

DUNGEONS & DRAGONS®

STARTER SET

AGES 14+

3+ PLAYERS

E3702

EVERYTHING YOU NEED TO EMBARK ON A STRANGER THINGS ADVENTURE!



2 EXCLUSIVE
DEMOGORGON
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STRANGER THINGS



NETFLIX

STRANGER THINGS

AGES 14+

3+ PLAYERS

E3702



STARTER SET RULEBOOK



Contents:
Stranger Things adventure book • rulebook •
5 Stranger Things character sheets • 6 dice •
Demogorgon figure • Paintable Demogorgon figure

DUNGEONS & DRAGONS®

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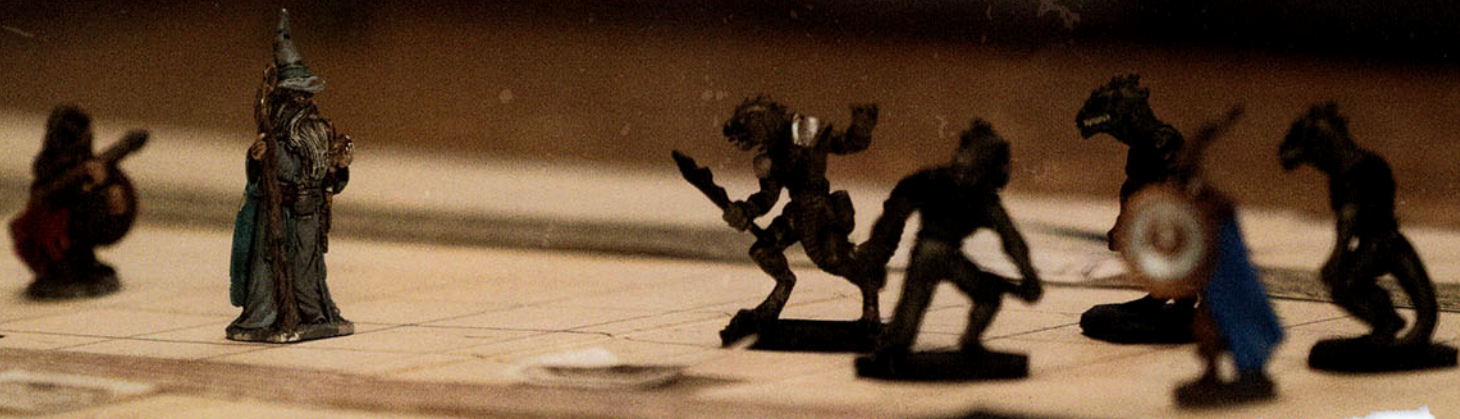
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CHAPTER 1: HOW TO PLAY

The **DUNGEONS & DRAGONS** roleplaying game is about storytelling in worlds of swords and sorcery. Like games of make-believe, D&D is driven by imagination. It's about picturing a crumbling castle in a darkening forest and imagining how a fantasy adventurer might react to the challenges that scene presents. In this fantasy world, the possibilities are limitless.



Mike (Dungeon Master): The castle stands among the trees, the crumbling ruins of seven round towers jutting up from it like broken teeth. An archway littered with twisted shards of rusted metal gapes open at the top of a short flight of steps. Two of the towers, speckled with dark arrow slits, loom beside the entryway, and a dark hall yawns beyond.

Will (cleric): Let's send the ranger up ahead to look in and make sure it's safe.

Lucas (ranger): OK, I'll move to the side and sneak along the wall of the tower until I can peer in through the entrance.

Unlike a game of make-believe, D&D gives structure to the stories—a way of determining the consequences of the adventurers' actions. Players roll dice to determine whether their attacks hit or miss and whether their characters can scale a cliff, roll away from the strike of a magical lightning bolt, or pull off some other dangerous task. Anything is possible, but the dice make some things more probable than others.

Mike (DM): All right, Lucas, let's see how sneaky you are. Make a Dexterity check.

Lucas: With my Stealth skill, right?

Mike (DM): You bet.

Lucas (rolling a d20): I'm pretty sneaky—that's a 17.

Mike (DM): OK, there's no sign that anyone notices you. And you're looking inside?

When you play D&D, you take on the role of an adventurer, such as a devout cleric or paladin, a skilled bard or ranger, or a spellcasting wizard. (The character sheets included in this set describe five heroes to get you started.) With some friends and a little imagination, you strike out on grand quests and daring adventures, testing yourself against an array of challenges and bloodthirsty monsters.

One player takes on the role of the Dungeon Master, the game's lead storyteller and referee. The DM is in charge of the adventure, which appears in the adventure book, while the characters navigate the adventure's hazards and decide where to explore. The DM might describe the entrance to an ancient, ruined castle, and the players decide what they want their adventurers to do. Will they boldly stride up to the fallen gate, or try to sneak up in case anyone's watching through those arrow slits? Circle around the castle looking for another entrance? Or cast a spell to cloak themselves in invisibility?

The DM determines the results of the adventurers' actions and narrates what the characters experience. Because the DM can improvise to react to anything the players attempt, D&D is infinitely flexible, and each adventure can be exciting and unexpected.

There's no winning and losing in D&D—at least not the way those terms are usually understood. Together, the DM and the players create a story of bold adventurers who confront deadly perils. Sometimes an adventurer might come to a grisly end, torn apart by ferocious monsters or done in by a nefarious villain. Even so, the other adventurers can search for powerful magic to revive their fallen comrade, or the player might choose to play a new character. The group might

fail to complete an adventure successfully, but if the players had a good time and created a memorable story, they all win.

Getting Started

If this is your first time playing DUNGEONS & DRAGONS, start by reading the rest of this chapter. It tells you the most important rules you need to play the game.

Someone needs to be the Dungeon Master for your first play experience. Since you're reading this, you're a good candidate to be the DM. (If one of your friends knows how to play D&D already, you might want to ask that person to be the DM and help you learn the game.) Once you've read this chapter, take a look at the first few pages of the adventure book. That will help you understand the role of the DM and the basics of a D&D adventure.

From there, look over the rest of this book. You don't need to memorize everything before your first game, but it helps if you know where to find the rules while you play. Then get familiar with the adventure, and you'll be ready to gather your friends together to play.

Each player chooses one character from the five options included. It's up to the players to turn these bare-bones characters into people by giving them names, describing their appearance, and bringing them to life while playing through the adventure. If you have more than five players, it's OK for two players to use the same character, as long as they make the details of the character distinct: one cleric might be a jolly woman named Sefris, while the other is a severe man named Albric.

Game Dice

The game uses the polyhedral dice that come with this set. In these rules, the different dice are referred to by the letter *d* followed by the number of sides: d4, d6, d8, d10 (the 0 on the die represents a 10), d12, and d20. For instance, a d6 is a six-sided die.

Percentile dice, or d100, work a little differently. You generate a number between 1 and 100 by rolling the ten-sided die twice. The first roll gives the tens digit, and the second gives the ones digit. If you roll a 7 and a 1, for example, the number rolled is 71. Two 0s represent 100.



When you need to roll dice, the rules tell you how many dice to roll of a certain type, as well as what modifiers to apply. For example, "3d8 + 5" means you roll three eight-sided dice, add them together, and add 5 to the total.

The Structure of Play

The D&D game consists of a group of characters (controlled by the players) embarking on an adventure that the DM presents. The adventure is the heart of the game. An adventure unfolds as a story that the DM and the other players tell together using the material in the adventure book, in another published adventure, or in a setting of the DM's creation. The DM sets the scene at the start, giving the adventurers a reason to get involved. They are the stars of the story. The players control what they do, and the DM controls the monsters and people they meet. The DM also decides how the world changes as a result of the adventurers' actions.

Play of an adventure unfolds according to this basic pattern:

1. The DM describes the environment. The DM tells the players where their adventurers are and what's around them, presenting the basic scope of options available: how many doors lead out of a room, what's on a table, who's in the tavern, and so on. The players can ask questions to make sure they understand what their characters perceive.

2. The players describe what they want to do. Sometimes one player speaks for the whole group, saying, "We'll take the east door," for example. Other times, different adventurers do different things. One adventurer might search a treasure chest while a second one examines an esoteric symbol engraved on a wall and a third one keeps watch for monsters. The players don't need to take turns, but the DM listens to every player and decides how to resolve those actions.

Sometimes, resolving a task is easy. If an adventurer wants to walk across a room and open a door, the DM might just say that the door opens and describe what lies beyond. But the door might be locked, the floor might hide a deadly trap, or some other circumstance might make it challenging for an adventurer to complete a task. In those cases, the DM decides what happens, often relying on the roll of a die to determine the results of an action.

3. The DM narrates the results of the adventurers' actions. Describing the results often leads to another decision point, which brings the flow of the game right back to step 1.

This pattern holds whether the adventurers are cautiously exploring an ancient ruin, talking to a devious prince, or locked in combat against a dragon. In certain situations, particularly combat, the action is more structured and the players (and DM) do take turns choosing and resolving actions. But most of the time, play is fluid, adapting to the circumstances of the adventure.

Often the action of an adventure takes place wholly in the imagination of the players and DM, relying on the DM's verbal descriptions to set the scene. Some DMs like to use music, art, or recorded sound effects to help set the mood, and many players and DMs alike adopt different voices for the various adventurers, monsters, and other characters they play in the game. Sometimes, a DM might lay out a map and use tokens or miniature figures to represent each creature involved in a scene to help the players keep track of where everyone is.

WHAT'S NEXT?

This set is a complete DUNGEONS & DRAGONS experience, enough to provide hours of play. You can even play through the adventure book multiple times. You might be surprised at how differently things can turn out! But one of the most rewarding things about D&D is that it provides the opportunity to create characters, and even worlds, of your own.

For tools and other products to help you make your own characters, visit DungeonsandDragons.com. There you will find the basic rules of the game for free. Those rules tell you how to create your own character to supplement or replace the characters in this set, as well as how to advance a character beyond 5th level.

If you want to create a greater variety of characters or populate your adventures with other monsters, check out the fifth edition *Player's Handbook*, *Monster Manual*, and *Dungeon Master's Guide*. These advanced rulebooks introduce you to the vast multiverse of D&D and invite you to create unique characters and worlds within it.

Halving

Round down whenever the game requires you to halve a number. For example, if you halve 15, you get 7.

Six Abilities

Six abilities provide a quick game description of every character's and monster's physical and mental characteristics:

Strength, measuring physical power

Dexterity, measuring agility

Constitution, measuring endurance

Intelligence, measuring reasoning and memory

Wisdom, measuring perception and insight

Charisma, measuring force of personality

Is a character muscle-bound and insightful? Brilliant and charming? Nimble and hardy? For each of the six abilities, a character or monster has an **ability score** to measure it, typically ranging from 3 to 18. An adventurer can have a score as high as 20. A monster can have one as high as 30.

The most important function of an ability score is providing an **ability modifier** that usually ranges from -1 (for a score of 8 or 9) to +4 (for a score of 18). This modifier applies to ability checks, saving throws, and attack rolls, as explained in the next few sections.

Ability Scores and 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

The Core Rule

Does an adventurer's sword swing hurt a dragon or bounce off its iron-hard scales? Does the ogre believe an outrageous bluff? Can a character swim across a raging river? Does a character avoid the main blast of a fireball or take full damage from the blaze? When the outcome of an action is uncertain, the game relies on the roll of a d20 to determine success or failure. Ability checks, attack rolls, and saving throws are the three main kinds of d20 rolls. For each one, you roll a d20, add any bonuses or penalties, and compare the total to a target number. If the total equals or exceeds it, you succeed. Here are those steps in more detail:

1. Roll the die. Roll a d20, then add the modifier of the ability score used for the roll. A Dexterity saving throw, for instance, uses your Dexterity modifier.

2. Apply circumstantial bonuses and penalties. A spell, a particular circumstance, or some other effect might give a bonus or penalty to the roll.

3. Compare the total to a target number. If the total equals or exceeds the target number, the roll is a success. Otherwise, it's a failure. The target number for an ability check or saving throw is called a Difficulty Class (DC). For an attack roll, it's the Armor Class (AC) of the target being attacked. The DM is usually the one who determines target numbers and tells players whether their ability checks, attack rolls, and saving throws succeed or fail.

Ability checks and saving throws are discussed in more detail below. Attack rolls are described in chapter 2.

Advantage and Disadvantage

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

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

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

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

Ability Checks

An ability check tests a character's or monster's innate talent and training in an effort to overcome a challenge. The DM calls for an ability check when a character or monster attempts an action (other than an attack) that has a chance of failure. A character might make a Strength check to force open a door, an Intelligence check to make sense of clues, or a Wisdom check to notice goblins lying in ambush along the road. When the outcome is uncertain, the dice determine the results.

To make an ability check, roll a d20 and add the appropriate ability modifier. You use your Strength modifier for a Strength check, for example.

If the total equals or exceeds the DC, the ability check is a success. Otherwise, the check is a failure, which means the character or monster makes no progress toward the objective or makes progress combined with a setback determined by the DM.

