

# BLOOD AND STEEL



**HOME BREW**

By James Rathwell

# INTRODUCTION

**B**lood and Steel is designed to make playing DnD 5e feel more gritty, challenging, and real, without bogging the game down to a slow crawl with a plethora of additional rules. The main changes to game mechanics are centered around weapons, armor, healing, reviving, resting, and leveling. Taking damage is also reworked so it adds gritty effects such as limbs being lopped off, while also providing your players a way to become tougher thematically. Blood and Steel aims to add just enough additional content to keep the game more dramatic and life-like, while not giving you another PHB of content to memorize on top of the basic rules. Thus 16 of Blood and Steel's 23 pages are creature stat blocks and wound tables, which need not be memorized.

## CREDIT WHERE IT IS DUE

My friend **Thelonius Bashford** provided much of the food rules. He also compiled the lasting wound tables, drawing from two sources. These being **Farland World** by **S. Baker** and **Hard Grit** by **Apo Apostolov**. Both are fantastic resources for 5e homebrew, and I highly recommend checking them out

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## FOOD AND STARVATION

You can live for a number of days without food and water equal to your Constitution bonus (to a minimum of 1) without suffering any ailments. Once these days are surpassed, you suffer 1 level of exhaustion at the end of each day if you have not consumed a meal and drank 1/2 a gallon of water.

Each level of exhaustion inflicted in this manner can only be reduced by 1 level a day by eating and drinking 1 meal + 1/2 a gallon of water, along with performing a rest.

A creature can create basic and lavish meals provided they are proficient with cooks utensils. They must have the ingredients available to make the meal, worth at least half of the meals listed cost.

You can only gain the benefits of eating a meal once within the span of 3 hours.

**Lastly, all spells that can create food and/or water cannot do so in Blood and Steel.**

### MEAL TYPES

#### PEASANT'S MEAL

Cost: 2 silver. Weight: 1 lb. Prep time: None.

*"A basic dish that usually consists of edible food with something to wash it down. A loaf of bread with water, a field ration, or a handful of salted fish are simple dishes, filling your stomach but leaving the soul wanting."*

- Grants no mechanical benefits apart from staving off hunger.

#### BASIC MEAL

Cost: 1 gold. Weight: 1 lb. Prep time: 10-30 minutes.

*"A prepared dish that has some care put into it. Wild rabbit sausages with pickled carrots in a herb brine is a great choice for a decent meal on the road."*

- You gain advantage to your next Constitution based roll.
- You gain one additional hit dice (this cannot go over your maximum number of hit dice).
- You gain a number of temporary hit points equal to 1d4 + your Constitution bonus. These last until your next rest.

#### LAVISH MEAL

Cost: 20 gold. Weight: 3 lb. Prep time: 10 minutes - 1 hour.

*"A decadent dish that has been expertly made with many ingredients and plenty of time. Whole roast boar with artichoke hearts, figs, and plenty of stuffing, garnished with seasonal herbs, nuts, and gravy. Lastly, a pairing of Champagne de la stomp for a complete and extravagant meal. Served with dessert for an flourishing impact."*

- You gain advantage to your next Constitution based roll.
- You gain advantage on your next Charisma based roll.
- You gain 3 additional hit dice (this cannot go over your maximum number of hit dice).
- You gain a number of temporary hit points equal to 3d4 + your Constitution bonus. These last until your next rest.







## HEALS, WOUNDS, AND DEATH

Taking damage hurts, and death is not simply a temporary inconvenience. These hurtles will take a toll on you.

### DROPPING TO 0

Whenever you drop to 0hp, you take 1 level of exhaustion.

### REALISTIC MEDICINE CHECKS

Medicine checks may be made using either Wisdom or Intelligence.

### STABILIZING A CREATURE

You may use your action to attempt to stabilize a creature without a healing kit. Make a DC 15 Medicine check. If you succeed, the creature is stabilized, with 1 hit point.

### HEALING KIT

Must be proficient with this item to utilize it.

You may use your action to attempt to stabilize a creature using a healing kit. Make a DC 15 Medicine check with advantage, if you succeed the creature gains an amount of HP equal to your proficiency bonus.

### HEALING POTIONS

- Drinking a potion is a bonus action.
- Administering a potion to another creature is an action.
- Superior and above can be used to stabilize a creature, all lesser cannot.

## HEALING SPELLS

### HEALING WORD

Tweaked: cannot target creatures who are not stabilized.

### REGENERATE

Tweaked: the spell now has a casting time of 3 days. As the spell takes time to take effect and administer. This spell can be used to treat a Lasting Wound. Every time you cast this spell on a willing creature, their Constitution (or Sanity if being used) is permanently reduced by 1.

## RESURRECTION SPELLS

### REVIVIFY, TRUE RESURRECTION AND WISH

All removed.

### RESURRECTION AND REINCARNATION

Now merged into the same spell which reads:

### RESURRECTION

7th level Necromancy

**Casting Time:** 3 days

**Range:** Touch

**Components:** V, S, M, (A diamond worth at least 1,000 gp, which the spell consumes)

**Duration:** Instantaneous

You touch a dead creature that has been dead for no more than 24 hours, that didn't die of old age, and that isn't undead. If its soul is free and willing, it remains in stasis while the spell is cast, and returns to life with all its hit points at the end of the three days.

This spell neutralizes any poisons and cures normal diseases afflicting the creature when it died. It doesn't, however, remove magical diseases, curses, and the like; if such effects aren't removed prior to casting the spell, they afflict the target on its return to life. This spell closes all mortal wounds and missing internal organs, but will not replace missing limbs apart from ones head.

Coming back from the dead is an ordeal. The target must roll 1d20. The target must then subtract all of their ability scores by the amount rolled on the dice (down to a minimum of 1). At the beginning of each dawn, the target can roll 1d20. On a 11+ all of their stats go up by 1, on a 1 they cannot roll to restore them again, and on a 20 they are fully restored.

*"If I die, don't bring me back. George was brought back and he ain't the man he used to be. He don't talk, don't eat, just sits and stares and grumbles to himself all sorts of incoherent things. I'd rather embrace the cold darkness of death than end up like that. I don't even think that's George any more. I heard him say it. During one of his sporadic rants I heard a few fully formed words pass from his lips. He said "George. Where. Is. George?" An absolute fucking horror show."*



## LASTING WOUNDS

Both players and NPC's are inflicted with a lasting wound if either of the following happens:

- They are reduced to 0hp.
- They take damage to their HP equal to or greater than their Toughness from an attack. Their Toughness = their level (or CR) x2 + their Constitution score, to a maximum of half their maximum hit points rounded down.

When one of these conditions are met, roll upon the lasting wound table associated with the damage type that caused the wound. If multiple damage types caused the wound, choose the damage type that did the most damage.

### TREATING A WOUND

To remove a Lasting Wound, a successful healers kit check must be completed on you. The DC for this check equals the amount of damage you took that caused the wound to a maximum of DC 30. This check can only be attempted once every rough or good rest. If the DC is higher than 20, it is reduced to 20 during an extended rest. If a natural 1 is rolled when treating a wound, your maximum hit points are reduced by 1d4 permanently.

### LASTING WOUND TABLES (A-Z)

#### ACID WOUND

d10	Effect
10	<b>Hardened</b> This painful experience hardens you. You gain a scar, but your max HP is increased by 1.
9	<b>Minor Disfigurement.</b> You have acid burn scars, but they don't have any adverse effects.
8	<b>Blisters.</b> You have severe blisters. You have disadvantage on Dexterity checks.
7	<b>Horrible Disfigurement.</b> You have acid burns to the extent that the scars can't be easily concealed. You have disadvantage on Persuasion checks and advantage on Intimidation checks.
6	<b>Minor Neuralgia.</b> This has the same effect as Major Neuralgia below, except that the save DC is 10.
5	<b>Major Neuralgia.</b> You are in constant pain from nerve damage. Whenever you attempt an action in combat, you must make a DC 13 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn.
4	<b>Destroyed Foot or Leg.</b> Your speed on foot is halved, and you must use a crutch or cane to move. You fall prone after using the Dash action. You have disadvantage on Dexterity checks made to balance.
3	<b>Destroyed Hand.</b> You can no longer hold anything with two hands, and can only hold 1 object at a time.
2	<b>Partial Blindness.</b> Your eyes are damaged; you have disadvantage on Perception checks that rely on sight and on ranged attack rolls. If you have already suffered partial blindness, you're blinded.
1	<b>Blindness.</b> Your eyes are destroyed; you gain the blinded condition until they're healed.





## BLUDGEONING WOUND

d10	Effect
10	<b>Hardened.</b>
9	<b>Broken Nose.</b> Your broken nose is painful but doesn't have any adverse effects. <b>Severe bruising.</b> You suffer severe bruising over an extensive portion of your anatomy. Anytime you suffer bludgeoning or force damage, you suffer an additional point of bludgeoning or force damage.
8	<b>Minor Concussion.</b> You have disadvantage on Intelligence checks. If you already have a minor concussion, you suffer a major concussion.
7	<b>Major Concussion.</b> You have disadvantage on Intelligence checks, Wisdom checks, and Charisma checks, as well as Constitution saving throws to maintain concentration.
6	<b>Fractured Ribs.</b> This has the same effect as Internal Injury below, except that the save DC is 10.
5	<b>Internal Injury.</b> Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you forfeit your action to ease the intense pain.
4	<b>Dislocated Shoulder.</b> You can no longer hold anything with two hands, and you can hold only a single object at a time.
3	<b>Smashed Leg.</b> Your speed on foot is halved, and you must use a cane or crutch to move. You fall prone after using the Dash action. You have disadvantage on Dexterity checks made to balance.
2	<b>Fractured skull.</b> You have suffered a brain injury. You have disadvantage on Intelligence, Wisdom, and Charisma checks and saving throws. If you fail a saving throw against these damage types you are also stunned until the end of your next turn.
1	

