneration, healing, and similar traits can substantially increase effective durability. A creature with 100 HP and resistance to the damage types used by most of the party may survive longer than one with considerably more HP and no such protection.

For that reason, do not add a powerful defensive trait to a monster already at the top of both its AC and HP ranges without checking the combined result.

Offense and Defense as a Trade-Off. Daring & Dread monsters generally emphasize sturdier defenses and more consequential damage than a straightforward conversion of an ordinary 5E monster might suggest. The goal is to make combat challenging without relying solely on enormous pools of HP.

Consider three possible versions of the same CR 5 creature:

A heavily armored guardian has AC 20, HP 106, and damage near the bottom of its range. It is difficult to remove but not especially lethal.

A savage predator has AC 17, HP 110, and damage near the top of its range. It is easier to hit but more threatening while it survives.

An elusive assassin has AC 18, HP 95, and damage near the top of its range, plus a strong opening attack. It is dangerous but can be defeated quickly if the characters turn their attention toward it.

Each can be appropriate, provided its total effectiveness remains consistent with the intended CR.

The key is to avoid stacking every advantage on the same creature without accounting for the consequences.

Step 4: Calculate Attacks and Damage

A monster's attack bonus and damage output are separate measurements, and both deserve attention.

Attack Bonus. Use the matrix's attack bonus as your starting point. Then consider how the attack is delivered.

A monster that relies on weapon attacks should normally have a bonus near the benchmark. A monster with a powerful saving-throw ability might have a lower attack bonus if much of its damage comes from that ability instead.

Do not confuse a creature's attack bonus with its damage modifier. Strength, Dexterity, and other abilities may contribute to damage, but the resulting attack bonus should still be appropriate for its CR.

If a monster's attack bonus is substantially higher than expected, it will hit more frequently than the matrix suggests. When that elevated accuracy is combined with high damage, the creature may be considerably more threatening than its CR indicates.

Damage per Round. Estimate the damage the monster can actually produce using its normal combat routine.

For a creature with one attack, this is relatively straightforward. For a creature with Multiattack, calculate the combined damage of all attacks it makes when using that option.

Suppose a monster makes two attacks that deal 12 damage each and one attack that deals 8 damage. Its total damage on a turn when all three attacks hit is 32. That is the starting point for evaluating its offensive output, not the damage of any single attack.

However, Multiattack entries sometimes provide alternative routines. A monster might make three weapon attacks or use a special attack instead. Calculate each routine separately and evaluate which one the creature is most likely to use. Do not add the damage from mutually exclusive options together.

Also distinguish between damage that is available every round and damage that depends on a recharge roll, a limited number of uses, or a particular circumstance. A powerful breath weapon that can be used only occasionally should not automatically be treated as repeatable damage on every turn.

For limited-use abilities, consider their expected frequency over several rounds. If a monster has a powerful attack that it can use once before needing to recharge, its average output over a typical combat will differ from its output on the round when that attack becomes available.

Area attacks require additional care. An attack that deals 30 damage to every creature in a large area could inflict far more total damage than a single-target attack dealing the same amount. Evaluate how many characters are realistically likely to be caught in the area and how frequently the monster can use the attack. Do not assume that every target will always fail its saving throw or that the monster will always catch the entire party.

Likewise, do not ignore secondary damage. Poison, ongoing damage, damage dealt at the start of a creature's turn, and effects that punish movement can make the monster more dangerous than its primary attack suggests.

The objective is to estimate what the monster will do in actual play, not simply to add together every damage number printed in its stat block.

Step 5: Account for Special Abilities

Special abilities are what make monsters distinctive, but they are also the most common reason a creature's actual difficulty differs from its numerical benchmarks.

A monster that meets every statistic in the matrix can still be too powerful if its abilities give it several additional advantages. Conversely, a monster with modest numbers may be extremely dangerous because it can prevent characters from using their best tactics.

Consider each ability in terms of the advantage it provides and how frequently that advantage occurs.

Damage-Inflicting Abilities. Breath weapons, explosions, poison, magical bolts, and similar abilities should be included in the creature's offensive evaluation.

If an ability deals more damage than the monster's ordinary attacks, determine how often it can be used and whether it affects multiple targets. A recharge ability that can strike several characters at once may define the encounter even if the monster's ordinary Multiattack is relatively weak.

Compare the special attack with the monster's routine attacks. If the creature's strongest ability is available every round, it is not a situational bonus; it is part of the baseline damage output. If it is available only under specific conditions, evaluate those conditions and decide how often they are likely to occur.

A monster whose attacks consistently exceed the matrix's DPR range may need a higher CR or a reduction in damage. Raising AC or HP will not correct excessive offensive output.

Conditions and Control. Abilities that inflict conditions can be more powerful than their damage suggests.