Often, the adventure book tells the DM what kind of check a character can make, the DC of the check, and what happens if the character succeeds or fails. Since characters often try unpredictable things, though, the adventure book also provides advice to help the DM decide what kind of ability check and DC to use in a particular situation.

Proficiency Bonus

You might be particularly skilled at a certain kind of task related to an ability check. The character sheets list each character's proficiencies with skills and special tools, and the monster statistics in appendix B show monsters' proficiencies. If you have proficiency in a skill, such as Acrobatics or Deception (explained below), you add your proficiency bonus to ability checks you make that use that skill. If you have proficiency with a certain tool, such as thieves' tools or mason's tools, you add your proficiency bonus to ability checks you make using those tools. You never add your proficiency bonus more than once to the same d20 roll.

Contests

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

Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks.

The participant with the higher check total wins the contest. That character or monster either succeeds at the action or prevents the other one from succeeding.

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

Skills

Each ability covers a broad range of capabilities, including skills that a character can be proficient in. A skill represents a specific aspect of an ability score, and a character's proficiency in a skill demonstrates a focus on that aspect.

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

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

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

Strength Checks

Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force. A Strength check can model any attempt to lift, push, pull, or break something, to force your body through a space, or to otherwise apply brute force to a situation. The Athletics skill reflects aptitude in certain kinds of Strength checks.

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

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

Dexterity Checks

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

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

Sleight of Hand. Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Dexterity (Sleight of Hand) check. The DM might also call for a Dexterity (Sleight of Hand) check to determine whether you can lift a coin purse off another person or slip something out of another person's pocket.

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

HIDING AND VISION

The DM decides when circumstances are appropriate for hiding. When you try to hide, make a Dexterity (Stealth) check. Until you are discovered or you stop hiding, that check's total is contested by the Wisdom (Perception) check of any creature that actively searches for signs of your presence.

You can't hide from a creature that can see you clearly, and if you make noise (such as shouting a warning or knocking over a vase), you give away your position. An invisible creature can't be seen, so it can always try to hide. Signs of its passage might still be noticed, however, and it still has to stay quiet.

Passive Perception. When you hide, there's a chance someone will notice you even if they aren't searching. To determine whether such a creature notices you, the DM compares your Dexterity (Stealth) check with that creature's passive Wisdom (Perception) score, which equals 10 + the creature's Wisdom modifier, as well as any other bonuses or penalties. If the creature has advantage, add 5. For disadvantage, subtract 5.

For example, if a 1st-level character (with a proficiency bonus of +2) has a Wisdom of 15 (a +2 modifier) and proficiency in Perception, he or she has a passive Wisdom (Perception) of 14.

What Can You See? One of the main factors in determining whether you can find a hidden creature or object is how well you can see in an area, which might be lightly or heavily obscured. In a **lightly obscured** area—such as dim light, patchy fog, or moderate foliage—creatures have disadvantage on Wisdom (Perception) checks that rely on sight. In a **heavily obscured** area—such as darkness, opaque fog, or dense foliage—vision is blocked, effectively imposing the blinded condition, as explained in appendix C.

Constitution Checks

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

Intelligence Checks

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

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

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

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

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

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

Wisdom Checks

Wisdom reflects how attuned you are to the world around you, representing perceptiveness and intuition. A Wisdom check might reflect an effort to read body language, understand someone's feelings, notice things about the environment, or care for an injured person. The Animal Handling, Insight, Medicine, Perception, and Survival skills reflect aptitude in certain kinds of Wisdom checks.

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

Insight. Your Wisdom (Insight) check decides whether you can determine the true intentions of a creature, such as when searching out a lie or predicting

someone's next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms.

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

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

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

Charisma Checks

Charisma measures your ability to interact effectively with others. It includes such factors as confidence and eloquence. A Charisma check might arise when you try to influence or entertain others, when you try to make an impression or tell a convincing lie, or when you are navigating a tricky social situation. The Deception, Intimidation, Performance, and Persuasion skills reflect aptitude in certain kinds of Charisma checks.

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

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

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

Persuasion. When you attempt to influence someone or a group of people with tact, social graces, or good nature, the DM might ask you to make a Charisma (Persuasion) check. Typically, you use persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. Examples of persuading others include convincing a chamberlain to

let your party see the king, negotiating peace between warring tribes, or inspiring a crowd of townsfolk.

Saving Throws

A saving throw, or save, represents an attempt to resist or avoid a spell, a trap, a poison, a disease, or a similar threat. You don't normally decide to make a saving throw; you are forced to do so because your character or monster is at risk of harm.

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

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

A character sheet indicates a character's saving throw proficiencies. As with skill proficiencies, proficiency in a saving throw lets a character add his or her proficiency bonus to saving throws made using a particular ability score. Some monsters have saving throw proficiencies as well.

The Difficulty Class for a saving throw is determined by the effect that causes it. When a spell allows a saving throw, for instance, the DC for that save is determined by the caster's spellcasting ability and proficiency bonus.

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

FINDING A HIDDEN OBJECT

When your character searches for a hidden object such as a secret door or a trap, the DM typically asks you to make a Wisdom (Perception) check. Such a check can be used to find hidden details or other information and clues that you might otherwise overlook.

In most cases, you need to describe where you are looking in order for the DM to determine your chance of success. For example, a key is hidden beneath a set of folded clothes in the top drawer of a bureau. If you tell the DM that you pace around the room, looking at the walls and furniture for clues, you have no chance of finding the key, regardless of your Wisdom (Perception) check result. You would have to specify that you were opening the drawers or searching the bureau in order to have any chance of success.

CHAPTER 2: COMBAT

Battle often erupts when adventurers face their foes, whether the enemies are savage monsters or cunning villains. This chapter provides the rules you need for such combat. The rules address you, the player or Dungeon Master. The Dungeon Master controls all the monsters and nonplayer characters involved in combat, and each other player controls an adventurer. "You" can also mean the character or monster that you control.



The Order of Combat

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

The order of turns is determined at the beginning of a combat encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

COMBAT STEP BY STEP

- 1. Determine surprise.** The DM determines whether anyone involved in the combat encounter is surprised.
- 2. Establish positions.** The DM decides where all the characters and monsters are located. Given the adventurers' marching order or their stated positions in the room or other location, the DM figures out where the adversaries are—how far away and in what direction.
- 3. Roll initiative.** Everyone involved rolls initiative, determining the order of combatants' turns.
- 4. Take turns.** Each participant in the battle takes a turn in initiative order.
- 5. Begin the next round.** When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

Surprise

The DM determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the DM compares the Dexterity (Stealth) checks of anyone hiding with the passive Wisdom (Perception) score of each creature on the opposing side. Any character or monster that doesn't notice a threat is surprised at the start of the encounter.

If you're surprised, you can't move or take an action on your first turn of the combat, and you can't take a reaction until that turn ends. A member of a group can be surprised even if the other members aren't.

Initiative

Initiative determines the order of turns during combat. When combat starts, every participant makes a Dexterity check to determine their place in the initiative order. The DM makes one roll for an entire group of identical creatures, so each member of the group acts at the same time.

The DM ranks the combatants in order from the one with the highest Dexterity check total to the one with the lowest. This is the order (called the initiative order) in which they act during each round. The initiative order remains the same from round to round.

If a tie occurs, the DM decides the order among tied DM-controlled creatures, and the players decide the order among their tied characters. The DM can decide the order if the tie is between a monster and a player character. Optionally, the DM can have the tied characters and monsters each roll a d20 to determine the order, highest roll going first.

Your Turn

On your turn, you can **move** a distance up to your speed and **take one action**. You decide whether to move first or take your action first. Your speed—sometimes called your walking speed—is noted on your character sheet.

The most common actions you can take are described in the “Actions in Combat” section later in this chapter. Many class features and other abilities provide additional options for your action.

The “Movement and Position” section later in this chapter gives the rules for your move.

You can forgo moving, taking an action, or doing anything at all on your turn. If you can’t decide what to do on your turn, consider taking the Dodge or Ready action, as described in “Actions in Combat.”

Bonus Actions

Various class features, spells, and other abilities let you take an additional action on your turn called a bonus action. The Bardic Inspiration feature, for example, allows a bard to take a bonus action. You can take a bonus action only when a special ability, spell, or other feature of the game allows you to do something as a bonus action. You otherwise don’t have one to take.

You can take only one bonus action on your turn, so you must choose which bonus action to use when you have more than one available.

You choose when to take the bonus action during the turn, unless the bonus action’s timing is specified.

Other Activity on Your Turn

Your turn can include a variety of flourishes that require neither your action nor your move.

You can communicate however you are able, through brief utterances and gestures, as you take your turn.

You can also interact with one object or feature of the environment for free, during either your move or your action. For example, you could open a door during your move as you stride toward a foe, or you could draw your weapon as part of the same action you use to attack.

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

The DM 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 DM could reasonably expect you to use an action to open a stuck door or turn a crank to lower a drawbridge.

Reactions

Certain special abilities, spells, and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else’s. The opportunity attack, described later in this chapter, is the most common type of reaction.

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

Movement and Position

In combat, characters and monsters are in constant motion, often using movement and position to gain the upper hand. On your turn, you can move a distance up to your speed. You can use as much or as little of your speed as you like on your turn, following the rules here. Your move can include jumping, climbing, and swimming, as described in chapter 3.

Breaking Up Your Move

You can break up your movement on your turn, using some of your speed both before and after your action. For example, if you have a speed of 30 feet, you can move 10 feet, search for a trap door, and then move 20 feet.

Similarly, if you take an action that includes more than one weapon attack, you can break up your movement even further by moving between those attacks.

If you have more than one speed, such as your walking speed and a flying speed, you can switch back and forth between your speeds during your move. Whenever you switch, subtract the distance you’ve already moved from the new speed. The result determines how much farther you can move. For example, if you have a speed of 30 and a flying speed of 60 because a wizard cast the *fly* spell on you, you could fly 20 feet, then walk 10 feet, and then leap into the air to fly 30 feet more.

Difficult Terrain

Combatants are often slowed down by difficult terrain. Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of difficult terrain. The space of another creature, whether hostile or not, also counts as difficult terrain.

Every foot of movement in difficult terrain costs 1 extra foot. This rule is true even if multiple things in a space count as difficult terrain.

Being Prone

Combatants often find themselves lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are prone, a condition described in appendix C.

You can **drop prone** without using any of your speed. **Standing up** takes more effort; doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to stand up. You can’t stand up if you don’t have enough movement left or if your speed is 0.

To move while prone, you must **crawl** or use magic such as teleportation. Every foot of movement while crawling costs 1 extra foot. Crawling 1 foot in difficult terrain, therefore, costs 3 feet of movement.

Moving Around Other Creatures

You can move through a nonhostile creature's space. In contrast, you can move through a hostile creature's space only if it is at least two sizes larger or smaller than you (creature sizes are detailed in appendix B). Whether a creature is a friend or an enemy, you can't willingly end your move in its space.

If you move out of an enemy's reach, you provoke an opportunity attack, as explained later in the chapter.

Actions in Combat

When you take your action on your turn, you can take one of the actions presented here, an action you gained from your class or a special feature, or an action that you improvise. When you describe an action not detailed elsewhere in the rules, the DM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

Attack

The most common action to take in combat is the Attack action, whether you are swinging a sword, firing an arrow from a bow, or brawling with your fists.

With this action, you make one melee or ranged attack. See the "Making an Attack" section for the rules that govern attacks.

Certain features, such as the Extra Attack feature that the paladin and the ranger get at 5th level, allow you to make more than one attack with this action.

CASTING A SPELL

Spellcasters such as wizards and clerics, as well as many monsters, have access to spells and can use them to great effect in combat. Each spell has a casting time, which specifies whether the caster must use an action, a reaction, minutes, or even hours to cast the spell. Most spells have a casting time of 1 action, so a spellcaster often uses his or her action in combat to cast such a spell. See chapter 4 for the rules on spellcasting.

Dash

When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers. With a speed of 30 feet, for example, you can move up to 60 feet on your turn if you dash.

Any increase or decrease to your speed changes this additional movement by the same amount. If your speed of 30 feet is reduced to 15 feet, for instance, you can move up to 30 feet this turn if you dash.

Disengage

If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.

Dodge

When you take the Dodge action, you focus entirely on avoiding attacks. Until the start of your next turn, any

attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated (as explained in appendix C) or if your speed drops to 0.

Help

You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

Hide

When you take the Hide action, you make a Dexterity (Stealth) check in an attempt to hide, following the rules in chapter 1 for hiding. If you succeed, you gain certain benefits, as described in the "Unseen Attackers and Targets" section later in this chapter.

Ready

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can take the Ready action on your turn, which lets you act using your reaction before the start of your next turn.

First, you decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it. Examples include "If the cultist steps on the trapdoor, I'll pull the lever that opens it," and "If the goblin steps next to me, I move away."

When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger.

A spell must have a casting time of 1 action to be readied, and holding onto the spell's magic until you release it with your reaction requires concentration (explained in chapter 4). For example, if you are concentrating on the *hold person* spell and ready *magic missile*, your *hold person* spell ends, and if you take damage before you release *magic missile* with your reaction, your concentration might be broken.