## COLD WOUND

d10	Effect
10	<b>Hardened.</b>
9	<b>Anosmia.</b> You lose your sense of smell and taste. You automatically fail any ability checks that involve your sense of smell or taste.
8	<b>Minor Neuralgia.</b> This has the same effect as Major Neuralgia below, except that the save DC is 10. <b>Frostbitten hand.</b> Randomly determine which hand has been frostbitten. In order to grasp or manipulate an object with that hand, you must succeed at a DC 15 Dexterity check.
7	<b>Frostbitten Foot.</b> Your speed on foot is reduced by 5 feet. You must make a DC 10 Dexterity saving throw after using the Dash action. If you fail the save, you fall prone.
6	<b>Major Neuralgia.</b> You have constant, painful nerve damage over a large portion of your body. Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn.
5	<b>Gangrene of the Foot.</b> Your speed on foot is halved, and you must use a cane or crutch to move. You fall prone after using the Dash action. You have disadvantage on Dexterity checks made to balance.
4	<b>Gangrene of the Hand.</b> You can no longer hold anything with two hands, and you can hold only a single object at a time.
3	<b>Systemic Damage from Frostbite.</b> You have disadvantage on Strength, Dexterity, and Constitution ability checks and saving throws.
2	<b>Ocular Damage.</b> One of your corneas is damaged from frostbite. You have disadvantage on Perception checks that rely on sight and on ranged attack rolls.
1	



## FIRE WOUND

d10	Effect
10	<b>Hardened.</b>
9	<b>First Degree Burns.</b> You have superficial but painful burns. Whenever you take fire damage, you take an additional 1 point of damage. If you already have first degree burns, you instead suffer second degree burns.
8	<b>Blisters.</b> You have severe blisters. You have disadvantage on Dexterity checks. The blisters heal if you receive magical healing.
7	<b>Horrible Disfigurement.</b> You have burn scars to the extent that they can't be easily concealed. You have disadvantage on Persuasion checks and advantage on Intimidation checks.
6	<b>Minor Neuralgia.</b> This has the same effect as Major Neuralgia above, except that the save DC is 10.
5	<b>Major Neuralgia.</b> You have constant, painful nerve damage over a large portion of your body. Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn.
4	<b>Second Degree Burns.</b> You have disadvantage on Strength, Dexterity, and Constitution checks. If you already have second-degree burns, you instead suffer third-degree burns.
3	<b>Third Degree Burns.</b> You have disadvantage on Constitution saving throws and ability checks. If you fail a saving throw against an effect that causes fire damage, you also gain the stunned condition until the end of your next turn. If you already have third-degree burns, you instead suffer fourth-degree burns.
2	<b>Fourth Degree Burns.</b> You have disadvantage on Strength, Dexterity, and Constitution saving throws and ability checks. If you fail a saving throw against an effect that causes fire damage, you also gain the stunned condition until the end of your next turn. If you already have fourth-degree burns, you gain 1 point of exhaustion until the burns are healed.
1	<b>Lose an Eye.</b> You have disadvantage on Perception checks that rely on sight and on ranged attack rolls. If you have no eyes left after sustaining this injury, you're blinded.

## FORCE WOUND

d10	Effect
10	<b>Hardened.</b>
9	<b>Phantom Pain.</b> Part of your body feels numb as if blood flow has stopped and feels phantom pain but doesn't have any adverse effect.
8	<b>Severe Bruising.</b> You suffer severe bruising over an extensive portion of your anatomy and lose tactile sensitivity over the area. Anytime you suffer bludgeoning or force damage, you suffer an additional point of bludgeoning or force damage.
7	<b>Minor Concussion.</b> You have disadvantage on Intelligence checks. You suffer occasional vertigo and lose your sense of smell and taste.
6	<b>Major Concussion.</b> You have disadvantage on Intelligence checks, Wisdom checks, and Charisma checks, as well as Constitution saving throws to maintain concentration. You suffer regular vertigo, lose your sense of smell and taste sensitivity and suffer from color blindness.
5	<b>Internal Injury.</b> You suffer occasional phantom sensations of something touching an internal organ or moving inside you causing you discomfort. Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn.
4	<b>Sleep Disruption.</b> You suffer from severe parasomnia and you are unable to force yourself to sleep unless you have at least one level of Exhaustion. When you sleep you suffer from terrifying nightmares. You have disadvantage on Wisdom checks and Wisdom saving throws. If you fail a saving throw against bludgeoning damage, force damage, or psychic damage, you are also stunned until the end of your next turn.
3	<b>Neurodegenerative disorder.</b> Your hands are jittery and coordination is impeded by frequent muscle jolts that make you grab or squeeze hard on whatever you are holding. You suffer disadvantage to all Dexterity checks to manipulate items and you must make Dexterity saving throws against breaking fragile items you are holding.
2	<b>Neuroregressive ataxia.</b> Your limbs lose their sensitivity to temperature, pain, vibration, and touch. Your muscles feel weakened and you have difficulty holding items. You suffer disadvantage to all Str and Dex ability checks and saving throws. You also experience occasional loss of control over your limbs and make sudden and short subconscious actions (such as attempting to unsheathe your weapon or write words on a nearby piece of paper, etc).
1	<b>Brain Injury.</b> You have suffered a brain injury. Your mind exists in two planes of reality, one real and one of raw magic. You constantly shift between them, seeing or hearing things that may not exist. You have disadvantages on Int, Wis, and Cha checks and saving throws. If you fail a saving throw against bludgeoning damage, force damage, or psychic damage by 5, you are also stunned until the end of your next turn.





## LIGHTNING WOUND

d10	Effect
10	<b>Hardened.</b>
9	<b>Flash Burns.</b> You have superficial burns. You turn as red as a lobster but otherwise suffer no mechanical effects.
8	<b>Muscle Spasms.</b> You have disadvantage on Dexterity checks.
7	<b>Skeletal Muscle Breakdown.</b> You have disadvantage on Strength checks and Strength saving throws.
6	<b>Cardiac Injury.</b> You gain disadvantage on ability checks relating to con and str. If you fail a saving throw against fear or fear effects, you gain a level of exhaustion.
5	<b>Arc Flash.</b> Roll on the fire table with advantage.
4	<b>Kidney Failure.</b> When you complete a long rest, you must succeed at a Constitution saving throw of DC 15 or gain the poisoned condition until you complete a long rest.
3	<b>Explosive Grounding of the Foot.</b> You lose a foot. Your speed on foot is halved, and you must use a cane or crutch to move unless you have a peg leg or other prosthesis. You fall prone after using the Dash action. You have disadvantage on Dexterity checks made to balance without a prosthesis.
2	<b>Explosive Grounding of the Hand.</b> You lose a hand. You can no longer hold anything with two hands, and you can hold only a single object at a time.
1	<b>Brain Injury.</b> You have suffered a brain injury. You have disadvantages on Int, Wis, and Cha checks and saving throws. If you fail a saving throw of against bludgeoning damage, force damage, or psychic damage by 5, you are also stunned until the end of your next turn.

## NECROTIC WOUND

d10	Effect
10	<b>Hardened.</b>
9	<b>Necrotic Discoloration.</b> You get white and grey spots on your cheeks. The spots don't have any adverse effects.
8	<b>Inflammation.</b> Your muscles are irritated and inflamed. You have disadvantage on strength checks.
7	<b>Necrotising Wound.</b> Your hit point maximum is reduced by 1 every 24 hours the wound persists.
6	<b>Necrotic Stench.</b> You smell like rotting flesh. You have disadvantage on Persuasion checks.
5	<b>Minor Organ Necrosis.</b> This has the same effect as Major Organ Necrosis above, except that the save DC is 10.
4	<b>Major Organ Necrosis.</b> Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn.
3	<b>Withered Foot.</b> Your speed on foot is halved, and you must use a cane or crutch to move. You fall prone after using the Dash action. You have disadvantage on Dexterity checks made to balance.
2	<b>Withered Hand.</b> You lose a hand. You can no longer hold anything with two hands, and you can hold only a single object at a time.
1	<b>Spiritual Injury.</b> You are afflicted with intense apathy and depression. You have disadvantage on Intelligence, Wisdom, and Charisma ability checks and saving throws. Can only be healed with divine magic.



## PIERCING WOUND

d10	Effect
10	<b>Hardened.</b>
9	<b>Festering Wound.</b> Your hit point maximum is reduced by 1 every 24 hours the wound persists. If your hit point maximum drops to 0, you die.
8	<b>Horrible Scar.</b> You are disfigured to the extent that the wound can't be easily concealed. You have disadvantage on Persuasion checks and advantage on Intimidation checks.
7	<b>Pierced Stomach.</b> When you complete a long rest, you must succeed at a Constitution saving throw DC 10 or gain the poisoned condition until you complete a long rest.
6	<b>Internal Injury.</b> Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn.
5	<b>Pierced leg muscles.</b> Your speed on foot is halved, and you must use a cane or crutch to move. You cannot take the Dash action.
4	<b>Pierced Lung</b> You suffer disadvantage on Constitution based checks and saving throws.
3	<b>Internal bleeding.</b> Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn.
2	<b>Pierced esophagus.</b> You gain disadvantage on Strength and Constitution based checks and saving throws.
1	<b>Lose an Eye.</b> You have disadvantage on Perception checks that rely on sight and on ranged attack rolls. If you have no eyes after sustaining this injury, your blind.

## POISON WOUND

d10	Effect
10	<b>Hardened.</b>
9	<b>Minor nausea.</b> You must succeed at a DC 10 Constitution saving throw before you can consume food.
8	<b>Nausea.</b> You have disadvantage on Constitution checks.
7	<b>Vertigo.</b> You have disadvantage on Dexterity checks.
6	<b>Cardiac Injury.</b> You gain disadvantage on ability checks relating to con and str. If you fail a saving throw against fear or fear effects, you gain a level of exhaustion.
5	<b>Minor Kidney Failure.</b> This has the same effect as Major Kidney Failure below, except that the save DC is 10.
4	<b>Major Kidney Failure.</b> When you complete a long rest, you must succeed at a Constitution saving throw of DC 15 or gain the poisoned condition until you complete a long rest.
3	<b>Minor Liver Damage.</b> When you complete a long rest, you must succeed at a Constitution saving throw of DC 10 or gain the poisoned condition until you complete a long rest. Additionally, whenever you take poison damage, you take an additional 2 (1d4) poison damage. Anytime you drink alcohol or take another drug, you take 2 (1d4) poison damage.
2	<b>Major Liver Damage.</b> When you complete a long rest, you must succeed at a Constitution saving throw of DC 15 or gain the poisoned condition for 12 hours or until healed. Additionally, whenever you take poison damage, you take an additional 1d6 poison damage. Anytime you drink alcohol or take another drug, you take 1d6 poison damage.
1	<b>Systemic Damage.</b> You have disadvantage on Strength, Dexterity, and Constitution ability checks and saving throws.