The Poisoned condition can hinder a character's attacks and other checks. The Grappled or Restrained condition can limit movement and, in some cases, make a character more vulnerable to attacks. The Frightened condition can interfere with a character's ability to approach the source of fear. The Paralyzed, Stunned, or Incapacitated conditions can prevent a character from taking meaningful actions.

When evaluating these abilities, consider four factors:

Duration. An effect that ends at the start of the monster's next turn is much less disruptive than one that lasts for several rounds.

Frequency. A creature that can inflict a condition on every attack is more dangerous than one that can use the ability once per day.

Saving throw. Consider the required ability, the DC, and whether the target receives another save to end the effect.

Consequences. Determine what the affected character can no longer do and whether the condition exposes that character to further attacks.

A creature that deals modest damage but repeatedly prevents characters from acting can be substantially more dangerous than its DPR suggests.

Be especially careful with effects that remove a character from combat entirely. A monster that repeatedly paralyzes, stuns, or incapacitates enemies can effectively reduce the number of characters able to fight. That can create a downward spiral in which each successful attack makes the remaining characters less capable of responding.

Such abilities should be appropriate to the monster's CR and should have clear limitations, reasonable saving throw DCs, or opportunities to end the effect.

Defensive Abilities. Resistance, immunity, regeneration, healing, damage reduction, and similar effects increase a monster's staying power.

Ask how much these abilities will matter against the party likely to encounter the creature. Resistance to a damage type that the party rarely uses may have little effect, while resistance to the party's principal damage sources can greatly extend the fight.

Regeneration can be particularly powerful when the monster has enough mobility or defenses to survive between turns. If the creature recovers substantial HP every round, its printed HP understates how much damage the party must inflict to defeat it. If regeneration is suppressed by a particular damage type or condition, consider how easy that requirement is to discover and satisfy.

Immunities require equal care. Immunity to a common condition or damage type may invalidate a character's normal approach to combat. That can be an interesting feature of an encounter, but too many such immunities can leave characters with few meaningful choices.

Do not automatically reduce HP every time you add a defensive feature. Instead, evaluate the combined defenses and determine whether the monster still falls within its intended CR.

Movement, Positioning, and Stealth. Movement abilities can be powerful even when they deal no damage.

Flight, burrowing, climbing, teleportation, unusually high Speed, and the ability to move without provoking Opportunity Attacks can allow a creature to decide when and where it fights. A flying monster that can remain beyond melee reach may be far more difficult for a party without ranged attacks to defeat than its AC and HP suggest.

Stealth, camouflage, invisibility, and surprise can also increase effectiveness by allowing a monster to attack before the characters can respond. These abilities are most significant when they grant a reliable opening attack or allow the creature to withdraw and repeat the tactic.

Evaluate the expected encounter environment. A monster designed to exploit tight tunnels may be much less effective in an open field. A burrowing creature may be exceptionally dangerous in a cavern full of loose earth but less effective against characters who can easily fly or attack at range.

A monster's environment is part of its design. You need not make every creature equally effective in every possible situation, but you should understand the circumstances in which its capabilities become particularly dangerous.

Additional Actions and Allies. A monster's effectiveness depends on how much it can accomplish during a round.

Multiattack allows the creature to deliver multiple attacks through one action. Bonus Actions and Reactions can provide additional opportunities to move, attack, defend, or interfere with other creatures. Legendary Actions allow certain powerful monsters to act outside their own turns, increasing their presence in combat.

These abilities should all be considered when evaluating the creature's actual output.

The same applies to summoned creatures, coordinated attacks, and abilities that allow allies to move or attack. A leader that grants its allies additional attacks may deal little damage itself but substantially increase the damage dealt by its entire group.

Do not confuse a monster's personal DPR with the combined DPR of an encounter. However, when deciding whether a leader's special abilities are appropriate to its CR, consider how much they increase the threat presented by the group it is expected to command.

Step 6: Set Saving Throws, Ability Scores, and Skills

Once the main offensive and defensive numbers are in place, assign the monster's ability scores.

These should reflect its physical and mental characteristics. Strength should generally be high for a powerful brute, Dexterity for a nimble predator, and Constitution for a creature that relies on endurance. Intelligence, Wisdom, and Charisma should reflect the creature's reasoning ability, perception, and force of personality.

The ability scores should support the statistics already established, not become an excuse to disregard them.

Use the monster's Proficiency Bonus according to its CR. Apply the appropriate ability modifiers to saving throws, attack rolls, and skill checks. If the creature has an exceptional talent, represent that talent through its relevant ability score and proficiency rather than giving it arbitrary bonuses.

The matrix's Save DC column is a useful target for any ability that forces a saving throw. A creature whose signature attack relies on a save should normally use a DC close to the appropriate benchmark. If it relies on several different saving throws, check all of them rather than looking only at the highest one.

A high save DC can make an otherwise modest ability extremely potent. This is especially true when failure inflicts a debilitating condition, repeated damage, or an effect that can remove a character from combat.