Search

When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the DM might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

Use an Object

You normally interact with an object while doing something else, such as when you draw a sword as part of an attack. When an object requires your action for its use, you take the Use an Object action. This action is also useful when you want to interact with more than one object on your turn.

Making an Attack

Whenever you make an attack roll, you're making an attack. Whether you're striking with a melee weapon, firing a weapon at range, or making an attack roll as part of a spell, an attack has 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 DM determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, spells, special abilities, and other effects can apply penalties, bonuses, advantage, or disadvantage to your attack roll.
- 3. Resolve the attack.** You make the attack roll. On a hit, you roll damage, unless the particular attack specifies otherwise.

Attack Rolls

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits. Each character's AC is shown on the character sheet, and each monster's AC is in the monster's stat block.

Modifiers to the Roll

When a character makes an attack roll, the two most common modifiers to the roll are an ability modifier and the character's proficiency bonus. A monster uses whatever modifier is provided in its stat block.

Ability Modifier. The ability modifier used for a melee weapon attack is Strength, and the ability modifier used for a ranged weapon attack is Dexterity. Weapons that have the finesse or thrown property break this rule.

Some spells also require an attack roll. The cleric and the ranger use Wisdom when making a spell attack, the bard and the paladin use Charisma, and the wizard uses Intelligence.

Proficiency Bonus. If you are proficient with the weapon you are attacking with, you can add your proficiency bonus to the attack roll.

When you make a spell attack, you add your proficiency bonus to the attack roll.

Rolling 1 or 20

Sometimes fate blesses or curses a combatant, causing the novice to hit or the veteran to miss.

If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC. In addition, the attack is a critical hit, as explained later in the chapter.

If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC.

Unseen Attackers and Targets

Combatants often try to escape their foes' notice by hiding, casting the *invisibility* spell, or lurking in darkness.

When you attack a target that you can't see, you have disadvantage on the attack roll. This is true whether you're guessing the target's location or you're targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss, but the DM typically just says that the attack missed, not whether you guessed the target's location correctly.

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

If you are hidden—both unseen and unheard—when you make an attack, you give away your location when the attack hits or misses.

Ranged Attacks

When you make a ranged attack, you fire a bow or a crossbow, hurl a handaxe, or otherwise send projectiles to strike a foe at a distance. A monster might shoot spines from its tail. Many spells also involve making a ranged attack.

Range

You can make ranged attacks only against targets within a specified range. If a ranged attack, such as one made with a spell, has a single range, you can't attack a target beyond this range. Some ranged attacks, such as those made with a longbow or a shortbow, have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

Ranged Attacks in Close Combat

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack with a weapon, a spell, or some other means, you have disadvantage on the attack roll if you are within 5 feet of a hostile creature who can see you and who isn't incapacitated.

Melee Attacks

Used in hand-to-hand combat, a melee attack allows you to attack a foe within your reach. Most creatures have a 5-foot reach and can thus attack targets within 5 feet of them. Certain creatures (typically those larger than a human) have greater reach, as noted in their descriptions.

Instead of using a weapon to make a melee weapon attack, you can use an **unarmed strike**: a punch, kick, head-butt, or similar forceful blow (none of which count as weapons). On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier. You are proficient with your unarmed strikes.

Opportunity Attacks

In a fight, everyone is constantly watching for enemies to drop their guard. You can rarely move heedlessly past your foes without putting yourself in danger; doing so provokes an opportunity attack.

You can make an opportunity attack when a hostile creature that you can see moves out of your reach. To make the opportunity attack, you use your reaction to make one melee attack against the provoking creature. The attack interrupts the provoking creature's movement, occurring right before it leaves your reach.

You can avoid provoking an opportunity attack by taking the Disengage action. You also don't provoke an opportunity attack when you teleport or when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

Two-Weapon Fighting

When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you gain a bonus action you can use to attack with a different light melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

If either weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it.

Cover

Walls, trees, creatures, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together.

A target with **half cover** has a +2 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.

A target with **three-quarters cover** has a +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk.

A target with **total cover** can't be targeted directly by an attack or a spell, although some spells can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

Damage and Healing

Injury and the risk of death are constant companions of those who explore the worlds of D&D.

Hit Points

Hit points represent a combination of physical and mental durability, the will to live, and luck. Creatures with more hit points are more difficult to kill. Those with fewer hit points are more fragile.

A creature's current hit points (usually just called hit points), can be any number from the creature's hit point maximum down to 0. This number changes frequently as a creature takes damage or receives healing.

Whenever a creature takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a creature's capabilities until the creature drops to 0 hit points.

Damage Rolls

Each weapon and spell notes the damage it deals on a successful attack. You roll the damage die or dice, add any modifiers, and apply the damage to your target. Magic weapons, special abilities, and other factors can grant a bonus to damage. In addition, certain special abilities give extra damage represented by bonus dice. With a penalty, 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. A **spell** tells you which dice to roll for damage and whether to add any modifiers. If a spell or other effect deals damage to **more than one target** at the same time, roll the damage once for all of them.

Critical Hits

When you score a critical hit, you get to roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal. To speed up play, you can roll all the damage dice at once.

For example, if you score a critical hit with a dagger, roll 2d4 for the damage, rather than 1d4, and then add your relevant ability modifier. If the attack involves other damage dice, such as from the paladin's Divine Smite feature, you roll those dice twice as well.

Damage Types

Different attacks and damaging spells deal different types of damage. Damage types have no rules of their own, but other rules, such as damage resistance, rely on the types.

The types are acid, bludgeoning, cold, fire, force, lightning, necrotic, piercing, poison, psychic, radiant, slashing, and thunder.

Damage Resistance and Vulnerability

Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage.

If a creature or an object has **resistance** to a damage type, damage of that type is halved against it. If a creature or an object has **vulnerability** to a damage type, damage of that type is doubled against it.

Resistance and then vulnerability are applied after all other modifiers to damage. For example, a creature has resistance to bludgeoning damage and is hit by an attack that deals 25 bludgeoning damage. The creature is also within a magical aura that reduces all damage by 5. The 25 damage is first reduced by 5 and then halved, so the creature takes 10 damage.

Multiple instances of resistance or vulnerability that affect the same damage type count as only one instance. For example, if a creature has resistance to fire damage as well as resistance to all nonmagical damage, the damage of a nonmagical fire is reduced by half against the creature, not reduced by three-quarters.

Healing

Unless it results in death, damage isn't permanent, and even death is reversible through powerful magic. Rest can restore a creature's hit points (as explained in chapter 3), and magical methods such as a *cure wounds* spell or a *potion of healing* can remove damage in an instant.

When a creature receives healing of any kind, hit points regained are added to its current hit points. A creature's hit points can't exceed its hit point maximum, so any hit points regained in excess of this number are lost. A creature that has died can't regain hit points until magic, such as a *revivify* spell, has restored it to life.

Dropping to 0 Hit Points

When you drop to 0 hit points, you either die outright or fall unconscious, as explained in the following sections.

Most DMs have a monster die the instant it drops to 0 hit points, rather than having it fall unconscious and make death saving throws.

Mighty villains and special nonplayer characters are common exceptions; the DM might have them fall unconscious and follow the same rules as player characters.

Instant Death

Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum. For example, a cleric with a maximum of 12 hit points currently has 6 hit points. If she takes 18 damage from an attack, she is reduced to 0 hit points, but 12 damage remains. Because the remaining damage equals her hit point maximum, the cleric dies.

Falling Unconscious

If damage reduces you to 0 hit points and fails to kill you, you fall unconscious (see appendix C). This unconsciousness ends if you regain any hit points.

Death Saving Throws

Whenever you start your turn with 0 hit points, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. Unlike other saving throws, this one isn't tied to any ability score. You are in the hands of fate now, aided only by spells and features that improve your chances of succeeding on a saving throw.

Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable (see below). On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any hit points or become stable.

Rolling 1 or 20. When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point.

Damage at 0 Hit Points. If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

Stabilizing a Creature

The best way to save a creature with 0 hit points is to heal it. If healing is unavailable, the creature can at least be stabilized so that it isn't killed by a failed death saving throw.

You can use your action to administer first aid to an unconscious creature and attempt to stabilize it, which requires a successful DC 10 Wisdom (Medicine) check.

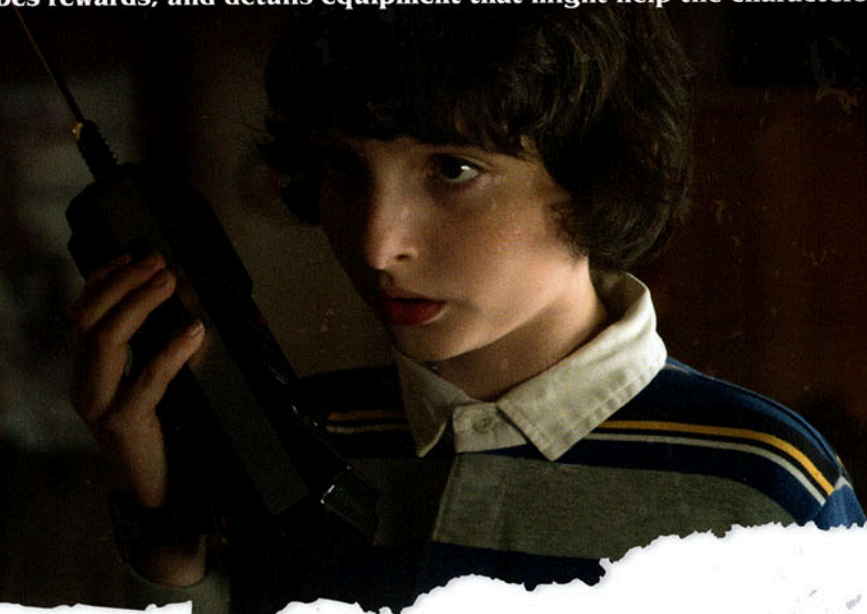
A **stable** creature doesn't make death saving throws, even though it has 0 hit points, but it does remain unconscious. The creature stops being stable, and must start making death saving throws again, if it takes any damage. A stable creature that isn't healed regains 1 hit point after 1d4 hours.

Knocking a Creature Out

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a creature to 0 hit points with a melee attack, the attacker can knock the creature out. The attacker can make this choice the instant the damage is dealt. The creature falls unconscious and is stable.

CHAPTER 3: ADVENTURING

Whether delving into a dungeon, trekking through wilderness, or navigating a teeming city, adventurers need rest, and they seek advancement and gear. This chapter gives rules for travel and resting, describes rewards, and details equipment that might help the characters survive.



Travel

Over the course of an adventure, the characters might travel across wide areas, on trips that could take days. The DM can usually summarize this travel without calculating exact distances or travel times: “You travel through the forest and find the old ruin late in the evening of the third day.” Characters can walk about 24 miles in a day.

Marching Order

The adventurers should establish a marching order. A character might occupy the front rank, a middle rank, or the back rank. The characters in the front and back rank are keeping watch for danger, while those in the middle might be making a map, navigating, or gathering food for the characters to eat when they make camp. If the group encounters monsters or other threats, it’s important for the DM to know where each character is located.

Special Forms of Movement

A journey overland or through a dungeon often requires an adventurer to jump, climb, or swim.

Long Jumps

When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of movement. In some circumstances, your DM might allow you to make a Strength (Athletics) check to jump farther than you normally can.

This rule assumes that the height of your jump doesn’t matter, such as a jump across a stream or chasm. At your DM’s option, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump’s distance). Otherwise, you hit it.

When you land in difficult terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check to land on your feet. Otherwise, you land prone.

High Jumps

When you make a high jump, you leap into the air a number of feet equal to 3 + 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 you clear on the jump costs a foot of movement. In some circumstances, your DM might allow you to make a Strength (Athletics) check to jump higher than you normally can.

Climbing and Swimming

While climbing or swimming, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain), unless a creature has a climbing or swimming speed. At the DM’s option, climbing a slippery surface or one with few handholds requires a successful Strength (Athletics) check. Similarly, gaining any distance in rough water might require a successful Strength (Athletics) check.

Resting

Heroic as they might be, adventurers can't spend every hour of the day in the thick of exploration, social interaction, and combat. They need rest—time to sleep and eat, tend their wounds, refresh their minds and spirits for spellcasting, and brace themselves for further adventure.

Adventurers, as well as other creatures, can take short rests in the midst of a day and a long rest to end it.

Short Rest

A short rest is a period of downtime, at least 1 hour long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds.

A character can spend one or more Hit Dice during a short rest, up to the character's maximum number of Hit Dice, which is equal to the character's level (the character sheets show each adventurer's Hit Dice). For each Hit Die spent in this way, the player rolls the die and adds the character's Constitution modifier to it. The character regains hit points equal to the total (minimum of 0). The player can decide to spend an additional Hit Die after each roll. A character regains some spent Hit Dice upon finishing a long rest, as explained below.