## PSYCHIC WOUND

d10	Effect
10	<b>Hardened.</b>
	<b>Inappropriate Volume.</b> You can't regulate your volume.
9	You shout when you intend to whisper, and whisper when you intend to shout.
8	<b>Minor headaches.</b> You have disadvantage on Wisdom checks.
	<b>Weak Persona</b> You have suffered damage to your sense of self. You have disadvantage on Charisma checks.
7	
6	<b>Short-term Madness.</b> Roll on the Short-term Madness table in the Dungeon Masters Guide.
5	<b>Long-term Madness.</b> Roll on the Long-term Madness table in the Dungeon Masters Guide.
	<b>Phobia.</b> You develop a debilitating fear of something in the situation from which you gained your injury. For example, if you were damaged by a mind flayer, you might have a fear of octopuses. The DM will decide. When you are confronted with your phobia, you have disadvantage on all ability checks and saving throws.
4	
	<b>Severe headaches</b> You have disadvantage on Wisdom checks and Wisdom saving throws. If you fail a saving throw against bludgeoning damage, force damage, or psychic damage, you are also stunned until the end of your next turn.
3	
2	<b>Indefinite Madness.</b> Roll on the Indefinite Madness table in the Dungeon Masters Guide.
	<b>Brain Injury.</b> You have suffered a brain injury. You have disadvantage on Intelligence and Wisdom checks and saving throws. If you fail a saving throw against bludgeoning, force, or psychic damage, you are also stunned until the end of your next turn.
1	

## RADIANT WOUND

d10	Effect
10	<b>Hardened.</b>
	<b>Minor nausea.</b> You must succeed at a DC 10 Constitution saving throw before you can consume food.
9	
	<b>First Degree Burns.</b> You have superficial but painful burns. Whenever you take fire damage, you take an additional 1 point of damage. If you already have first degree burns, you instead suffer second degree burns.
8	
	<b>Blisters.</b> You have severe blisters. You have disadvantage on Dexterity checks.
7	
	<b>Small Skin Tumors.</b> You develop several small, painless skin tumors. You have disadvantage on Charisma checks. If your small skin tumors are not cured within one year, you develop Large Skin Tumors.
6	
	<b>Large Skin Tumours.</b> You develop several large, painful skin tumors. You have disadvantage in Charisma and Wisdom checks. Magic such as the regenerate spell cures your large skin tumors. If your large skin tumors are not cured within six months, you develop Systemic Damage as per the poison table.
5	
	<b>Second Degree Burns.</b> You have disadvantage on Strength, Dexterity, and Constitution checks. Magic such as the regenerate spell cures this damage.
4	Alternatively, they will heal on their own in 4 weeks. If you already have second degree burns, you instead suffer third-degree burns.
	<b>Third Degree Burns.</b> You have disadvantage on ability checks and Constitution saving throws. If you fail a saving throw against an effect that causes fire damage, you also gain the stunned condition until the end of your next turn. If you already have third-degree burns, you instead suffer fourth-degree burns as per the Fire chart.
3	
	<b>Partial Blindness.</b> Your retinas are damaged; you have disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. If you have already suffered partial blindness, you're blinded.
2	
	<b>Blindness.</b> Your eyes are destroyed; you gain the blinded condition. Magic such as the regenerate spell can restore your sight.
1	



## SLASHING WOUND

d10	Effect
10	<b>Hardened.</b>
9	<b>Minor Scar.</b> The scar doesn't have any adverse effects other than making you look grisled and intimidating.
8	<b>Festering Wound.</b> Your hit point maximum is reduced by 1 every 24 hours the wound persists. If your hit points maximum drops to 0, you die.
7	<b>Horrible Scar.</b> You are disfigured to the extent that the wound can't be easily concealed. You have disadvantage on Charisma (Persuasion) checks and advantage on Charisma (Intimidation) checks.
6	<b>Minor Internal Injury.</b> This has the same effect as Major Internal Injury below, except that the save DC is 10.
5	<b>Major Internal Injury.</b> Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn.
4	<b>Hamstrung.</b> Your speed on foot is reduced by 5 feet. You must make a DC 10 Dexterity saving throw after using the Dash action. If you fail the save, you fall prone.
3	<b>Lose a Foot or Leg.</b> Your speed on foot is halved, and you must use a cane or crutch to move unless you have a peg leg or other prosthesis. You fall prone after using the Dash action. You have disadvantage on Dexterity checks made to balance.
2	<b>Lose an Arm or a Hand.</b> You can no longer hold anything with two hands, and you can hold only a single object at a time.
1	<b>Lose an Eye.</b> You have disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. If you have no eyes left after sustaining this injury, you're blinded.

## THUNDER WOUND

d10	Effect
10	<b>Hardened.</b>
9	<b>Severe bruising.</b> You suffer severe bruising over an extensive portion of your anatomy. Anytime you suffer bludgeoning or force damage, you suffer an additional point of bludgeoning or force damage.
8	<b>Minor headaches.</b> You have disadvantage on Wisdom checks.
7	<b>Minor Concussion.</b> You have disadvantage on Intelligence checks. If you already have a minor concussion, you suffer a major concussion. 14-16 Minor headaches. You have disadvantage on Wisdom checks.
6	<b>Major Concussion.</b> You have disadvantage on Intelligence checks, Wisdom checks, and Charisma checks, as well as Constitution saving throws to maintain concentration.
5	<b>Internal Injury.</b> Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn.
4	<b>Severe Headaches.</b> You have disadvantage on Wisdom checks and Wisdom saving throws. If you fail a saving throw against bludgeoning damage, force damage, or psychic damage, you are also stunned until the end of your next turn.
3	<b>Partial Deafness.</b> Your eardrums have been damaged; you are hard of hearing. You have disadvantage on any ability check that requires hearing.
2	<b>Deafness.</b> Your eardrums have been destroyed; you gain the deafened condition.
1	<b>Brain Injury.</b> You have suffered a brain injury. You have disadvantage on Intelligence, Wisdom, and Charisma checks, as well as Intelligence, Wisdom, and Charisma saving throws. If you fail a saving throw against bludgeoning damage, force damage, or psychic damage, you are also stunned until the end of your next turn.







## RESTING AND LEVELING

Congratulations! You survived an excursion into the dangers of the unknown! Now it is time to drink, mend your wounds and armor, eat, tell tales, train, and sleep.

The key changes with Blood and Steel's resting and leveling system is as follows:

- **Past 10th level, you only increase your Maximum hit Points by 1 each time you level up.** Yes, past level ten, receiving wounds may provide the bulk of your HP increases.
- When your DM awards you with a new level, you cannot increase your level until you complete an extended rest.
- Regaining spells and features from short or long rests remains the same. However the conditions of the rests, and the acquiring of hit points and hit dice are changed. This is meant to simulate a more realistic and gritty feeling to the campaign.
- You can only take two Rough (short) or Refreshing (long) rests during a 24 hour period.

## USING HEALING KITS DURING RESTS

While taking a rough or full rest, a creature can expend one charge of a healing kit on you (the creature must be proficient with the healing kit). This allows you to re roll any hit dice that have a result of 1.

## SHORT REST - ROUGH REST

- **Duration:** 6 hours of sleep.
- You may expend your current hit dice to heal yourself. You regain a number of hitdice equal to half your maximum amount of hit dice (rounded down, to a minimum of 1) on the completion of a rough rest. This may not go above your maximum hit dice.
- You regain the use of items, features, and spells as if you have taken a short rest.

## LONG REST - REFRESHING REST

- **Duration:** 6 hours of sleep.
- **Prerequisite:** You currently have your maximum amount of hit dice before beginning the rest.
- You may expend your current hit dice to heal yourself. You regain a number of hit dice equal to half your maximum amount of hit dice on the completion of a good rest (rounded down, to a minimum of 1). This may not go above your maximum hit dice.
- 1 level of exhaustion is removed, and you regain the use of items, features, and spells as if you have taken a long rest.

## NEW: EXTENDED REST

- **Duration:** A period of three or more days, each consisting of one rough or refreshing rest.
- **Prerequisite:** If you engage in combat during this span of days the extended rest is wasted, and you only gain the benefits of the rough and refreshing rests you took within the duration.
- On the completion of an extended rest, your current hit points and hit dice are fully restored.
- 1d4+(the number of days spent in the extended rest) levels of exhaustion are removed, and you regain the use of items, features, and spells as if you have taken a long rest.
- Finally, you can level up a number of times equal to the amount of levels previously awarded to you by the DM, as you train your newly acquired skills and spells during the day within this period of time, mastering them to the degree to where you can do them on command when needed.

### A NOTE TO DM'S

This system greatly reduces your parties HP past 10th level, thus it is suggested to weigh their foes HP carefully (I prefer reducing enemy HP instead of damage when needed).



# WEAPONS AND ARMOR



Weaponry is situational. Slashing damage is ideal against unarmored targets, while piercing damage is best against armored individuals. Bludgeoning damage strikes a reliable middle ground.

## NEW WEAPON PROPERTIES

All weapons can be found on the following page with their changes and new properties highlighted in bold.

### ARMOR SUNDERING SCORE (AS)

A weapons AS reflects its ability to damage armor. When you deal damage equal to or greater than a creatures Toughness, or critically hit it with a weapon attack, you can reduce its Armors AC score by an amount equal to the weapons AS. A versatile weapons AS is doubled while two handed.

### POINT, PICK, AND HAMMER

A weapon with the point, pick, or hammer property can be used to make a weapon attack with a different damage type than usual. When making a point, pick, or hammer attack your weapons damage dice are reduced to the next largest damage dice (d12s to d10s, d10s to d8s, d8s to d6s, d6s to d4s, d4s rolled with disadvantage). Weapons will do piercing damage and gain +1 to hit during a point attack. While weapons will deal piercing damage and instead gain +1 AS during a pick attack. Lastly, weapons will deal bludgeoning damage during a hammer attack.