Skills should be selected with similar restraint. A stealthy creature should be good at Stealth. A vigilant guardian should have strong Perception. A persuasive manipulator might excel at Deception or Persuasion. A monster does not need a long list of proficient skills unless those skills contribute to its role.

The goal is to produce a coherent creature whose statistics reinforce its identity.

Step 7: Evaluate the Complete Monster

Once you have established its statistics and special abilities, examine the entire stat block as a finished design.

Begin by checking the numerical benchmarks. Does the creature's AC, HP, attack bonus, DPR, and save DC make sense for its CR? Are the XP value and Proficiency Bonus correct?

Next, examine the special abilities. Does each ability have a clear purpose? Are the effects, ranges, durations, and recharge limitations unambiguous? Are any two abilities redundant? Does an ability become much more powerful when combined with another ability in the same stat block?

Then consider the creature's action economy. Does it have more opportunities to attack than expected? Can it deal substantial damage while also applying a debilitating condition? Can it move away from danger without sacrificing its normal attacks? Can it prevent characters from retaliating?

Finally, examine how the creature is likely to behave in combat. A monster's statistics should work together to create a recognizable style of play. If its best tactic is always to stand still and make the same attack, consider whether its abilities could encourage more interesting choices. If it has several special options, make sure the options are useful without making the creature needlessly complicated to run.

A Practical Example

Suppose you are creating a CR 3 subterranean predator. You want it to ambush characters in caves, close rapidly, and inflict significant damage with its claws.

The matrix gives you these starting values:

Ac 17

Hp 76–90

Attack Bonus +6

Damage per Round 28–32

Save DC 14, if required

You decide on AC 17 and 84 HP. Its primary routine consists of two attacks dealing an average of 15 damage each, for 30 damage before accounting for misses. Those numbers fall within the expected ranges.

You then give the creature a camouflage trait that grants Advantage on Stealth checks to Hide in rocky terrain. This supports its ambush tactics and has little direct effect on its statistics after combat begins.

Next, you consider giving it an attack that restrains a target. This ability would make it more dangerous by limiting the target's movement and potentially improving the predator's ability to land subsequent attacks. If the creature can restrain targets every round while maintaining its full damage routine, the combination may be substantially stronger than either ability considered alone.

You could limit the restraining attack to a recharge ability, reduce its damage when it is used, or give the target a reasonable opportunity to escape. The correct choice depends on the intended identity of the predator, but the principle remains the same: assess the combined effect of the monster's abilities rather than balancing each one in isolation.

The final monster should retain its defining traits without becoming more effective than a CR 3 creature should be.

Playtesting and Final Adjustments

The matrix is a starting point, not a substitute for testing.

Whenever possible, run the monster through a representative combat encounter. Observe how often its attacks hit, how much damage it actually deals, how long it survives, and how frequently its special abilities change the course of the fight.

A monster that consistently survives much longer than expected may have excessive AC, HP, or defensive abilities. A monster that routinely incapacitates characters or deals excessive damage may have an offensive problem even if its numerical statistics fall within the matrix.

Make adjustments in small increments. Reducing an attack's damage, changing a recharge range, shortening a condition's duration, or lowering a save DC can make a significant difference without requiring the entire monster to be rebuilt.

If you need to make large adjustments to several statistics, reconsider the creature's CR. It may be a better fit for a different rating, particularly if its strongest abilities are fundamental to its identity and cannot reasonably be weakened.

Also remember that encounter composition affects difficulty. A monster intended to fight alongside several allies may be far more dangerous when it benefits from their actions, positioning, or special abilities. Test the creature in the circumstances in which it is most likely to appear, not only in a one-on-one fight.

Final Checklist

Before adding a new monster to the GM's Manual, ask yourself the following questions:

- Does the monster have a clear combat role and a distinctive identity?
- Are its AC, HP, attack bonus, DPR, and save DC appropriate for its CR?
- Have all Multiattack options, additional attacks, ongoing damage, and limited-use abilities been accounted for?
- Do its special abilities make it more powerful than its basic statistics suggest?
- Can its control abilities prevent characters from participating in combat for too long?
- Do its defensive abilities make it disproportionately difficult to defeat?
- Are its actions, reactions, ranges, durations, and saving throws clearly written?
- Does it remain interesting to run without requiring the GM to track an excessive number of effects?
- Has it been considered in the kind of encounter where it is expected to appear?

A well-designed monster does not need to match every number in the matrix exactly. It needs to have a coherent relationship between its defenses, offense, and special abilities. The matrix provides a common baseline, while the creature's concept determines how those capabilities are distributed.

The most important principle is simple: balance the monster you have designed, not just the numbers printed in its stat block. A creature's Challenge Rating should reflect what it can actually accomplish in combat. When its statistics and abilities work together toward that goal, the result is a monster that challenges the characters, rewards tactical thinking, and earns its place in the game.

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