Long Rest

A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps for at least 6 hours and performs no more than 2 hours of light activity, such as reading, talking, eating, or standing watch. If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, fighting, casting spells, or similar adventuring activity—the character must begin the rest again to benefit from it.

At the end of a long rest, a character regains all lost hit points. The character also regains spent Hit Dice, up to a number of dice equal to half of the character's total number of them (minimum of one die). For example, if a character has eight Hit Dice, he or she can regain four spent Hit Dice upon finishing a long rest.

A character can't benefit from more than one long rest in a 24-hour period, and a character must have at least 1 hit point at the start of the rest to gain its benefits.

Rewards

As characters adventure and overcome challenges, they're rewarded for their efforts by the treasure they find and the experience they earn.

A monster's lair might contain a chest of coins, and a goblin raider might carry some of its ill-gotten gains. As characters acquire treasure, they can divide it as they see fit (dividing it equally among all the characters in the party is standard practice), and they can spend it on improved equipment or other supplies.

Experience points (XP) are an abstract measurement of a character's learning and growth

in the game. As characters progress through an adventure, they receive XP when they defeat monsters, complete milestones, and overcome other challenges. An XP award for the party is divided equally among the characters.

Experience Points	Level	Proficiency Bonus
0	1	+2
300	2	+2
900	3	+2
2,700	4	+2
6,500	5	+3

Once a character reaches a specified experience point total, he or she advances in capability. This advancement is called gaining a level; a character goes from 1st level to 2nd level, and so on up to 20th level (this set goes to 5th level). Upon gaining a level, a character gains additional hit points and class features, as shown on the character sheets included in this set.

COINAGE

Common coins come in several different denominations based on the relative worth of the metal from which they are made. The three most common coins are the gold piece (gp), the silver piece (sp), and the copper piece (cp).

One gold piece is worth ten silver pieces, the most prevalent coin among commoners. One silver piece is worth ten copper pieces, which are common among laborers and beggars.

Unusual coins made of other precious metals sometimes appear in treasure hoards. The electrum piece (ep) and the platinum piece (pp) originate from fallen empires and lost kingdoms. An electrum piece is worth five silver pieces, and a platinum piece is worth ten gold pieces.

A standard coin weighs about a third of an ounce, so fifty coins weigh a pound.

Equipment

Proper equipment can mean the difference between life and death in a dangerous environment such as an ancient dungeon or untamed wilderness. Armor and weapons are essential in combat, and a variety of other tools and supplies are useful for exploring dungeons, ruins, and the wilds. This section describes the equipment that the characters have when they start the adventure and additional items they can buy with the treasure they acquire along the way.

Carrying Capacity

A character's Strength score determines the maximum weight the character can carry and still move, provided that the weight is distributed across the body. Multiply a character's Strength by 15 to determine the weight (in pounds) that the character can carry. A character carrying more than this weight has a speed of 0.

Armor and Shields

Adventurers have access to a wide range of armor types. Armor falls into three categories in the game: light armor, medium armor, and heavy armor. Many warriors supplement their armor with a shield.

The adventurers presented on the character sheets are already equipped with armor, and each character's Armor Class is calculated using the information in this chapter. You can use this information to upgrade your character's armor as you acquire treasure.

Armor Proficiency

Anyone can put on a suit of armor or strap a shield to an arm. Only those proficient with the armor know how to wear it effectively, however. Your class determines what types of armor you have proficiency with: the cleric and the paladin can wear any armor and use shields, the ranger can use shields and wear any armor except heavy armor, the bard is limited to light armor, and the wizard isn't proficient with any armor or shields at all.

If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells.

Armor

Armor	Cost	Armor Class (AC)	Weight
<i>Light Armor</i>			
Leather	10 gp	11*	10 lb.
Studded leather	45 gp	12*	13 lb.
<i>Medium Armor</i>			
Hide	10 gp	12**	12 lb.
Chain shirt	50 gp	13**	20 lb.
Scale mail	50 gp	14**	45 lb.
Breastplate	400 gp	14**	20 lb.
<i>Heavy Armor</i>			
Ring mail	30 gp	14	40 lb.
Chain mail	75 gp	16	55 lb.
Splint	200 gp	17	60 lb.
<i>Shield</i>			
Shield	10 gp	+2	6 lb.

* You add your Dexterity modifier to your Armor Class when you wear this armor.

** You add your Dexterity modifier, to a maximum of +2, to your Armor Class when you wear this armor.

Light Armor

Light armor is favored by anyone who likes to be sneaky, because it lets them make the best use of their Dexterity and doesn't interfere with stealthy movement. When you wear light armor, you add your Dexterity modifier to the number shown on the table to determine your Armor Class.

Leather armor consists of chest and shoulder protectors made of stiffened leather, with lighter and more flexible protection for the rest of the body. **Studded leather** is reinforced with close-set rivets or spikes.

Medium Armor

Medium armor offers more protection than light armor, but it also impairs movement more. When you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the number shown on the table to determine your Armor Class. If your Dexterity is 16 or higher, you still add only 2.

Hide is a crude armor made from thick furs and pelts. A **chain shirt** is made from interlocking metal rings and commonly worn under clothing. **Scale mail** consists of a leather coat and leggings covered with overlapping scales of metal. You have disadvantage on Dexterity (Stealth) checks while wearing scale mail. A **breastplate** is a fitted metal chest piece worn with supple leather.

Heavy Armor

Heavy armor offers the best protection, and it requires extensive training to master. The cleric and the paladin are proficient with it. When you wear heavy armor, you don't apply your Dexterity modifier to your Armor Class. You also have disadvantage on Dexterity (Stealth) checks.

Ring mail is leather with heavy rings sewn into it. **Chain mail** is made of interlocking metal rings worn over a layer of quilted fabric. If your Strength is lower than 13, your speed is reduced by 10 feet while you wear chain mail.

Splint armor is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. If your Strength is lower than 15, your speed is reduced by 10 feet while you wear splint armor.

Shields

A shield, made from wood or metal, is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

Weapons

The Weapons table shows the most common weapons used in the worlds of D&D, their price and weight, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as either melee or ranged. A **melee weapon** is used to attack a target within 5 feet of you, whereas a **ranged weapon** is used to attack a target at a distance.

Weapon Proficiency

Your class grants you proficiency with certain weapons or categories of weapons. The two main categories are **simple** and **martial**. Certain races, such as the dwarf race, also grant weapon proficiencies. Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make with that weapon.

Weapons

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Club	1 sp	1d4 bludgeoning	2 lb.	Light
Dagger	2 gp	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Greatclub	2 sp	1d8 bludgeoning	10 lb.	Two-handed
Handaxe	5 gp	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Javelin	5 sp	1d6 piercing	2 lb.	Thrown (range 30/120)
Light hammer	2 gp	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60)
Mace	5 gp	1d6 bludgeoning	4 lb.	—
Quarterstaff	2 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)
Spear	1 gp	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)
<i>Simple Ranged Weapons</i>				
Crossbow, light	25 gp	1d8 piercing	5 lb.	Ammunition (range 80/320), loading, two-handed
Shortbow	25 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
<i>Martial Melee Weapons</i>				
Battleaxe	10 gp	1d8 slashing	4 lb.	Versatile (1d10)
Greataxe	30 gp	1d12 slashing	7 lb.	Heavy, two-handed
Greatsword	50 gp	2d6 slashing	6 lb.	Heavy, two-handed
Longsword	15 gp	1d8 slashing	3 lb.	Versatile (1d10)
Maul	10 gp	2d6 bludgeoning	10 lb.	Heavy, two-handed
Morningstar	15 gp	1d8 piercing	4 lb.	—
Rapier	25 gp	1d8 piercing	2 lb.	Finesse
Scimitar	25 gp	1d6 slashing	3 lb.	Finesse, light
Shortsword	10 gp	1d6 piercing	2 lb.	Finesse, light
Trident	5 gp	1d6 piercing	4 lb.	Thrown (range 20/60), versatile (1d8)
Warhammer	15 gp	1d8 bludgeoning	2 lb.	Versatile (1d10)
<i>Martial Ranged Weapons</i>				
Crossbow, hand	75 gp	1d6 piercing	3 lb.	Ammunition (range 30/120), light, loading
Crossbow, heavy	50 gp	1d10 piercing	18 lb.	Ammunition (range 100/400), heavy, loading, two-handed
Longbow	50 gp	1d8 piercing	2 lb.	Ammunition (range 150/600), heavy, two-handed

Weapon Properties

Many weapons have special properties related to their use, as shown in the Weapons table.

Ammunition. You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield.

If you employ such a weapon to make a melee attack, you use the weapon as an improvised weapon (see “Improvised Weapons” later in the chapter).

Finesse. When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both.

Heavy. Small creatures, such as halflings, have disadvantage on attack rolls with heavy weapons.

Light. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons. See the rules for two-weapon fighting in chapter 2.

Loading. Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use your action or reaction to fire

it, regardless of the number of attacks you can normally make.

Range. A weapon that can be used to make a ranged attack has a range shown 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 weapon’s long range.

Thrown. If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

Two-Handed. This weapon requires two hands when you attack with it.

Versatile. This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

Improvised Weapons

Sometimes characters don't have their weapons and have to attack with whatever is close at hand: a broken bottle, a table leg, a frying pan, or a wagon wheel. Most combatants are not proficient with such objects as weapons. In many cases, an improvised weapon is similar to an actual weapon and can be treated as such. For example, a table leg is akin to a club. At the DM's option, a character proficient with a weapon can use a similar object as if it were that weapon and use his or her proficiency bonus.

An object that bears no resemblance to a weapon deals 1d4 damage (the DM assigns a damage type appropriate to the object). This is also the amount of damage dealt by a ranged weapon used as a melee weapon and by a melee weapon that lacks a range but is thrown. An improvised thrown weapon has a normal range of 20 feet and a long range of 60 feet.

Miscellaneous Gear and Services

This section describes items that have special rules.

Candle. For 1 hour, a candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

Component Pouch. A component pouch is a small, watertight leather belt pouch that holds all the material components and other special items you need to

cast your spells, except for those components that have a specific cost. See chapter 4 for more about spellcasting.

Crowbar. Using a crowbar grants advantage to Strength checks where the crowbar's leverage can be applied.

Healer's Kit. This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

Holy Symbol. A holy symbol is a representation of a god or pantheon. It might be a silver amulet depicting a symbol commonly used to represent a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic. The cleric and the paladin can use a holy symbol to replace the material components of spells, except for those components that have a specific cost. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it emblazoned on a shield. See chapter 4 for more about spellcasting.

Lantern, Bullseye. A bullseye lantern casts bright light in a 60-foot cone and dim light for an additional 60 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

Adventuring Gear

Item	Cost	Weight
<i>Ammunition</i>		
Arrows (20)	1 gp	1 lb.
Crossbow bolts (20)	1 gp	1½ lb.
Backpack	2 gp	5 lb.
Bedroll	1 gp	7 lb.
Bell	1 gp	—
Blanket	5 sp	3 lb.
Book	25 gp	5 lb.
Candle	1 cp	—
Carpenter's tools	8 gp	6 lb.
Case (for map or scroll)	1 gp	1 lb.
Chalk (1 piece)	1 cp	—
Chest	5 gp	25 lb.
Clothes, common	5 sp	3 lb.
Clothes, fine	15 gp	6 lb.
Component pouch	25 gp	2 lb.
Crowbar	2 gp	5 lb.
Grappling hook	2 gp	4 lb.
Hammer	1 gp	3 lb.
Hammer, sledge	2 gp	10 lb.
Healer's kit	5 gp	3 lb.
Holy symbol	5 gp	1 lb.
Hourglass	25 gp	1 lb.
Ink (1 ounce bottle)	10 gp	—
Ink pen	2 cp	—
Lantern, bullseye	10 gp	2 lb.
Lantern, hooded	5 gp	2 lb.
Lock	10 gp	1 lb.
Mason's tools	10 gp	8 lb.

Item	Cost	Weight
Mess kit	2 sp	1 lb.
Mirror, steel	5 gp	1/2 lb.
Oil (flask)	1 sp	1 lb.
Paper (one sheet)	2 sp	—
Parchment (one sheet)	1 sp	—
Perfume (vial)	5 gp	—
Pick, miner's	2 gp	10 lb.
Piton	5 cp	1/4 lb.
Pot, iron	2 gp	10 lb.
Potion of healing	50 gp	1/2 lb.
Playing cards	5 sp	—
Pouch	5 sp	1 lb.
Rations (1 day)	5 sp	2 lb.
Robes	1 gp	4 lb.
Rope, hempen (50 feet)	1 gp	10 lb.
Rope, silk (50 feet)	10 gp	5 lb.
Sack	1 cp	1/2 lb.
Sealing wax	5 sp	—
Shovel	2 gp	5 lb.
Signal whistle	5 cp	—
Signet ring	5 gp	—
Spellbook	50 gp	3 lb.
Spike, iron (10)	1 gp	5 lb.
Tent, two-person	2 gp	20 lb.
Thieves' tools	25 gp	1 lb.
Tinderbox	5 sp	1 lb.
Torch	1 cp	1 lb.
Waterskin	2 sp	5 lb. (full)
Whetstone	1 cp	1 lb.