### SLASHING DAMAGE

Slashing damage dice are increased to the next largest damage dice when being inflicted against unarmored targets and targets that have sundered armor (d4s to d6s, d6s to d8s, d8s to d10s, d10s to d12s). If its damage dice are already d12s, its damage dice are rolled with advantage instead.

### BLUDGEONING DAMAGE

Bludgeoning damage is reliable. You can re roll all results of 1 on bludgeoning damage dice once per weapon attack. If a bludgeoning weapon attack critically hits a creature they must succeed a DC 15 Constitution saving throw or are stunned until the end of their next turn.

## NEW REACTIONS

### BLOCK

When an enemy rolls to hit you with a melee attack but before it is determined if the attack hits, you can expend your reaction to add your proficiency bonus to your AC for the attack if you are holding a melee weapon or a shield. If this causes the attack to miss you, what you used to block the blow takes damage. If you used a weapon its damage dice is reduced to the next largest damage dice (d12s to d10s, d10s to d8s, d8s to d6s, d6s to d4s, d4s rolled with disadvantage), while if you used a shield its AC is reduced by 1. A weapon at the lowest damage bracket and a shields whose AC is 1 are destroyed. If a weapon has multiple damage dice, its damage dice are reduced to 1d6 instead of being destroyed.

### ABSORB

While you are wearing armor and are hit with a weapon attack, you can expend your reaction to direct the attack into the thickest regions of your armor. Your armors AC score is reduced by 1+ the attacking weapons AS, but any damage your armor would usually reduce is reduced by triple its usual amount. If this reduces the damage to 0, you are refunded the reaction, as you shrug off the blow in stride.

## NEW ARMOR RULES

**While a creatures AC is below its unarmored AC, it can use its unarmored AC instead (10 + Dex modifier).**

**Heavy Armor:** Reduces slashing and bludgeoning damage you receive by an amount equal to your proficiency bonus.

**Medium Armor:** Reduces slashing damage you receive by an amount equal to your proficiency bonus.

**Shoddy Armor:** Costs half as much of its usual counterparts. It weighs twice as much, and whenever its AC is reduced, it is instead reduced by double the amount.

**Mastercrafted Armor:** Costs twice the amount as its usual counterparts. Mastercrafted armor reduces damage by an additional 3, and weighs half as much. Additionally, you can increase your Toughness by an amount equal to your Strength modifier while wearing mastercrafted armor.

**Gambeson:** Light Armor, Cost: 6gp, AC 12, 7lb. Gambeson reduces slashing damage you take by an amount equal to your proficiency bonus.

**Sundered Armor:** Armor is considered sundered when its AC score is reduced to lower than 10. Sundered armor cannot reduce incoming damage.

**Repairing Weapons, Armor, and Shields:** To repair armor you must be proficient with the appropriate tools. Blacksmiths tools for shields, plate, scale, and chain armor, tailors tools for gambeson and padded armor, leatherworkers tools for leather armor. An amount of gold and hours equal to the AC points wished to be restored must be expended. Craftsman can do this for double the price. Each damage dice size you wish to restore to a weapon works in the same way as each point of AC, requiring blacksmiths tools.

## NEW CONDITIONS

If a creature with blood gains a lasting wound or is critically hit with slashing damage, it suffers the bleeding condition. Creatures already bleeding begin hemorrhaging instead.

### BLEEDING

- A bleeding creature takes 1d4 damage at the beginning of each of its turns.
- To end the condition a DC 15 Medicine check must be succeeded by the creature, or an ally mending them.

### HEMORRHAGING

- A hemorrhaging creature is bleeding (see the condition).
- At the beginning of each of the creatures turns the amount of bleeding damage it takes increases by 1d4.
- Anything that ends the bleeding condition also ends the hemorrhaging condition.



## WEAPONS

Name	Cost	AS	Damage	Weight	Properties
<i>Simple Melee Weapons</i>					
Club	1 sp	-	1d4 bludgeoning	2 lb	Light
Dagger	2 gp	-	1d4 piercing	4 lb	Finesse, light, thrown (range 20/60)
Greatclub	2 sp	<b>1</b>	1d8 bludgeoning	10lb	Two-Handed
Handaxe	5 gp	-	1d6 slashing	2 lb	Light, thrown (range 20/60)
Javelin	5 sp	<b>1</b>	1d6 piercing	2 lb	Thrown (range 30/120)
Light Hammer	2 gp	-	1d4 bludgeoning	2 lb	Light, thrown (range 20/60)
Mace	5 gp	<b>2</b>	1d6 bludgeoning	4 lb	-
Quarterstaff	2 sp	-	1d6 bludgeoning	4 lb	Versatile (1d8)
Sickle	1 gp	-	1d4 slashing	2 lb	Light
Spear	1 gp	<b>1</b>	1d6 piercing	3 lb	Thrown (range 20/60), versatile (1d8)
<i>Simple Ranged Weapons</i>					
Crossbow, light	25 gp	<b>1</b>	1d8 slashing	4 lb	Ammunition (range 80/320), loading, two-handed
Dart	5 cp	-	1d4 piercing	1/4 lb	Finesse, thrown (range 20/60)
Shortbow	25 gp	-	1d6 piercing	2 lb	Ammunition (range 80/320), two-handed
Sling	1 sp	-	1d4 bludgeoning	-	Ammunition (range 30/120)
<i>Martial Melee Weapons</i>					
Battleaxe	10 gp	-	1d8 slashing	4 lb	Versatile (1d10) <b>pick</b>
Flail	10 gp	<b>1</b>	1d8 bludgeoning	2 lb	-
Glaive	20 gp	-	1d10 slashing	6 lb	Heavy, reach, two-handed
Greataxe	30 gp	-	1d12 slashing	7 lb	Heavy, two-handed, <b>hammer</b>
Greatsword	50 gp	-	2d6 slashing	6 lb	Heavy, two-handed, <b>point and pick</b>
Halberd	<b>35 gp</b>	-	1d10 slashing	<b>12 lb</b>	Heavy, reach, two-handed, <b>point and hammer</b>
Lance	10 gp	-	1d12 piercing	6 lb	reach, two-handed, special, <b>+4 AS when mounted.</b>
Longsword	15 gp	-	1d8 slashing	3 lb	Versatile (1d10), <b>point</b>
Maul	10 gp	<b>3</b>	2d6 bludgeoning	10 lb	Heavy, two-handed
Morningstar	15 gp	<b>1</b>	1d8 piercing	4 lb	-
Pike	5 gp	<b>1</b>	1d10 piercing	18 lb	Heavy, reach, two-handed
Rapier	25 gp	-	1d8 piercing	2 lb	Finesse
Scimitar	25 gp	-	1d6 slashing	3 lb	Finesse, light
Shortsword	10 gp	-	1d6 slashing	2 lb	Finesse, light, <b>point</b>
Trident	25 gp	-	1d6 piercing	4 lb	Thrown (range 20/60), versatile (1d8)
War pick	5 gp	<b>3</b>	1d8 piercing	4 lb	<b>Hammer</b>
Warhammer	15 gp	<b>1</b>	1d8 bludgeoning	2 lb	Versatile (1d10) <b>pick</b>
Whip	2 gp	-	1d4 slashing	3 lb	Finesse, reach
<i>Martial Ranged Weapons</i>					
Blowgun	10 gp	-	1 piercing	1 lb	Ammunition (range 25/100), loading
Crossbow, hand	75 gp	<b>1</b>	1d6 piercing	3 lb	Ammunition (range 30/120), loading
Crossbow, heavy	50 gp	<b>3</b>	1d10 piercing	18 lb	Ammunition (range 100/400), heavy, loading
Longbow	50 gp	<b>2</b>	1d8 piercing	2 lb	Ammunition (range 150/600), heavy, two-handed
Net	1 gp	-	-	3 lb	Special, thrown (range 5/15)



# DM

## Tips and Tools

### SHARED SPELLCASTING AND FEATURES

Grouping spell slots, spells known, and features together between NPC's can be an effective way of cutting down DM load while running the game. Examples of this can be found within the following pages.

### CUSTOMIZING WEAPONS AND ARMOR

Customizing the traits of weapons and armor now has more options in Blood and Steel. Adjusting a weapons AS can make for more interesting player choices when selecting their gear. For example making otherwise ignored simple weapons such as a mace seem viable if given a AS of 4 due to expert craftsmanship. This goes for armor as well. Perhaps their is armor that reduces more oncoming damage but has a lower AC, and vice versa. For example a mastercrafted half plate armor that also reduces oncoming bludgeoning damage, etc.

### DMG RULE RECOMMENDATIONS

It is recommended when using Blood and Steel to use the Sanity Score Rules found on pages 264 - 265 of the DMG. If a creature has a negative Sanity score, they may add their Sanity modifier and treat it as a positive modifier to any intimidation checks.

### MONSTER CHANGES

All stat blocks undergo the following changes:

- All NPC's have a toughness score next to their health.
- NPC's armor updated if it reduces incoming damage.
- NPC's weapons updated if it has a AS, pick, point, or hammer trait.
- NPC's condition immunities updated to ignore bleeding and hemorrhaging if it does not have blood.
- Sanity score if using sanity rules.

### MASS COMBAT

### QUICK AND EASY

To run mass combat encounters containing 10 or more creatures on either side of the battle, all the way to hundreds or millions of combatants, the following mass combat rules can be quickly implemented:

1. Analyze the comparative strength of each side's forces. Apply points to each side of the battle to reflect the strength of their forces and their odds of victory. These points are relative to the other forces involved in the conflict and are not static. A force with 20 individuals may have 7 points as it is against other forces of 13 individuals, while a force of 20,000 individuals may also only have 7 points as it is against other forces of 13,000 individuals.
  - Give 1-3 points to the side with the more quality force. This may include their quality of arms and armor.
  - Give 1-3 points to the side with the more numerous force.
  - Give 1-6 points to the side with the environmental or other situational advantages. This can include the degree to which the players are aiding in the engagement.
2. Choose how long a span of time the engagement you are about to roll for is. From 1 round of combat to 100+ years.
3. Roll 1d20 for each side. If one side has more points in any category they gain an advantage dice (these dice stack), and if they have more points in total, they gain another advantage dice. Both sides inflict casualties on each other informed by the duration of the engagement rolled for. Whoever rolls highest takes the least amount of casualties and deals more casualties to the opposing sides. Forces with a high quality of force and/or a high environmental advantage take greatly reduced casualties.
4. Narrate how the engagement progresses.



# MONSTERS

From my homebrew setting.

## RAVAGER

Medium Undead

AC 18 half plate (reduce slashing damage by 3)  
Hit Points 40 (Toughness 18)  
Speed 30ft

STR	DEX	CON	INT	WIS	CHA	SAN
16 (+3)	16 (+3)	14 (+2)	6 (-2)	10 (0)	5 (-3)	5 (-3)

**Saving Throws** Strength +6, Dexterity +6

**Skills** Prof +2 (proficiency bonus), athletics +6, intimidation +6

**Damage Immunities** Poison

**Condition Immunities** Exhaustion, poisoned, bleeding, hemorrhaging

**Senses** Blindsight

**Languages** none

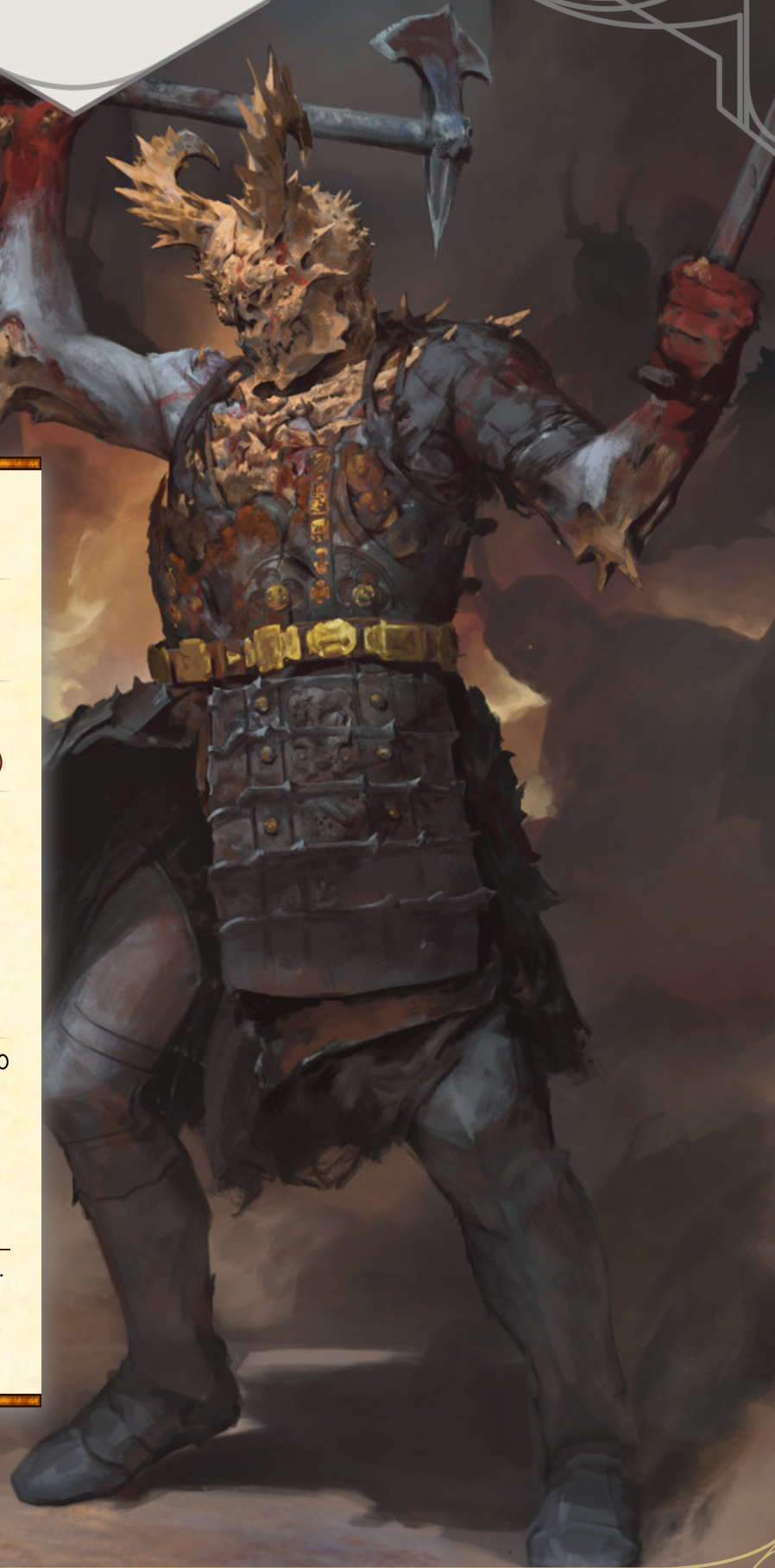
**Challenge** 2

**Undead Fortitude.** if damage reduces the ravager to 0 hit points, it must make a Constitution saving throw with a DC of 5+ the damage taken, unless the damage is radiant or from a critical hit. On a success, the Ravager drops to 1 hit point instead, and can make one weapon attack as a reaction.

### Actions

**Multiattack.** The Ravager can make three axe attacks.

**BattleAxe.** Melee Attack +6, Reach 5ft, one target. 1d8 + 3 slashing damage. **Pick:** AS 1, 1d6 + 3 piercing damage





## SILENT CULTIST

Medium human

**AC** 15 chain mail (reduce slashing damage by 2)

**Hit Points** 13 (**Toughness** 6)

**Speed** 30ft

**STR**   **DEX**   **CON**   **INT**   **WIS**   **CHA**   **SAN**

11 (0)   16 (+3)   8 (-2)   14 (+2)   12 (+1)   10 (0)   5 (-3)

**Saving Throws** Dexterity +5, intelligence +4

**Skills** Prof +2 history +4, arcana +4, intimidation +5

**Languages** none

**Senses** Dark vision 60ft.

**Challenge** 1/2

**Unreactive.** The silent cultist is not hostile until it reaches half HP. When a silent cultist reaches half HP or lower it and all other silent cultists within 500ft become hostile.

**Silent Stare.** The silent cultist ignores any conditions inflicted on it from Lasting Wounds. When a silent cultist receives a lasting wound the creature who attacked it must succeed a DC 14 sanity saving throw or take 2d8 psychic damage as the cultist stares into its soul, unflinching.

### Actions

**Multiattack.** The Silent Cultist can make two Longsword Attacks

**Longsword.** *Weapon Attack:* +5, 5ft, one target. 1d10 + 3 Slashing Damage. **Point:** AS 1, 1d8 + 3 Piercing Damage





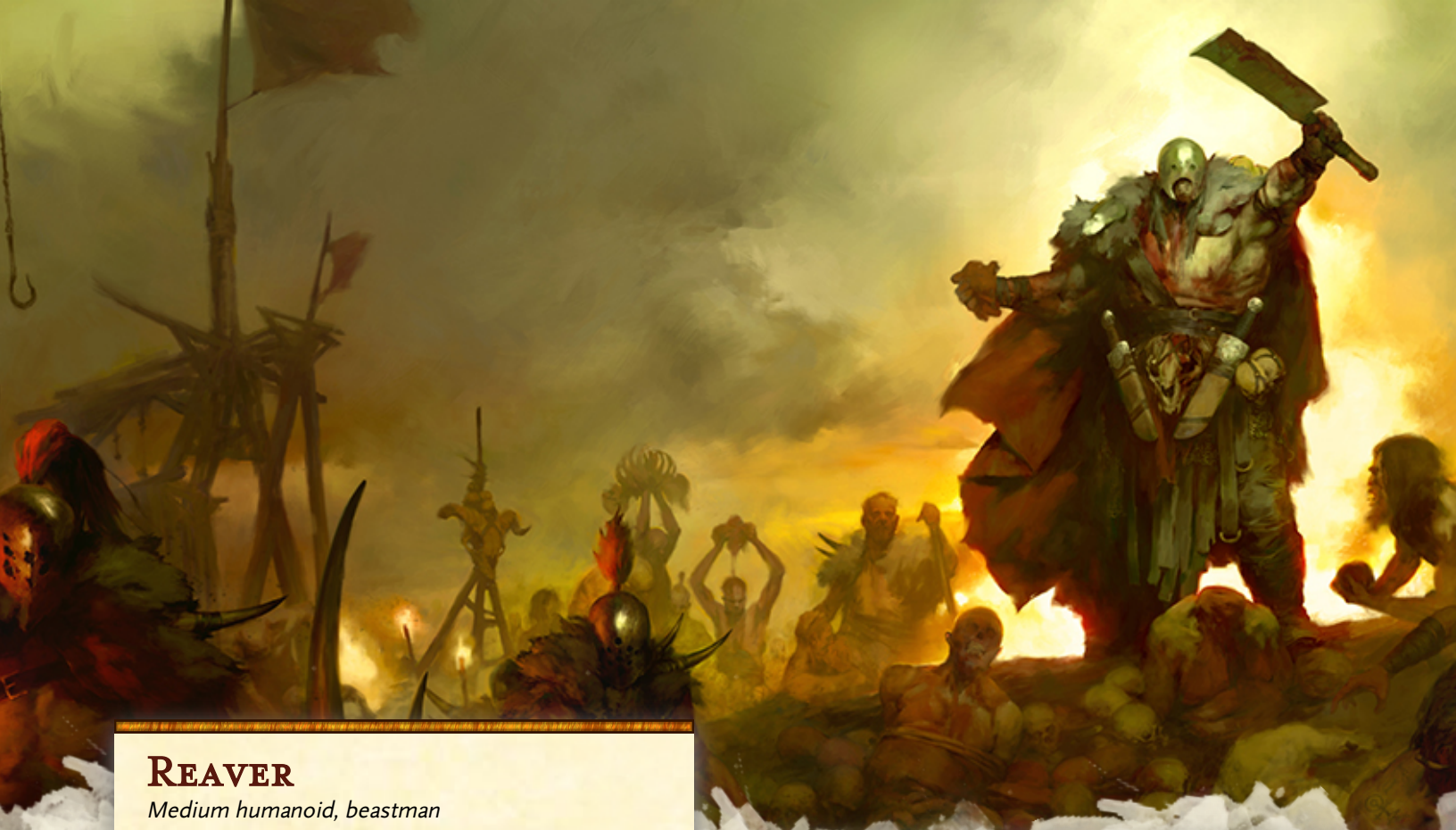
# THE BEASTMEN

**D**uring my travels throughout the frozen wastes of the Eld I have met three score more brigands and beasts than I have met friends and travelers. The most prevalent of the hostile inhabitants are the Beastmen. A large and loose gathering of tribes and communities of barbaric and bestial bandits. The Beastmen believe they are the lawful and ordained owners of the lands spanning north of Mount Vask. They will lay raids and slaughter any and all travelers they find within their lands. A warring people they are somewhat similar to many of the more brutish Orcish clans, however with a key difference being that they are made up of more than just the Orcish races. They also contain Elves, Dwarves, and even a small amount of gnomes and humans within their ranks. They are a true melange of races, but are an iron hammer of strict and frigid culture, unyielding in its tenants of savagery.