Lantern, Hooded. A hooded lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. As an action, you can lower the hood, reducing the light to dim light in a 5-foot radius.

Lock. A creature proficient with thieves' tools can pick this lock with a successful DC 15 Dexterity check. Better locks are available for higher prices.

Oil. As an action, you can splash the oil in this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5-foot-square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.

Playing Cards. If you are proficient with playing cards, you can add your proficiency bonus to ability checks you make to play a game with them.

Potion of Healing. A character who drinks the magic, red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.

Rations. Compact, dry foods suitable for extended travel, rations include jerky, dried fruit, hard-tack, and nuts.

Rope. Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.

Spellbook. Essential for wizards, a spellbook is a leather-bound tome with 100 blank vellum pages suitable for recording spells.

Thieves' Tools. This set of tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or open locks.

Tinderbox. This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action. Lighting any other fire takes 1 minute.

Torch. A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.

Mounts and Other Animals

Item	Cost	Speed	Carrying Capacity
Donkey or mule	8 gp	40 ft.	420 lb.
Horse, draft	50 gp	40 ft.	540 lb.
Horse, riding	75 gp	60 ft.	480 lb.

Tack and Harness

Item	Cost	Weight
Bit and bridle	2 gp	1 lb.
Feed (per day)	5 cp	10 lb.
<i>Saddle</i>		
Pack	5 gp	15 lb.
Riding	10 gp	25 lb.
Saddlebags	4 gp	8 lb.
Stabling (per day)	5 sp	—

Food, Drink, and Lodging

Item	Cost
<i>Ale</i>	
Gallon	2 sp
Mug	4 cp
<i>Inn stay (per day)</i>	
Squalid	7 cp
Poor	1 sp
Modest	5 sp
Comfortable	8 sp
Wealthy	2 gp
Aristocratic	4 gp
<i>Meals (per day)</i>	
Squalid	3 cp
Poor	6 cp
Modest	3 sp
Comfortable	5 sp
Wealthy	8 sp
Aristocratic	2 gp
<i>Wine</i>	
Common (pitcher)	2 sp
Fine (bottle)	10 gp

CHAPTER 4: SPELLCASTING

Magic permeates the worlds of D&D and most often appears in the form of a spell. This chapter provides the rules for casting spells. Bards, clerics, paladins, rangers, and wizards have distinctive ways of learning and preparing their spells, and monsters use spells in unique ways. Regardless of its source, a spell follows the rules here.



What Is a Spell?

A spell is a discrete magical effect, a single shaping of the magical energies that suffuse the multiverse into a specific, limited expression. In casting a spell, a character carefully plucks at the invisible strands of raw magic suffusing the world, pins them in place in a particular pattern, sets them vibrating in a specific way, and then releases them to unleash the desired effect—in most cases, all in the span of seconds.

Spells can be versatile tools, weapons, or protective wards. They can deal damage or undo it, impose or remove conditions (see appendix C), drain life energy away, and restore life to the dead.

Spell Level

Every spell in this set has a level from 0 to 3. A spell's level is a general indicator of how powerful it is, with the lowly (but still impressive) *magic missile* at 1st level and the devastating *fireball* at 3rd. (Spells of higher levels, up to 9th, exist in the world but aren't included in this set.) Cantrips—simple but powerful spells that characters can cast almost by rote—are level 0. The higher a spell's level, the higher level a spellcaster must be to use that spell.

Spell level and character level don't correspond directly. Typically, a character has to be at least 5th level, not 3rd level, to cast a 3rd-level spell.

Known and Prepared Spells

Before a spellcaster can use a spell, he or she must have the spell firmly fixed in mind. Clerics, paladins, and wizards undergo a process of preparing spells. The number of spells a caster can have fixed in mind at any given time is shown on the character sheets.

A cleric, paladin, or wizard can change this list of prepared spells upon finishing a long rest (see chapter 3). Preparing a new list of spells requires time spent in meditation or study: at least 1 minute per spell level for each spell on the list.

Spell Slots

Regardless of how many spells a caster knows or prepares, he or she can cast only a limited number of spells before resting. Manipulating the fabric of magic and channeling its energy into even a simple spell is physically and mentally taxing, and higher-level spells are even more so. Thus, the character sheet for a spellcaster includes how many spell slots of each level the character can use at each character level. For example, at 3rd level, the wizard has four 1st-level slots and two 2nd-level slots.

When a character casts a spell, he or she expends a slot of that spell's level or higher, effectively "filling" a slot with the spell. You can think of a spell slot as a groove of a certain size—small for a 1st-level slot, larger for a spell of higher level. A 1st-level spell fits into a slot of any size, but a 3rd-level spell fits only in a slot that is at least 3rd level. So when the wizard casts *magic missile*, a 1st-level spell, he or she spends a 1st-level slot and has three remaining.

Finishing a long rest restores any expended spell slots.

Some monsters have special abilities that let them cast spells without using spell slots.

Casting a Spell at a Higher Level

When a spellcaster casts a spell using a slot that is a higher level than the spell, the spell assumes the higher level for that casting. For instance, if a wizard casts

magic missile using a 2nd-level slot, that *magic missile* is 2nd level. The spell effectively expands to fill the slot.

Some spells, such as *magic missile* and *cure wounds*, have more powerful effects when cast at a higher level, as detailed in the spell's description.

Cantrips

A cantrip is a spell that can be cast at will, without using a spell slot and without being prepared in advance. Repeated practice has fixed the spell in the caster's mind and infused the caster with the magic needed to produce the effect over and over. A cantrip's spell level is 0.

Rituals

Certain spells have a special tag: ritual. Such a spell can be cast following the normal rules for spellcasting, or the spell can be cast as a ritual. The ritual version of a spell takes 10 minutes longer to cast than normal, and it doesn't expend a spell slot.

A bard, cleric, or wizard can cast a spell as a ritual if the spell has the ritual tag. To do so, a bard must know the spell, a cleric must have the spell prepared, and a wizard must merely have the spell in their spellbook.

CASTING IN ARMOR

Because of the mental focus and precise gestures required for spellcasting, you must be proficient with the armor you are wearing to cast a spell. You are otherwise too distracted and physically hampered by your armor for spellcasting.

Casting a Spell

When a character casts any spell, the rules here apply, regardless of the character's class or the spell's effects.

Each spell description in this chapter begins with a block of information, including the spell's name, level, school of magic, casting time, range, components, and duration. The rest of a spell entry describes the spell's effect.

Casting Time

Most spells require a single action to cast, but some spells require a bonus action, a reaction, or much more time.

Bonus Action

A spell cast with a bonus action is especially swift. You must use a bonus action on your turn to cast the spell, provided that you haven't already taken a bonus action this turn. You can't cast another spell during the same turn, except for a cantrip with a casting time of 1 action.

Reactions

Some spells can be cast as reactions. These spells take a fraction of a second to bring about and are cast in response to some event. If a spell can be cast as a reaction, the spell description tells you exactly when you can do so.

Longer Casting Times

Certain spells (including spells cast as rituals) require more time to cast: minutes or even hours. When you cast a spell with a casting time longer than a single action or reaction, you must spend your action each turn casting the spell, and you must maintain your concentration while you do so (see "Concentration" below). If your concentration is broken, the spell fails, but you don't expend a spell slot. If you want to try casting the spell again, you must start over.

Range

The target of a spell must be within the spell's range. For a spell like *magic missile*, the target is a creature. For a spell like *fireball*, the target is the point in space where the ball of fire erupts.

Most spells have ranges expressed in feet. Some spells can target only a creature (including you) that you touch.

Other spells, such as the *shield* spell, affect only you. These spells have a range of self.

Spells that create cones or lines of effect that originate from you also have a range of self, indicating that the origin point of the spell's effect must be you (see "Areas of Effect" later in this chapter).

Once a spell is cast, its effects aren't limited by its range, unless the spell's description says otherwise.

Components

A spell's components are the physical requirements you must meet in order to cast it. Each spell's description indicates whether it requires verbal (V), somatic (S), or material (M) components. If you can't provide one or more of a spell's components, you are unable to cast the spell.

Verbal (V)

Most spells require the chanting of mystic words. The words themselves aren't the source of the spell's power; rather, the particular combination of sounds, with specific pitch and resonance, sets the threads of magic in motion. Thus, a character who is gagged or in an area of silence, such as one created by the *silence* spell, can't cast a spell with a verbal component.

Somatic (S)

Spellcasting gestures might include a forceful gesticulation or an intricate set of gestures. If a spell requires a somatic component, the caster must have free use of at least one hand to perform these gestures.

Material (M)

Casting some spells requires particular objects, specified in parentheses in the component entry. A component pouch includes all the needed material components to cast spells, except those that have a gold piece cost shown in the spell. The holy symbol of a cleric or paladin replaces material components, again excepting those with a gold piece cost. If a cost is indicated, a character must purchase that specific component before casting the spell in question.

If a spell specifies that the material component is consumed by the spell, the caster must provide this component for each casting of the spell.

A spellcaster must have a hand free to access a spell's material components—or to hold a spellcasting focus—but it can be the same hand that he or she uses to perform somatic components.

Duration

A spell's duration is the length of time the spell persists. A duration can be expressed in rounds, minutes, hours, or even years. A spell might specify that its effects last until the spell is dispelled or the effects are destroyed.

Instantaneous

Many spells are instantaneous. The spell harms, heals, creates, or alters a creature or an object in a way that can't be dispelled, because its magic exists only for an instant.

Concentration

Some spells require you to maintain concentration in order to keep their magic active. If you lose concentration, such a spell ends.

If a spell must be maintained with concentration, that fact appears in its Duration entry, and the spell specifies how long you can concentrate on it. You can end concentration at any time (no action required).

Normal activity, such as moving and attacking, doesn't interfere with concentration. The following factors can break concentration:

Casting another spell that requires concentration.

You lose concentration on a spell if you cast another spell that requires concentration. You can't concentrate on two spells at once.

Taking damage. Whenever you take damage while you are concentrating on a spell, you must make a Constitution saving throw to maintain your concentration. The DC equals 10 or half the damage you take, whichever number is higher. If you take damage from multiple sources, such as an arrow and a dragon's breath, you make a separate saving throw for each source of damage.

Being incapacitated or killed. You lose concentration on a spell if you are incapacitated (as explained in appendix C) or if you die.

Targets

A typical spell requires you to pick one or more targets to be affected by the spell's magic. A spell's description tells you whether the spell targets creatures, objects, or a point of origin for an area of effect (described below).

A Clear Path to the Target

To target something, you must have a clear path to it, so it can't be behind total cover.

If you place an area of effect at a point that you can't see and an obstruction, such as a wall, is between you and that point, the point of origin comes into being on the near side of that obstruction.

Targeting Yourself

If a spell targets a creature of your choice, you can choose yourself, unless the creature must be hostile or

specifically a creature other than you. If you are in the area of effect of a spell you cast, you can target yourself.

Areas of Effect

Spells such as *burning hands* and *fireball* cover an area, allowing them to affect multiple creatures at once.

A spell's description specifies its area of effect, which typically has one of four different shapes: cone, cube, line, or sphere. Every area of effect has a point of origin, a location from which the spell's energy erupts. The rules for each shape specify how you position its point of origin. Typically, a point of origin is a point in space, but some spells have an area whose origin is a creature or an object.

A spell's effect expands in straight lines from the point of origin. If no unblocked straight line extends from the point of origin to a location within the area of effect, that location isn't included in the spell's area. To block one of these imaginary lines, an obstruction must provide total cover, as explained in chapter 2.

The point of origin of an area of effect isn't included in the area, unless the area is a sphere.

Cone

A cone extends in a direction you choose from its point of origin. A cone's width at a given point along its length is equal to that point's distance from the point of origin. A cone's area of effect specifies its maximum length.

Cube

You select a cube's point of origin, which lies anywhere on a face of the cubic effect. The cube's size is expressed as the length of each side.

Line

A line extends from its point of origin in a straight path up to its length and covers an area defined by its width.

Sphere

You select a sphere's point of origin, and the sphere extends outward from that point. The sphere's size is expressed as a radius in feet that extends from the point.

Saving Throws

Many spells specify that a target can make a saving throw to avoid some or all of a spell's effects. The spell specifies the ability that the target uses for the save and what happens on a success or failure.

The DC to resist your spells equals 8 + your spellcasting ability modifier + your proficiency bonus. This number is on the character sheets and in the statistics for a monster that casts spells.

Attack Rolls

Some spells require the caster to make an attack roll to determine whether the spell hits its target. Your attack bonus with a spell attack equals your spellcasting ability modifier + your proficiency bonus.

Most spell attacks are ranged attacks. Remember that you have disadvantage on a ranged attack roll if you are within 5 feet of an enemy that can see you and that isn't incapacitated (see chapter 2).

Combining Magical Effects

The effects of different spells add together while the durations of those spells overlap. The effects of the same spell cast multiple times don't combine, however. Instead, the most potent effect—such as the highest bonus—from those castings applies while their durations overlap.

For example, if a cleric and a paladin cast *bless* on the same target, that character gains the spell's benefit only once; he or she doesn't get to roll two bonus dice.

Spell Lists

Bard Spells

Cantrips (0 Level)

Light
Mage Hand
Prestidigitation
Vicious Mockery

1st Level

Charm Person
Comprehend Languages
Cure Wounds
Detect Magic
Healing Word
Identify
Longstrider
Sleep
Thunderwave

2nd Level

Hold Person
Invisibility
Lesser Restoration
Silence
Suggestion
Zone of Truth

3rd Level

Dispel Magic
Fear
Sending
Speak with Dead

Cleric Spells

Cantrips (0 Level)

Guidance
Light
Resistance
Sacred Flame
Thaumaturgy

1st Level

Bless
Command
Cure Wounds
Detect Magic
Guiding Bolt
Healing Word
Inflict Wounds
Protection from
Evil and Good
Sanctuary
Shield of Faith

2nd Level

Aid
Augury
Hold Person
Lesser Restoration
Silence
Spiritual Weapon
Zone of Truth

3rd Level

Beacon of Hope
Dispel Magic
Mass Healing Word
Protection from Energy
Revivify
Sending
Speak with Dead
Spirit Guardians

Paladin Spells

1st Level

Bless
Command
Cure Wounds
Detect Magic
Protection from
Evil and Good
Shield of Faith

2nd Level

Aid
Lesser Restoration
Magic Weapon
Zone of Truth

Ranger Spells

1st Level

Cure Wounds
Detect Magic
Hunter's Mark
Longstrider

2nd Level

Lesser Restoration
Pass without Trace
Silence

Wizard Spells

Cantrips (0 Level)

Light
Mage Hand

Prestidigitation
Ray of Frost
Shocking Grasp

1st Level

Burning Hands
Charm Person
Comprehend Languages
Detect Magic
Identify
Longstrider
Mage Armor
Magic Missile
Protection from
Evil and Good
Shield
Sleep
Thunderwave

2nd Level

Blur
Flaming Sphere
Hold Person
Invisibility
Magic Weapon
Misty Step
Suggestion

3rd Level

Dispel Magic
Fear
Fireball
Fly
Lightning Bolt
Protection from Energy
Sending

Spells

Presented in alphabetical order, these spells are used by characters and monsters in this set.

Some of the spells cause **conditions**, including charmed, deafened, frightened, invisible, paralyzed, prone, restrained, and unconscious. Consult appendix C to learn a condition's effects in the game.

Aid

2nd-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a tiny strip of white cloth)

Duration: 8 hours

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.

Augury

2nd-level divination (ritual)

Casting Time: 1 minute

Range: Self

Components: V, S, M (specially marked sticks, bones, or similar tokens worth at least 25 gp)

Duration: Instantaneous

By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes. The DM chooses from the following possible omens:

Weal, for good results

Woe, for bad results

Weal and woe, for both good and bad results

Nothing, for results that are not especially good or bad

The spell doesn't take into account any possible circumstances that might change the outcome, such as

the casting of additional spells or the loss or gain of a companion.

If you cast the spell two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a false reading. The DM makes this roll in secret.

Beacon of Hope

3rd-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

This spell bestows hope and vitality. Choose any number of creatures within range. For the duration, each target has advantage on Wisdom saving throws and death saving throws, and regains the maximum number of hit points possible from any healing.

Bless

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a sprinkling of holy water)

Duration: Concentration, up to 1 minute

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Blur

2nd-level illusion

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Burning Hands

1st-level evocation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that are not being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Charm Person

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

You attempt to charm a humanoid you choose within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Command

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 1 round

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target is prevented from following your command, the spell ends.

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Grovel. The target falls prone and then ends its turn.

Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Comprehend Languages

1st-level divination (ritual)

Casting Time: 1 action

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 spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This spell doesn't decode secret messages in a text or any glyph, such as an arcane sigil, that isn't part of a written language.

Cure Wounds

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of hit points equal to $1d8 +$ your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by $1d8$ for each slot level above 1st.

Detect Magic

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Dispel Magic

3rd-level abjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals $10 +$ the spell's level. On a successful check, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

Fear

3rd-level illusion

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S, M (a white feather or the heart of a hen)

Duration: Concentration, up to 1 minute

You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration.

While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

Fireball

3rd-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a tiny ball of bat guano and sulfur)

Duration: Instantaneous

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes $8d6$ fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by $1d6$ for each slot level above 3rd.

Flaming Sphere

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of tallow, a pinch of brimstone, and a dusting of powdered iron)

Duration: Concentration, up to 1 minute

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes $2d6$ fire damage on a failed save, or half as much damage on a successful one.

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not

being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Fly

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a wing feather from any bird)

Duration: Concentration, up to 10 minutes

You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

Guidance

Divination cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

Guiding Bolt

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Healing Word

1st-level evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V

Duration: Instantaneous

A creature of your choice within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

Hold Person

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small, straight piece of iron)

Duration: Concentration, up to 1 minute

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

Hunter's Mark

1st-level divination

Casting Time: 1 bonus action

Range: 90 feet

Components: V

Duration: Concentration, up to 1 hour

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

Identify

1st-level divination (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a pearl worth at least 100 gp and an owl feather)

Duration: Instantaneous

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

Inflict Wounds

1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Invisibility

2nd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (an eyelash encased in gum arabic)

Duration: Concentration, up to 1 hour

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends early for a target that attacks or casts a spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Lesser Restoration

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

Light

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: V, M (a firefly or phosphorescent moss)

Duration: 1 hour

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like, and covering the object with something opaque blocks the light. The spell ends early if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Lightning Bolt

3rd-level evocation

Casting Time: 1 action

Range: Self (100-foot line)

Components: V, S, M (a bit of fur and a rod of amber, crystal, or glass)

Duration: Instantaneous

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

The lightning ignites flammable objects in the area that are not being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Longstrider

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of dirt)

Duration: 1 hour

You touch a creature. The target's speed increases by 10 feet until the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Mage Armor

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of cured leather)

Duration: 8 hours

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends early if the target dons armor or if you dismiss the spell as an action.

Mage Hand

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magic items, or carry more than 10 pounds.

Magic Missile

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S
Duration: Instantaneous

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

Magic Weapon

2nd-level transmutation

Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.

Mass Healing Word

3rd-level evocation

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

As you call out words of restoration, up to six creatures of your choice that you can see within range regain hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the healing increases by 1d4 for each slot level above 3rd.

Misty Step

2nd-level conjuration

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Instantaneous

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

Pass without Trace

2nd-level abjuration

Casting Time: 1 action
Range: Self
Components: V, S, M (ashes from a burned leaf of mistletoe and a sprig of spruce)
Duration: Concentration, up to 1 hour

A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity

(Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

Prestidigitation

Transmutation cantrip

Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Up to 1 hour

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of non-living material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Protection from Energy

3rd-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

Protection from Evil and Good

1st-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (holy water or powdered silver and iron, which the spell consumes)
Duration: Concentration up to 10 minutes

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Ray of Frost

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Resistance

Abjuration cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a miniature cloak)

Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one saving throw of its choice. It can roll the die before or after making the saving throw. The spell then ends.

Revivify

3rd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (diamonds worth 300 gp, which the spell consumes)

Duration: Instantaneous

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

Sacred Flame

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Sanctuary

1st-level abjuration

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S, M (a small silver mirror)

Duration: 1 minute

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded

creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball.

If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

Sending

3rd-level evocation

Casting Time: 1 action

Range: Unlimited

Components: V, S, M (a short piece of fine copper wire)

Duration: 1 round

You send a short message of twenty-five words or less to a creature with which you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message.

You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.

Shield

1st-level abjuration

Casting Time: 1 reaction, which you take when

you are hit by an attack or targeted by the *magic missile* spell

Range: Self

Components: V, S

Duration: 1 round

An invisible barrier of magical force appears and 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

1st-level abjuration

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a small parchment with a bit of holy text written on it)

Duration: Concentration, up to 10 minutes

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Shocking Grasp

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack

roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Silence

2nd-level illusion (ritual)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

Sleep

1st-level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a pinch of fine sand, rose petals, or a cricket)

Duration: 1 minute

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

Speak with Dead

3rd-level necromancy

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (burning incense)

Duration: 10 minutes

You grant the semblance of life and intelligence to a corpse of your choice within range, allowing it to answer the questions you pose. The corpse must still have a mouth and can't be undead. The spell fails

if the corpse was the target of this spell within the last 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 hostile to 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.

Spirit Guardians

3rd-level conjuration

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S, M (a holy symbol)

Duration: Concentration, up to 10 minutes

You call forth spirits to protect you. They flit around you to a distance of 15 feet for the duration. 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, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 radiant damage (if you are good or neutral) or 3d8 necrotic damage (if you are evil). On a successful save, the creature takes half as much damage.

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

2nd-level evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: 1 minute

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier.

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace and Thor for his hammer) make this spell's effect resemble that weapon.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for every two slot levels above the 2nd.

Suggestion

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, M (a snake's tongue and either a bit of honeycomb or a drop of sweet oil)

Duration: Concentration, up to 8 hours

You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell.

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition is not met before the spell expires, the activity is not performed.

If you or any of your companions damage the target, the spell ends.

Thaumaturgy

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Up to 1 minute

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:

- Your voice booms up to three times as loud as normal for 1 minute.
- You cause flames to flicker, brighten, dim, or change color for 1 minute.
- You cause harmless tremors in the ground for 1 minute.
- You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- You instantaneously cause an unlocked door or window to fly open or slam shut.
- You alter the appearance of your eyes for 1 minute.

If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

Thunderwave

1st-level evocation

Casting Time: 1 action

Range: Self (15-foot cube)

Components: V, S

Duration: Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and is not pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Vicious Mockery

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Zone of Truth

2nd-level enchantment

Casting Time: 1 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 of your choice 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 must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

APPENDIX A: MAGIC ITEMS

Every adventure holds the promise—but not a guarantee—of finding one or more magic items. *Hunt for the Thessalydra* contains an assortment of magic items that hints at the wider variety of magic items waiting to be found in the worlds of D&D. See the *Dungeon Master's Guide* for many more items.

Using a Magic Item

A magic item's description explains how the item works. Handling a magic item is enough to give a character a sense that something is extraordinary about the item. Casting the *identify* spell on the item then reveals its properties. Alternatively, a character can concentrate on the item during a short rest, while being in physical contact with the item. At the end of the rest, the character learns the item's properties. Potions are an exception; a little taste is enough to tell the taster what the potion does, without activating the potion.

Attunement

Certain magic items require a user to attune to them before their magical properties can be used. Attuning to a magic item requires that you spend a short rest concentrating on it (this can't be the same short rest used to learn an item's properties). Depending on the nature of the item, this concentration can take the form of prayers, weapon practice, or meditation. In any case, the concentration period must be uninterrupted. Once you are attuned to an item, you can use its magical properties.

An item can be attuned to only one creature at a time. A creature can be attuned to no more than three magic items at any given time, and you can attune yourself to only one item during a short rest.

Your attunement to an item ends if it has been more than 100 feet away from you for 24 hours or if you die. You can also voluntarily end your attunement to an item with another short rest.

Potions

A potion must be drunk for its magic to take effect. Drinking a potion, or administering it to someone else, requires an action. Each potion can be used only once; if someone drinks it, it's gone.

Item Descriptions

+1 Armor

The most basic form of magic armor is a superb product of physical and magical craft. You have a +1 bonus to your Armor Class while wearing this armor.

A suit of +1 armor never rusts or deteriorates, and it magically resizes to fit its wearer.

+1 Wand of the War Mage

While holding this wand, you gain a +1 bonus to spell attack rolls. In addition, you ignore half cover when making a spell attack. You must be attuned to this wand to use it.

+1 Weapon

Magic weapons are unmistakably finer in quality than their ordinary counterparts. You have a +1 bonus to the attack rolls and damage rolls you make with this weapon.

Some +1 weapons (swords in particular) have additional properties, such as shedding light.

Bag of Holding

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

Boots of Elvenkind

While you wear these boots, your steps make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks that rely on moving silently.

Boots of Striding and Springing

Your speed while you wear these boots becomes 30 feet, unless your walking speed is higher, and your speed is not reduced if you are encumbered or wearing heavy armor. In addition, whenever you jump, you can jump three times the normal distance.

Cloak of Protection

You gain a +1 bonus to your Armor Class and saving throws while you wear this cloak. You must be attuned to the cloak to gain this benefit.

Gauntlets of Ogre Power

While you wear these gauntlets, your Strength becomes 19. They have no effect on you if your Strength is 19 or higher without them.

Helm of Comprehending Languages

While wearing this helm, you can use an action to cast the *comprehend languages* spell from it at will.

Potion of Flying

This potion gives you a flying speed equal to your walking speed for 1 hour. If the potion wears off while you're flying and nothing else is holding you aloft, you must use your movement to descend. If you fail to land before 1 minute passes, you fall.