These tribesmen worship and grant offerings of blood and meat to the creature who broke their chains of bondage that had rooted them in slavery within Old Raklia. They refer to it simply as "the Beast", ordaining that "only the strong are its people, for the beast itself wields unsurpassable might." This monster laid siege to Raklia, smashing its gates and causing such destruction that a massive portion of its slaves were able to scramble to freedom during the chaos. Striding out into the barren, frozen, wastes of the Eld, this freedom did not mean the shedding of a hard life for a new, easy one. Instead, with the lack of fertile ground to begin farming, raiding and warring provided plenty of the bare necessities of life. Thus these people slowly turned into the Beastmen of today, conducting countless raids upon Orcish and Nurn tribes closest to the Eld, all the while praising the beast that freed them, drawing strength from its spirit. This has been their way of life for generations, warring against each other in displays of strength as much as they prey on outsiders.







## REAVER

Medium humanoid, beastman

**Armor Class** 14 (unarmored)  
**Hit Points** 10 (**Toughness** 5)  
**Speed** 30ft

STR	DEX	CON	INT	WIS	CHA	SAN
16 (+3)	16 (+3)	14 (+2)	9 (-1)	9 (-1)	9 (-1)	9 (-1)

**Saving Throws** Str +5 (advantage), Dex +5  
**Skills** Prof +2 Athletics +5 (advantage)  
**Resistances** Bludgeoning, Piercing, and Slashing damage  
**Languages** Eldish  
**Challenge** 1

### Rage + Reckless Attack

**THE HUNGER:** Gains one additional attack with disadvantage when bloodied and/or when making attacks against bloodied enemies. If one of these attacks miss, this creature must make the attack again against an ally within 5ft of them (if present).

**Cull the Weak.** Gains one additional attack against targets per condition they are afflicted with. These additional attacks have disadvantage.

### Actions

**Two Weapon Fighting.** This beastman can make one additional axe/cleaver attack as a bonus action.

**Axe/Cleaver Weapon Attack:** +5, one target. 1d6 + 5 Slashing damage / Thrown 30ft.

## MARAUDER

Medium humanoid, beastman

**Armor Class** 14 (Breast Plate, -2 to slashing damage)  
**Hit Points** 20 (**Toughness** 10)  
**Speed** 30ft

STR	DEX	CON	INT	WIS	CHA	SAN
17 (+3)	10 (0)	17 (+3)	9 (-1)	9 (-1)	9 (-1)	9 (-1)

**Saving Throws** Str +5 (advantage), Con +5  
**Skills** Prof +2 Athletics +5 (advantage)  
**Resistances** Bludgeoning, Piercing, and Slashing damage  
**Languages** Eldish  
**Challenge** 1

### Rage + Reckless Attack

**THE HUNGER:** Gains one additional attack with disadvantage when bloodied and/or when making attacks against bloodied enemies. If one of these attacks miss, this creature must make the attack again against an ally within 5ft of them (if present).

**Savage Attack:** Once per turn on a successful weapon attack the marauder can roll 1 weapon damage die twice and take the higher roll.

### Actions

**Two Handed Axe/ Cleaver.** *Weapon Attack:* +5, one target. 1d12 + 5 Slashing damage



## BRUTE

Medium humanoid, beastman

**Armor Class** 14 (unarmored)

**Hit Points** 40 (**Toughness** 20)

**Speed** 30ft

**STR**   **DEX**   **CON**   **INT**   **WIS**   **CHA**   **SAN**

19 (+4) 12 (+1) 17 (+3) 9 (-1) 9 (-1) 9 (-1) 9 (-1)

**Saving Throws** Str +6(advantage), Con +6

**Skills** Prof +2 Athletics +6(advantage)

**Resistances** Bludgeoning, Piercing, and Slashing damage

**Languages** Eldish

**Challenge** 2.5

### Rage + Reckless Attack

**THE HUNGER:** Gains one additional attack with disadvantage when bloodied and/or when making attacks against bloodied enemies. If one of these attacks miss, this creature must make the attack again against an ally within 5ft of them (if present).

**Grappler:** Can grapple prone creatures as a bonus action (replacing one axe/cleaver attack).

### Actions

**Two Weapon Fighting.** This beastman can make two axe/cleaver attacks or perform a brutal charge.

**Heavy Axe/Cleaver Weapon Attack:** +6, one target.  
1d10 + 6 Slashing damage

**Brutal Charge:** The brute can move up to 30ft in a straight line, each creature caught within the line must make a DC 14 Dexterity saving throw or take 2d8 bludgeoning damage and are knocked back 10ft and knocked prone. On a successful save they take half damage.

### BLOODIED

A bloodied creature is a creature that is at or below half its maximum hit points.







## SHAMAN

Medium humanoid, beastman

**Armor Class** 14 (unarmored)  
**Hit Points** 40 (**Toughness** 20)  
**Speed** 30ft

STR	DEX	CON	INT	WIS	CHA	SAN
17	10	17	12	15	10	10
(+3)	(0)	(+3)	(+1)	(+2)	(0)	(0)

**Saving Throws** Str +5 (advantage), Dex +5

**Skills** Prof +2 Athletics (advantage) Animal Handling +4 Nature +4

**Resistances** Bludgeoning, Piercing, and Slashing damage

**Languages** Eldish

**Challenge** 5

### Rage + Reckless Attack

**THE HUNGER:** Gains one additional attack with disadvantage when bloodied and/or when making attacks against bloodied enemies. If one of these attacks miss, this creature must make the attack again against an ally within 5ft of them (if present).

**Spirit of the Beast:** All beastmen within 60ft of the Shaman ignore the penalties of difficult terrain and gain blindsense.

**Fury of the Beast:** Once per round, when the shaman or an ally within 60ft of it critically hits, the target must make a DC 14 Constitution saving throw or have one of its limbs removed. Roll 1d4, 4 = right arm, 3 = left arm, 2 = right leg, 1 = left leg.

### Actions

**Tolf Caller.** This tribesman can make one maul attack and one Howl.

**Maul Weapon Attack:** +5, one target. AS 3, 2d6 + 6 Bludgeoning damage

**Howl of the Beast (recharge 4+):** All allies within 60ft of the shaman gain 5 temporary HP. While they have this temp HP if they attack a target within 5ft of another beastman any extra attacks granted by THE HUNGER do not have disadvantage.



## TOLF

Medium, animal

**Armor Class** 14 (unarmored)

**Hit Points** 10 (**Toughness** 5)

**Speed** 40ft

STR	DEX	CON	INT	WIS	CHA	SAN
14 (+2)	15 (+2)	12 (+1)	9 (-1)	9 (-1)	9 (-1)	10 (0)

**Saving Throws** Con +4, Dex +4, Str(advantage)

**Skills** Prof +2

**Senses** Blindsense

**Resistances** Bludgeoning, Piercing, and Slashing damage

**Languages** none

**Challenge** 1

### Rage + Reckless Attack

**THE HUNGER:** Gains one additional attack with disadvantage when bloodied and/or when making attacks against bloodied enemies. If one of these attacks miss, this creature must make the attack again against an ally within 5ft of them.

**Pounce:** Whenever a creature attacks an ally within 10ft of the Tolf, the Tolf can make one bite attack against them with a reach of 10ft and disadvantage.

### Actions

**Bite. Weapon Attack:** +4, one target. 1d6 + 4 piercing damage

## GREAT TOLF

Large, animal

**Armor Class** 14 (unarmored)

**Hit Points** 40 (**Toughness** 20)

**Speed** 40ft

STR	DEX	CON	INT	WIS	CHA	SAN
18(+4)	15(+2)	17(+3)	9(-1)	14(+2)	9(-1)	10(0)

**Saving Throws** Str +6(advantage), Con +6

**Skills** Prof +2

**Senses** Blindsense

**Resistances** Bludgeoning, Piercing, and Slashing damage

**Languages** none

**Challenge** 2.5

### Rage + Reckless Attack

**THE HUNGER:** Gains one additional attack with disadvantage when bloodied and/or when making attacks against bloodied enemies. If one of these attacks miss, this creature must make the attack again against an ally within 5ft of them.

**Grappler:** Can make a grappling check as a bonus action against prone creatures.

**Pounce:** Whenever a creature attacks an ally within 10ft of the Tolf, the Tolf can make one bite attack against them with a reach of 10ft and disadvantage.

### Actions

**Bite. Weapon Attack:** +6, one target. 2d6 + 6 (+2d6 if grappled) Piercing damage

**Grapple/ Shove. Contested Skill check:** +4(advantage), one target. vs Dex or Str



HORNED WOLF





## THE DROWNED CULT

I have heard rumors and whispers of a Cult that resides within the Eld. They worship some dying, drowning, mad god. I believe these rumors that such a cabal exists, as I myself have felt this god's, freezing touch of insanity. While I was the farthest north I have traveled, looking out at the frozen sea, I could hear it calling out to me. It sounded to me like the pleas of some freezing child, drifting in the water, desperate for its mother's warmth.