Potion of Healing

When you drink this potion, you regain 2d4 + 2 hit points.

Potion of Invisibility

When you drink this potion, you—along with the clothing, armor, weapons, and other equipment on your person—become invisible for 1 hour. The invisibility ends if you attack or cast a spell.

Potion of Vitality

Drinking this potion removes any exhaustion you are suffering, cures any disease or poison affecting you, and maximizes the effect of any Hit Die you spend to regain hit points within the next 24 hours.

Ring of Protection

While you are wearing this ring and are attuned to it, you have a +1 bonus to your Armor Class and saving throws.

Spell Scroll

A *spell scroll* bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

Staff of Defense

This slender, hollow staff is made of glass yet is as strong as oak. It weighs 3 pounds. You must be attuned to the staff to gain its benefits and cast its spells.

While holding the staff, you have a +1 bonus to your Armor Class.

The staff has 10 charges, which are used to fuel the spells within it, instead of using your spell slots. With the staff in hand, you can cast the following spells from the staff if the spell is on your class's spell list: *mage armor* (1 charge) or *shield* (2 charges). No components are required.

The staff regains 1d6 + 4 expended charges each day at dawn. If you expend the staff's last charge, roll a d20. On a 1, the staff shatters and is destroyed.

Wand of Magic Missiles

This wand has 7 charges. With the wand in hand, you can use your action to fire the *magic missile* spell from the wand—no components required—and expend 1 to 3 of the wand's charges. For each charge you expend beyond 1, the spell's level increases by 1. You can use this wand even if you are incapable of casting spells.

The wand regains 1d6 + 1 expended charges each day at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ash and is destroyed.

APPENDIX B: MONSTERS

This section contains stat blocks and short descriptions for the creatures that appear in *Hunt for the Thessalydra*.

Statistics

A creature's stat block provides the essential information that you, as the DM, need to run the creature.

Size

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

Size Categories

Size	Space
Tiny	2½ by 2½ ft.
Small	5 by 5 ft.
Medium	5 by 5 ft.
Large	10 by 10 ft.

Space

A creature's space is the area in feet that it effectively controls in combat, not an expression of its physical dimensions. A typical Medium creature isn't 5 feet wide, for example, but it does control a space that wide. If a Medium hobgoblin stands in a 5-foot-wide doorway, other creatures can't get through unless the hobgoblin lets them.

Squeezing into a Smaller Space

A creature can squeeze through a space large enough for a creature one size smaller than itself. When squeezing through such a space, a creature must spend 1 extra foot for every foot it moves there, and the creature has disadvantage on attack rolls and Dexterity saving throws. Also, attack rolls against it have advantage.

Type

A creature's type speaks to its fundamental nature. The following types of monsters can be encountered in this adventure:

Aberrations. Utterly alien beings that have no place in the natural world.

Beasts. Nonhumanoid creatures that, like real-world animals, are a normal part of the world's ecology.

Dragons. Large, winged, reptilian creatures of ancient origin and tremendous power.

Giants. Humanoid-like creatures that tower over humans and their kin.

Humanoids. Bipedal peoples of the civilized and savage world, including humans and a tremendous variety of other races, including dwarves and elves.

Monstrosities. Frightening creatures that sometimes resemble beasts but that are often touched by magic and almost never benign.

Oozes. Gelatinous creatures that generally have no fixed shape. They are mostly subterranean, dwelling in caves and dungeons.

Plants. Plant creatures, as opposed to ordinary plants, have some degree of sentience and mobility.

Undead. Once-living creatures brought to a horrifying state of undeath through the practice of necromantic magic or some unholy curse.

Tags

A creature might have one or more tags appended to its type, in parentheses. For example, an orc has the humanoid (orc) type. These parenthetical tags provide an additional layer of categorization for certain monsters, but they have no bearing on how a monster is used in combat.

Alignment

A creature's alignment provides a clue to its disposition. For example, a chaotic evil creature might be difficult to reason with and might attack characters on sight, whereas a neutral creature might be willing to negotiate. Alignment indicates whether a creature leans toward law or chaos and good or evil or whether a creature is neutral.

Any Alignment. Some creatures, such as the commoner, can have any alignment. In other words, you choose the creature's alignment. Depending on the creature, its alignment entry might indicate a tendency or aversion toward law, chaos, good, or evil.

Unaligned. Many creatures of low intelligence have no comprehension of law or chaos, good or evil. They don't make moral or ethical choices, but rather act on instinct. These creatures are unaligned, which means they don't have an alignment.

Armor Class

A creature that wears armor or carries a shield has an AC that takes its armor, shield, and Dexterity into account. Otherwise, a creature's AC is based on its Dexterity modifier and any natural armor or supernatural resilience it might possess.

If a creature wears armor or carries a shield, the kind of armor it wears or shield it carries is noted in parentheses after its AC value.

Hit Points

A creature usually dies or is destroyed when its hit points drop to 0. For more on hit points, see chapter two.

Speed

A creature's speed tells you how far it can move on its turn. For more information on speed, see chapter two.

All creatures have a walking speed; creatures that have no form of ground-based locomotion have a speed of 0 feet. Many of the creatures herein have one or more additional movement modes.

Climb. A creature that has a climbing speed can use all or part of its movement to move on vertical surfaces. The creature doesn't need to spend extra movement to climb.

Fly. A creature that has a flying speed can use its movement to fly. If a flying creature is knocked prone, has its speed reduced to 0, or is otherwise deprived of the ability to move, it falls unless it can hover or is being held aloft by magic, such as by the *fly* spell.

Swim. A creature that has a swimming speed doesn't need to spend extra movement to swim.

Ability Scores

Every creature has six ability scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma) and corresponding modifiers. For more information on ability scores and how they're used in play, see chapter one.

Saving Throws

The Saving Throws entry is reserved for creatures that are particularly adept at resisting certain kinds of effects.

Skills

The Skills entry is reserved for creatures that are proficient in one or more skills. For example, a creature that is very perceptive and stealthy might have higher-than-normal bonuses to Wisdom (Perception) and Dexterity (Stealth) checks.

Skills in a monster's stat block are shown with the total modifier—the monster's ability modifier plus its proficiency bonus. If a monster's stat block says "Stealth +6," roll a d20 and add 6 when the monster makes an ability check using Stealth.

ARMOR, WEAPON, AND TOOL PROFICIENCIES

Assume that a creature is proficient with its armor, weapons, and tools. If you swap out a creature's armor and weapons, you must decide whether the creature is proficient with its new equipment. See chapter three for what happens when you use these items without proficiency.

Vulnerabilities, Resistances, and Immunities

Some creatures have vulnerability, resistance, or immunity to certain types of damage. Particular creatures are even resistant or immune to damage from nonmagical attacks (a magical attack is an attack delivered by a spell, a magic item, or another magical source). In addition, some creatures are immune to certain conditions.

Senses

The Senses entry notes a creature's passive Wisdom (Perception) score, as well as any special senses the creature might have, such as the following senses.

Blindsight. A creature with blindsight can perceive its surroundings without having to rely on sight, within a specific radius.

Darkvision. A creature with darkvision can see in the dark within a specific radius. The creature can see in dim light as if it were bright light and in darkness as if it were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

Truesight. A creature with truesight can see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceive the original form of a shapechanger or a creature that is transformed by magic. Furthermore, the creature can see into the Ethereal Plane.

Languages

The languages that a creature can speak are listed in alphabetical order. Sometimes a creature can understand a language but not speak it, and this is noted in its entry.

Challenge

An appropriately equipped and well-rested party of four adventurers should be able to defeat a creature that has a challenge rating equal to their level without suffering any casualties.

Monsters that are significantly weaker than 1st-level characters have challenge ratings lower than 1.

Experience Points (XP)

The number of experience points a creature is worth is based on its Challenge. Typically, XP is awarded for defeating the monster.

Traits

Traits are special characteristics of the creature that are likely to be relevant in a combat encounter.

Actions

When a creature takes its action, it can choose from the options in the "Actions" section of its stat block. Chapter two describes other actions available to all creatures.

Melee and Ranged Attacks

The most common actions that a creature will take in combat are melee and ranged attacks. These can be spell attacks or weapon attacks, where the "weapon" might be a manufactured item or a natural weapon, such as a claw.

Hit. Any damage or other effects that occur as a result of an attack hitting a target are described here. As the DM, you have the option of taking average damage or rolling the damage; for this reason, both the average damage and the die expression are presented. For example, a monster might deal 4 (1d8) slashing damage with its longsword. That notation means you can have the monster deal 4 damage or you can roll 1d8 to determine the damage.

Reactions

If a creature can do something unusual with its reaction, that information is contained here. Most creatures do not have special reactions, in which case this section is absent. Reactions are explained in chapter two.

Limited Usage

Some special abilities—whether they are traits, actions, or reactions—have restrictions on the number of times they can be used.

X/Day. The notation “X/Day” means a special ability can be used a certain number of times and that a monster must finish a long rest to regain expended uses. For example, “1/Day” means a special ability can be used once and that the monster must finish a long rest to use it again.

Recharge X-Y. The notation “Recharge X-Y” means a monster can use a special ability once and that the ability then has a random chance of recharging during each subsequent round of combat. At the start of each of the monster’s turns, roll a d6. If the roll is one of the numbers in the recharge notation, the monster regains the use of the special ability. The ability also recharges when the monster finishes a short or long rest.

For example, “Recharge 6” means a monster can use the special ability once. Then, at the start of the monster’s turn, it regains the use of that ability if it rolls a 6 on a d6.

Monster Stat Blocks

The monsters appearing in the adventure are presented in this section in alphabetical order.

BUGBEAR

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (hide armor, shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (–1)	11 (+0)	9 (–1)

Skills Stealth +6, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included below).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

Bugbears are cruel and unruly humanoids that live to bully the weak and dislike being bossed around. Despite their intimidating builds, bugbears move with surprising stealth and are fond of setting ambushes.

CULTIST

Medium humanoid (any race), any non-good alignment

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	10 (+0)	11 (+0)	10 (+0)

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) slashing damage.

Cultists swear allegiance to dark powers. They conceal their activities to avoid being ostracized, imprisoned, or executed for their beliefs.

DEMOGORGON

Medium monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	3 (–4)	12 (+1)	5 (–3)

Skills Stealth +5, Perception +3

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 4 (1,100 XP)

Keen Smell. The demogorgon has advantage on Wisdom (Perception) checks that rely on smell.

Blood Frenzy. The demogorgon has advantage on melee attack rolls against any creature that doesn’t have all its hit points.

Regeneration. The demogorgon regains 10 hit points at the start of its turn. If the demogorgon takes acid or fire damage, this trait doesn’t function at the start of the demogorgon’s next turn. The demogorgon dies only if it starts its turn with 0 hit points and doesn’t regenerate.

ACTIONS

Multiattack. The demogorgon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

A predator of the Upside Down, the demogorgon hunts the dimension looking for unfortunate creatures that find their way there. The size and shape of an adult humanoid, the demogorgon's mouth encompasses its face and unfolds like a blossoming flower.

DOPPELGANGER

Medium monstrosity (shapechanger), neutral

Armor Class 14

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +6, Insight +3

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Shapechanger. The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Ambusher. In the first round of combat, the doppelganger has advantage on attack rolls against any creature it surprised.

Surprise Attack. If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

ACTIONS

Multiattack. The doppelganger makes two melee attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

Doppelgangers take on the appearance of other humanoids, throwing off pursuit or luring victims to their doom with misdirection and disguise.

EVIL MAGE

Medium humanoid (human), lawful evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses passive Perception 11

Languages Common, Draconic, Dwarvish, Elvish

Challenge 1 (200 XP)

Spellcasting. The mage is a 4th-level spellcaster that uses Intelligence as its spellcasting ability (spell save DC 13; +5 to hit with spell attacks). The mage knows the following spells from the wizard's spell list:

Cantrips (at will): *light*, *mage hand*, *shocking grasp*

1st Level (4 slots): *charm person*, *magic missile*

2nd Level (3 slots): *hold person*, *misty step*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 3 (1d8 - 1) bludgeoning damage.

Evil mages hunger for arcane power and dwell in isolated places, where they can perform terrible magical experiments without interference.

FLAMESKULL

Tiny undead, neutral evil

Armor Class 13
Hit Points 40 (9d4 + 18)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)

Skills Arcana +5, Perception +2
Damage Resistances lightning, necrotic, piercing
Damage Immunities cold, fire, poison
Condition Immunities charmed, frightened, paralyzed, poisoned, prone
Senses darkvision 60 ft., passive Perception 12
Languages Common
Challenge 4 (1,100 XP)

Illumination. The flameskull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

Magic Resistance. The flameskull has advantage on saving throws against spells and other magical effects.

Rejuvenation. If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a *dispel magic* or *remove curse* spell is cast on them.

Spellcasting. The flameskull is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared:

Cantrip (at will): *mage hand*
1st level (3 slots): *magic missile*, *shield*
2nd level (2 slots): *blur*, *flaming sphere*
3rd level (1 slot): *fireball*

ACTIONS

Multiattack. The flameskull uses Fire Ray twice.