It frightened me so deeply that I fled back south immediately, abandoning my plans of exploration. I feel as if I can still feel its cold voices touch on me, somewhere deep within my conscious. It sends shivers down my spine just thinking of it.

The most frightening thing of the event was not that I was so scared I fled, but that before I fled a sudden force grasped control of me during its calling imprecation, and I began a possessed walk towards the frozen water, as if to save this child from its torment, or perhaps join it, I am unsure.

I can imagine that these cults have been gripped by the same force. The tales I have heard tell that, so immense is this god's pain, many of these cultists resort to flaying their own flesh to distract themselves from its mind crumbling voice. The manipulation of their blood causes a brief minute of respite, and thus all members who have joined its ranks practice these prayers of cleansing pain frequently.

I feel both pity and horror at these individuals if the rumors are true. Do not go as far north as I did, I would rather believe these tales and stray clear of such consternation, than be pulled into their dreadful ranks.

### THE AWAKENED BELL

*Medium awakened object, Drowned (Four Initiates bear its weight)*

**Armor Class** 12 (Wood, -5 to piercing damage)

**Hit Points** 50 (Immune to lasting wounds)

**Speed** 30ft (-10ft per dead bearer)

STR	DEX	CON	INT	WIS	CHA	SAN
10 (0)	6 (-3)	15 (+2)	16 (+3)	9 (-1)	9 (-1)	6 (-3)

**Saving Throws** Con +4

**Skills** Prof +2

**Resistances** Cold, Psychic

**Immunities** Fear, Charmed

**Languages** Eldish

**Challenge** 3

**Relic of the Drowned One:** Whenever a cultist within 100ft of the bell gains a pain dice, the cult gains one additional dice.

### Actions

**RING. Mind Shattering Attack.** All creatures within 100ft of the bell must make a DC 15 Sanity (or Charisma) saving throw or take 6d6 psychic damage -1d6 per 10ft away they are from the bell (to a minimum of 1d6). They take half damage on a successful save. Drowned cultists only take 1d6 psychic damage.





## BLOATED CULTIST

Medium humanoid, Drowned

**Armor Class** 16 (Damaged plate, -3 to slashing and bludgeoning damage)

**Hit Points** 50 (**Toughness** 25)

**Speed** 20ft (40ft when bloodied)

STR	DEX	CON	INT	WIS	CHA	SAN
17 (+3)	10 (0)	17 (+3)	9 (-1)	11 (0)	9 (-1)	6 (-3)

**Saving Throws** Str +6, Con +6

**Skills** Prof +3 Athletics +6

**Immunities** Fear, Charmed

**Resistances** Cold, Psychic

**Languages** Eldish

**Challenge** 4

### Uncanny Dodge + Evasion while bloodied

**THE PAIN:** Whenever this creature takes damage it may add 1d6 to the cults pool of pain dice. On its next successful attack, it can add these dice to the damage (to a maximum of 5d6). Alternatively it can spend these dice to cast a blessing of a level equal to the amount of dice expended as an action.

**Of Nightmares:** Whenever this creature crits, the target must succeed a DC 15 Sanity (or Wisdom) saving throw or is feared of all drowned cult members until the end of its next turn.

## Actions

**Multi Attack.** This cultist can make two flail attacks.

**Large Flail Weapon Attack:** +6, one target. AS 2, 3d8 + 3 Slashing damage. (if made against self or ally can be done as a bonus action inflicting 1d4 instead.)

## INITIATE

Medium humanoid, Drowned

**Armor Class** 13 (unarmored)

**Hit Points** 15 (**Toughness** 7)

**Speed** 30ft (60ft when bloodied)

STR	DEX	CON	INT	WIS	CHA	SAN
10 (0)	16 (+3)	12 (+1)	9 (-1)	9 (-1)	9 (-1)	6 (-3)

**Saving Throws** Dex +5, Con +3

**Skills** Prof +2

**Resistances** Cold, Psychic

**Immunities** Fear, Charmed

**Languages** Eldish

**Challenge** 1/2

### Uncanny Dodge + Evasion while bloodied

**THE PAIN:** Whenever this creature takes damage it may add 1d6 to the cults pool of pain dice. On its next successful attack, it can add these dice to the damage (to a maximum of 5d6). Alternatively it can spend these dice to cast a blessing of a level equal to the amount of dice expended as an action.

**Drown:** If one of this creatures knife attacks hit, it can make grapple check (+0 vs Str/Dex) as bonus action. It has advantage if other cultists are within 5ft of target.

## Actions

**Crude Knife. Weapon Attack:** +5, one target. 1d6 + 3 Slashing damage. (if made against self or ally can be done as a bonus action inflicting 1d4 instead.)



# THE PAIN: BLESSINGS

## CALL OF THE DROWNED ONE

Enchantment

**Casting Time:** 1 Action

**Range:** 60ft

**Components:** 5 pain dice

**Duration:** Instantaneous

The target must succeed a DC 15 Sanity (or Charisma) saving throw or is stunned until the end of its next turn. If it fails while already stunned in this way, it does the Drowned Ones bidding until the end of its next turn.

## PAIN OF THE DROWNED ONE

Enchantment

**Casting Time:** 1 Action

**Range:** 60ft

**Components:** 5 pain dice

**Duration:** Instantaneous

The target must succeed a DC 15 Sanity (or Charisma) saving throw or take 2d6 psychic damage + 2d6 cold damage and is knocked prone. On a success it takes half damage.

## CHILL OF THE DROWNED ONE

Enchantment

**Casting Time:** 1 Action

**Range:** 30ft

**Components:** 5 pain dice

**Duration:** Instantaneous

All creatures within 30ft must succeed a DC 15 Sanity (or Wisdom) saving throw, or take 2d6 cold damage and are feared until the end of their next turn.

### NO SPELL SLOTS

Instead of spell slots, how many times a creature can cast each of their spells is listed in brackets beside the spell. If a feature interacts with this creature's spell slots, for example stealing them, assume the creature has spell slots equal to the minimum level their spells can be cast at.

## PONTIF

Medium humanoid, Drowned

**Armor Class** 10 (unarmored)

**Hit Points** 60 (**Toughness** 27)

**Speed** 20ft (40ft when bloodied)

STR	DEX	CON	INT	WIS	CHA	SAN
15(+2)	10(0)	17(+3)	18(+4)	13(+2)	11(0)	6(-3)

**Saving Throws** Int +7, Con +6

**Skills** Prof +3

**Resistances** Cold, Psychic

**Immunities** Fear, Charmed

**Languages** Eldish

**Challenge** 5

### Uncanny Dodge + Evasion while bloodied

**THE PAIN:** Whenever this creature takes damage it may add 1d6 to the cults pool of pain dice. On its next successful attack, it can add these dice to the damage (to a maximum of 5d6). Alternatively it can spend these dice to cast a blessing of a level equal to the amount of dice expended.

**Spellcaster: spell save DC 15, +7 to hit.** Spells Known: *Armor of Agathys*(1), *Shield*(3) *Blur*(1), *Blink*(1), *Psynaptic Static*(1), *Command*(1), *CounterSpell*(1), *Dispel Magic*(1), *animate dead*(1), *blight*(1), *dominate person*(1), *modify memory*(1).

### Actions

**Ordained** Can cast one spell or make one Staff attack along with casting one blessing each turn all as part of one action.

**Blessed Staff. Weapon Attack:** +5, one target. 1d6 + 2 Bludgeoning damage. +2d6 Cold Damage (if made against self or ally can be done as a bonus action inflicting 1d4 instead.)





## MISERLY TACTICIAN

Medium human, Mercenary

**Armor Class** 16 (Scale mail, -3 to slashing damage.  
AC 18 w/ shield)

**Hit Points** 25 (**Toughness** 12)

**Speed** 30ft

STR	DEX	CON	INT	WIS	CHA	SAN
16 (+3)	16 (+3)	13 (+1)	14 (+2)	12 (+1)	12 (+1)	10 (0)

**Saving Throws** Str +5, Dex +5

**Skills** Prof +3 Athletics +5

**Languages** Eldish

**Challenge** 2.5

**Soldier of Fortune** Every time an ally falls in battle each mercenary must succeed a DC 5 Wisdom Saving throw or flee from combat. If they are at or below half their numbers the DC is increased to 10.

**Maneuvers (d8)** Maneuvering Attack(1), Parry(1), Feinting Attack(1), Riposte(1), Improved Commanders Strike(2, can be done as bonus action).

### Actions

**Multi Attack.** This mercenary can make two weapon attacks.

**Longsword.** *Weapon Attack:* +6, one target. 1d8(1d10) + 3 Slashing damage. **Point:** AS 1, 1d8 + 3 Piercing Damage

**Spears.** *Weapon Attack:* +6, one target 10ft. 1d6(1d8) + 3 Piercing damage

**Longbow.** *Weapon Attack:* +6, one target 100/300ft. 1d8 + 3 Piercing damage

## ACQUISITIVE GRUNT

Medium human, Mercenary

**Armor Class** 15 (Chain shirt, -2 to slashing damage.  
AC 17 w/ shield)

**Hit Points** 15 (**Toughness** 7)

**Speed** 30ft

STR	DEX	CON	INT	WIS	CHA	SAN
16(+3)	14(+2)	13(+1)	10(0)	10(0)	10(0)	10(0)

**Saving Throws** Str +5, Con +5

**Skills** Prof +2 Athletics +5

**Languages** Eldish

**Challenge** 1.5

**Soldier of Fortune** Every time an ally falls in battle each mercenary must succeed a DC 5 Wisdom Saving throw or flee from combat. If they are at or below half their numbers the DC is increased to 10.

**Improved Crit:** Crits on 19-20.

### Actions

**Multi Attack.** This mercenary can make two weapon attacks.

**Longsword.** *Weapon Attack:* +6, one target. 1d8(1d10) + 3 Slashing damage. **Point:** AS 1, 1d8 + 3 Piercing Damage

**Spears.** *Weapon Attack:* +6, one target 10ft. 1d6(1d8) + 3 Piercing damage

**Longbow.** *Weapon Attack:* +6, one target 100/300ft. 1d8 + 3 Piercing damage



## AVARICIOUS MAGE

Medium human, Mercenary

**Armor Class** 12 (gambeson)  
**Hit Points** 20 (**Toughness** 10)  
**Speed** 30ft

STR	DEX	CON	INT	WIS	CHA	SAN
9(-1)	12(+1)	12(+1)	16(+3)	14(+2)	11(0)	11(0)

**Saving Throws** Int +6, Wis +6  
**Skills** Prof +3 Arcana +6, History +6  
**Languages** Common  
**Challenge** 3

**Soldier of Fortune** Every time an ally falls in battle each mercenary must succeed a DC 5 Wisdom Saving throw or flee from combat. If they are at or below half their numbers the DC is increased to 10.

**Spellcaster: spell save DC 15, +7 to hit.** Spells Known: *Fire Bolt, Shield(2), Misty Step(1), Fog Cloud(1), Grease(1), Mirror Image(1), Blink(1), Lightning Bolt(1), CounterSpell(1), Dispel Magic(1), speak with dead(1), modify memory(1).*

### Actions

**Dagger** *Weapon Attack:* +4, one target, 5ft. 1d4 + 1 Piercing damage.

## LOYAL HOUND

Medium animal, goodboi, Mercenary

**Armor Class** 11 (unarmored)  
**Hit Points** 5 (**Toughness** 2)  
**Speed** 40ft

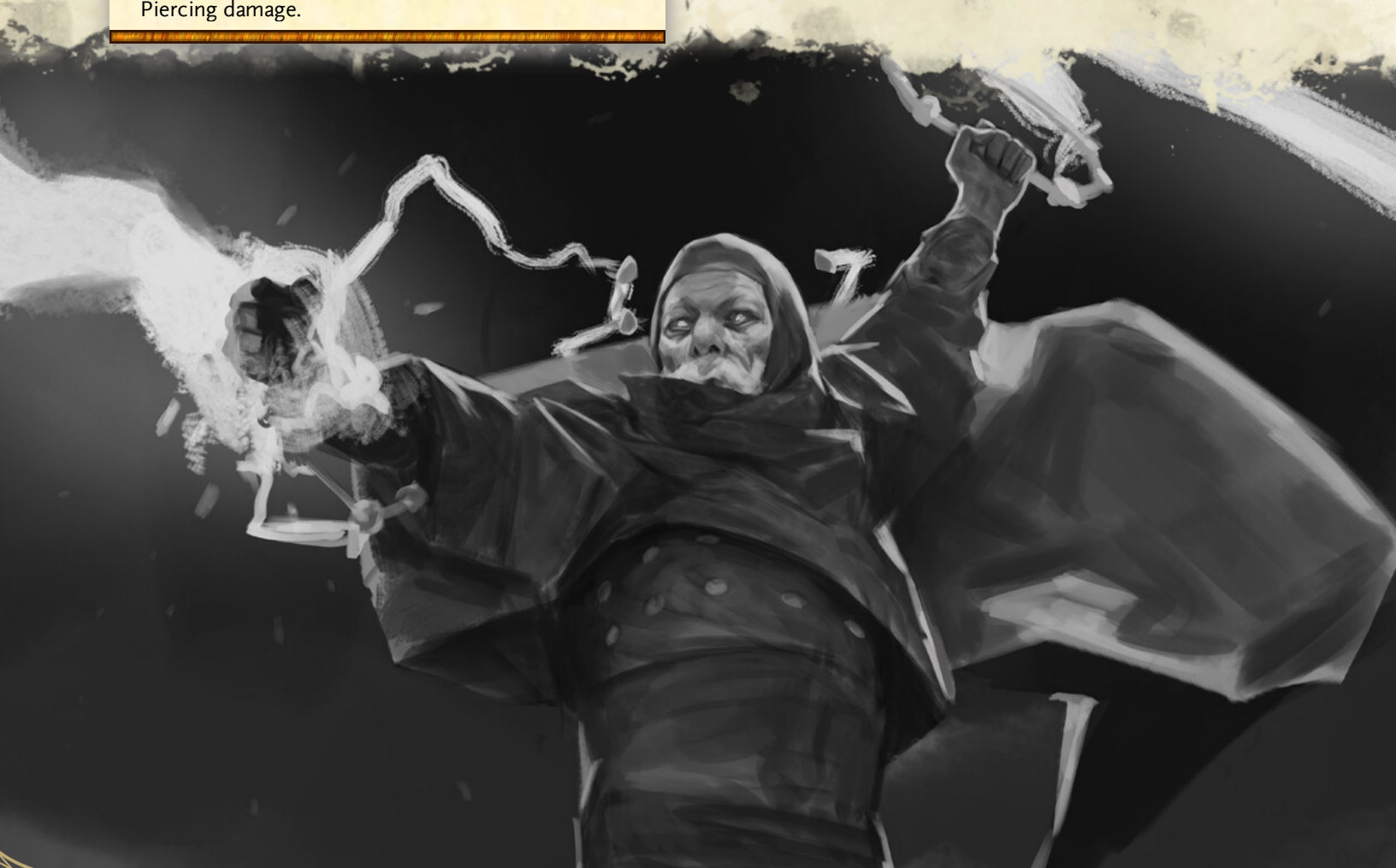
STR	DEX	CON	INT	WIS	CHA	SAN
11(0)	14(+2)	10(0)	9(-1)	10(0)	12(+1)	12(+1)

**Saving Throws** Con +4, Dex +4,  
**Skills** Prof +2 perception +4  
**Languages** none  
**Challenge** 1/4

**Pounce:** Whenever a creature attacks an ally within 10ft of the Hound, the Hound can make one bite attack against them with a reach of 10ft and disadvantage.

### Actions

**Bite.** *Weapon Attack:* +4, one target. 1d6 + 2 piercing damage.





# MERCENARY LEADER

Medium human, Mercenary

**Armor Class** 18 (gambeson + shield)

**Hit Points** 35 (**Toughness** 17)

**Speed** 30ft

STR	DEX	CON	INT	WIS	CHA	SAN
14	20	14	11	11	16	12
(+2)	(+5)	(+2)	(0)	(0)	(+3)	(+1)

**Saving Throws** Cha +8, Dex +9

**Skills** Prof +4, Athletics +7, Performance +8,  
Persuasion +11, Deception +11, Intimidation +8

**Resistances** Poison and Necrotic damage.

**Languages** Common

**Challenge** 5

**Payroll** Each turn can use bonus action to give one ally 1 bardic inspiration dice (d8).

**Headband of the Elders:** Has 3 charges, can expend 1 charge after becoming feared, charmed, or poisoned, to immediately end the condition.

**Defensive Flourish.** The leader can expend one use of its Bardic Inspiration to cause the weapon to deal extra damage to the target it hit. The damage equals the number it rolls on the Bardic Inspiration die. It can also add the number rolled to its AC until the start of its next turn.

**Slashing Flourish.** It can expend one use of its Bardic Inspiration to cause the weapon to deal extra damage to the target it hit and to any other creature of your choice that it can see within 5 feet of it. The damage equals the number it roll on the Bardic Inspiration die.

**Mobile Flourish.** It can expend one use of its Bardic Inspiration to cause the weapon to deal extra damage to the target it hit. The damage equals the number it roll on the Bardic Inspiration die. It can also push the target up to 5 feet away from it, plus a number of feet equal to the number it roll on that die. It can then immediately use your reaction to move up to its walking speed to an unoccupied space within 5 feet of the target.

**Spellcaster: spell save DC 16, +8 to hit.** Spells Known: *Misty Step*(2), *Fog Cloud*(1), *Mirror Image*(1), *Lightning Bolt*(1), *Command*(1), *CounterSpell*(1), *Dispel Magic*(1), *animate Objects* (1)

## Actions

**Lead with Lethality** The Band Leader can cast 1 spell and make 1 scimitar attack utilizing a flourish as part of the same action each turn. All flourishes grant +10ft of movement to the Leader until the end of its turn.

**Scimitar.** *Weapon Attack:* +9, one target. 1d6 + 5 Slashing damage.







## SORDID CLERIC

Medium human, Mercenary.

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**Armor Class** 15 (chain shirt, -3 to slashing damage)

**Hit Points** 30 (**Toughness** 15)

**Speed** 30ft

STR	DEX	CON	INT	WIS	CHA	SAN
14	11	15	12	17	13	13
(+2)	(0)	(+3)	(+1)	(+4)	(+1)	(+1)

**Saving Throws** Wis +7, Con +6

**Skills** Prof +3 Religion +7, Persuasion +7, Deception +4

**Languages** Common

**Challenge** 3

**Channel Divinity: Inspire Greed(2)** The Cleric channels its gods opulent nature to create an illusion of treasure on the ground around it to a distance of 10ft. Once created the illusion cannot move from where it was summoned. Choose up to 5 creatures within 30ft. They must succeed a Wisdom saving throw or expend their reaction moving up to their speed towards the treasure. If any of the creatures move into the treasure they are knocked prone as they begin picking it up. Any weapon attack an ally makes within the cube deals an additional 1d6 force damage as the cleric and its allies are inspired to fight with greedy vigor to safe guard the wealth. The illusion lasts until the end of your next turn.

**Spellcaster: spell save DC 15, +7 to hit.** Spells Known: *Healing Word*(3), *identify*(2), *illusory script*(2), *Spiritual Weapon* (1), *arcane lock*(2), *nystul's magic aura*(1), *counteroffer*(2), *leomunds tiny hut*(1), *Spirit Gaurdians* (1), *leomunds secret chest*(1), *telekenesis* (1)

### Actions

**Flail and Swindle** The Cleric can cast 1 spell(or channel divinity) and make 1 weapon attack as part of the same action each turn.

**Champions Morningstar.** *Weapon Attack:* +5, one target, reach 10ft. AS 1, 1d10(3d4) + 2 Piercing damage.



# SPECIAL THANKS TO: THELONIUS BASHFORD

Thelonus Bashford has compiled the work of many other homebrew creators into the lasting wounds tables found within Blood and Steel.

This includes:

Farland World Injuries by S. Baker

Hard Grit Compendium by Apo Apostolov

For more of my work:

<https://www.reddit.com/user/jameswastaken/>



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