Fire Ray. Ranged Spell Attack: +5 to hit, range 30 ft., one target. *Hit:* 10 (3d6) fire damage.

Spellcasters fashion flameskulls from the remains of dead wizards. When the ritual is complete, green flames erupt from the skull to complete its ghastly transformation.

GHOUL

Medium undead, chaotic evil

Armor Class 12
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 1 (200 XP)

ACTIONS

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ghouls roam the night in packs, driven by an insatiable hunger for humanoid flesh. Like maggots or carrion beetles, they thrive in places rank with decay and death.

GIANT SPIDER

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 26 (4d10 + 4)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages —
Challenge 1 (200 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Usually found underground, the lair of a giant spider is often festooned with webs holding helpless victims.

GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	10 (+0)	10 (+0)	8 (–1)	8 (–1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Goblins are black-hearted, gather in overwhelming numbers, and crave power, which they abuse.

HOBGOBLIN

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (–1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

Marital Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Hobgoblins are cunning, disciplined warriors who crave conquest. They impose a strict military hierarchy and are often found in the company of goblins and bugbears.

OCHRE JELLY

Large ooze, unaligned

Armor Class 8

Hit Points 45 (6d10 + 12)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (–2)	14 (+2)	2 (–4)	6 (–2)	1 (–5)

Damage Resistances acid

Damage Immunities lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 2 (450 XP)

Amorphous. The jelly can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The jelly can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage.

REACTIONS

Split. When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly.

Ochre jellies stalk and consume organic creatures, and they have enough bestial cunning to avoid large groups.

OGRE

Large giant, chaotic evil

Armor Class 11 (hide armor)
Hit Points 59 (7d10 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8
Languages Common, Giant
Challenge 2 (450 XP)

ACTIONS

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Ogres are lazy, angry, ten-foot-tall giants that live by raiding and scavenging.

ORC

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)
Hit Points 15 (2d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30./120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Orcs are renowned for their barbarism. They have stooped postures, low foreheads, and piglike faces with prominent lower canines that resemble a boar's tusks.

OWLBEAR

Large monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 3 (700 XP)

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

The owlbear's reputation for ferocity, stubbornness, and sheer ill temper makes it one of the most feared predators of the wild. There is little, if anything, that a hungry owlbear fears.

SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands languages it knew in life but can't speak
Challenge 1/4 (50 XP)

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Assemblages of bones animated by dark magic, skeletons heed the summons of those who create them or rise of their own accord in places saturated with deathly magic.

STIRGE

Tiny beast, unaligned

Armor Class 14 (natural armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/8 (25 XP)

ACTIONS

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

A stirge is a winged pest that feeds on the blood of living creatures, drawing sustenance through its proboscis, which it uses to pierce a victim's flesh while clutching onto its prey with hooked claws.

THESSALHYDRA

Huge monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 69 (6d12 + 30)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	20 (+5)	5 (-3)	10 (+0)	7 (-2)

Skills Perception +4

Damage Immunities acid

Condition Immunities blinded, charmed, deafened, frightened, stunned

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 4 (1,100 XP)

ACTIONS

Multiattack. The thessalhydra makes one maw attack and one Flurry of Bites.

Flurry of Bites. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (4d4) poison damage.

Maw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 5 (1d10) acid damage.

Tail Pincer. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage, and the target is grappled. As an action, the target can escape

the grapple by succeeding on a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check (its choice). Until this grapple ends, the thessalhydra can't use its tail pincer.

Acid Saliva (Recharge 5-6). The thessalhydra spits a glob of acid at a point it can see within 30 feet of it. Each creature within 10 feet of that point must make a DC 15 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The thessalhydra can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The thessalhydra regains spent legendary actions at the start of its turn.

Detect. The thessalhydra makes a Wisdom (Perception) check with advantage.

Tail Swipe. The thessalhydra makes a tail pincer attack.

The thessalhydra is a strange and terrible creature with eight heads surrounding a large, circular mouth rimmed with jagged teeth. Its maw drips with acid, and its tail ends with a pair of sharp pincers. The thessalhydra is gluttonous and damaging to any environment.

TROGLODYTE

Medium humanoid (troglodyte), chaotic evil

Armor Class 11 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Skills Stealth +2

Senses darkvision 60 ft., passive Perception 10

Languages Troglodyte

Challenge 1/4 (50 XP)

Chameleon Skin. The troglodyte has advantage on Dexterity (Stealth) checks made to hide.

Stench. Any creature other than a troglodyte that starts its turn within 5 feet of the troglodyte must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all troglodytes for 1 hour.

Sunlight Sensitivity. While in sunlight, the troglodyte has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The troglodyte makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

TWIG BLIGHT

Small plant, neutral evil

Armor Class 13 (natural armor)

Hit Points 4 (1d6 + 1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	12 (+1)	4 (-3)	8 (-1)	3 (-4)

Skills Stealth +3

Damage Vulnerabilities fire

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages understands Common but can't speak

Challenge 1/8 (25 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from a dead shrub.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

This skittering creature resembles a small, leafless, walking plant. Twig blights hide by rooting themselves among ordinary plants.

WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Wolves are found in subarctic and temperate regions of the world, running in packs.

YOUNG GREEN DRAGON

Large dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +4, Con +6, Wis +4, Cha +5

Skills Deception +5, Perception +7, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 8 (3,900 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Green dragons delight in corrupting the good-hearted. They prefer to dwell in ancient forests.

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it can make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Zombies are corpses imbued with a semblance of life.

APPENDIX C: CONDITIONS

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of a spell, a class feature, a monster's attack, or other effect. Most conditions, such as blinded, are impairments, but a few, such as invisible, can be advantageous.

A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't.

The following definitions specify what happens to a creature while it is subjected to a condition.

Blinded

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

Charmed

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

Deafened

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

Frightened

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

Grappled

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated (see the condition).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the *thunderwave* spell.

Incapacitated

- An incapacitated creature can't take actions or reactions.

Invisible

- An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

Paralyzed

- A paralyzed creature is incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Petrified

- A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has resistance to all damage.
- The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

Poisoned

- A poisoned creature has disadvantage on attack rolls and ability checks.

Prone

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

Restrained

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

Stunned

- A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

Unconscious

- An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- The creature drops whatever it's holding and falls prone.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

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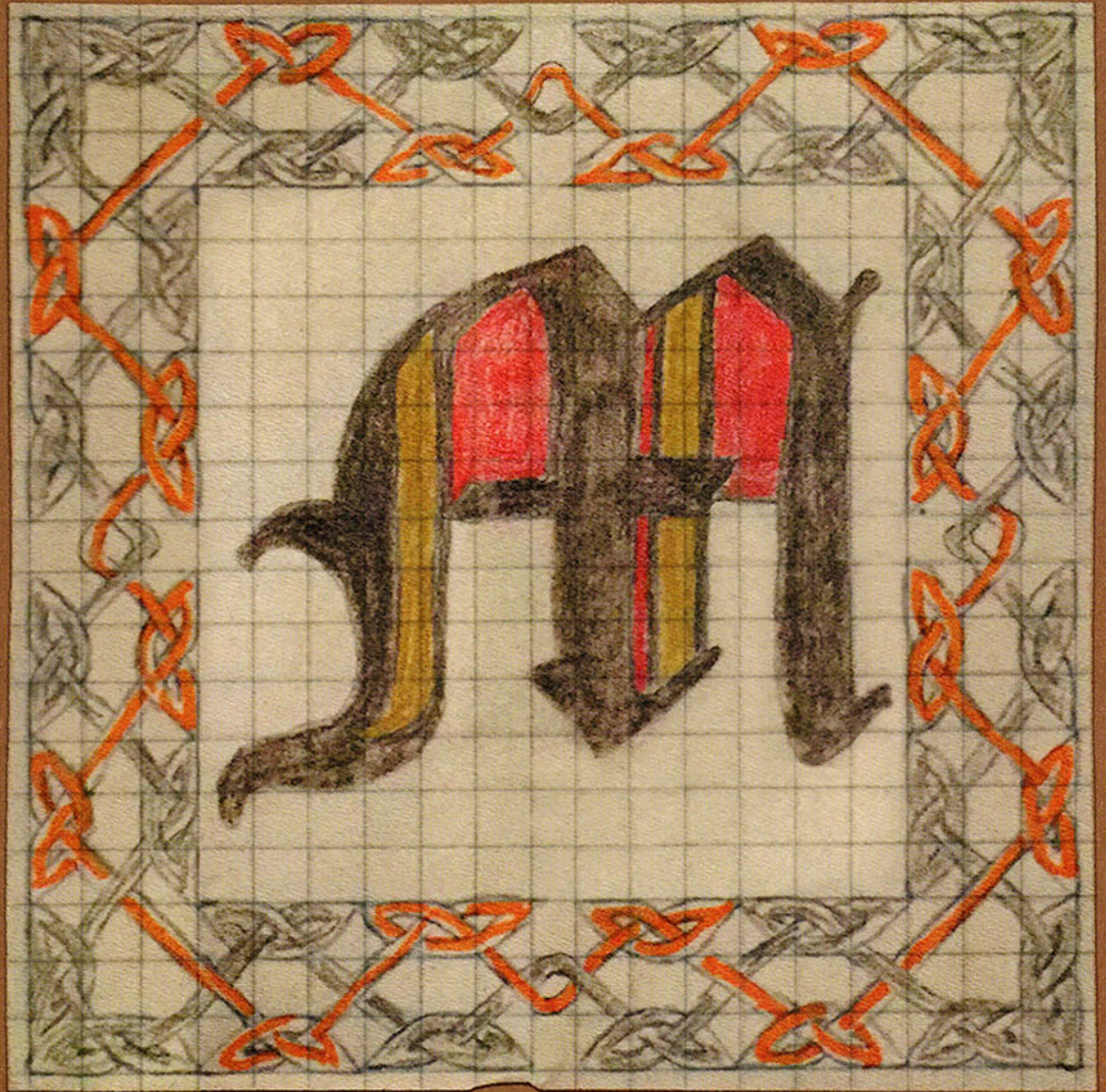


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ADVENTURE BOOK

Hunt for the
THESSALHYDRA



A D&D® Campaign
by

MIKE WHEELER



Drawn by Will the Wise himself



"Will the Wise"

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NOTES TO MYSELF (AS DUNGEON MASTER)

We should be able to finish this story in one night (maybe a long weekend if Dustin really gets caught up in the roleplaying), but don't rush it. As long as everyone's having fun, let it take as long as necessary. It's all about the fun.

Describe each scene. Tell them what their characters see or hear or feel at the start, then just let them go. They say what the characters do, and I tell them what happens. But don't take control of their characters. I control everything else—the monsters, the nonplayer characters (NPCs, like Sir Tristan), even the environment (like traps)—and the dice reveal how things turn out!

All creatures written with an underline can be found in the Monsters section of the rulebook.

Don't worry too much about getting the rules right or being perfect as a DM (that's short for Dungeon Master). Just relax, let things happen naturally, and enjoy playing the game. If things get confusing—especially in combat—do what seems fair and move on.

Like the rulebook says, my job as DM is to make sure everyone has a good time and that the story moves along smoothly.

THE WHOLE STORY

The characters have been summoned by Sir Tristan, the ruler of a small domain in a lonely stretch of mountains. A terrible monster called a thessalhydra has been attacking his realm. It is a strange and dreadful creature with eight heads surrounding a large circular mouth rimmed with jagged teeth. Its maw drips with acid, and its tail ends in a pair of sharp pincers. Tristan asks the characters to get rid of this menace.

The thessalhydra was last seen going into caverns belonging to an unfriendly tribe of troglodytes. The characters must enter the caverns and deal with the stinky trogs. Following the thessalhydra's trail leads them into a cursed labyrinth, where they meet the Lost Knight. He will help them escape only if they prove themselves worthy by solving his riddles.

The way to escape from the labyrinth is through a portal into a strange, dark, parallel dimension called the Upside Down. There the characters meet the Proud Princess, a powerful adventurer who has her own quest and wants nothing to do with the characters. She shows them the way out of the Upside Down and into the thessalhydra's lair.

If the characters can beat the thessalhydra and bring its heads back to Sir Tristan, they have successfully finished this adventure.

AUDIENCE WITH SIR TRISTAN

Start the adventure in Sir Tristan's throne room. The characters have met Tristan before. He sponsored them on an earlier adventure and proved himself to be a kind ruler to his people and a good friend to the characters. They can trust him.

Sir Tristan says that lately a monster called a thessalhydra appears out of nowhere and attacks local farms, villages, and even Tristan's castle. All his soldiers together could barely fight it off. After each attack, the thessalhydra disappears into the woods and leaves no trail.

Tristan can't send his guards after the monster. They must protect the castle (and they know they're not strong enough to beat the monster). He asks the characters to hunt down and kill the thessalhydra, then return with its heads. (Tristan wants them stuffed and mounted over his throne.)

This scene is all about conversation. The characters are talking directly to Sir Tristan, but there are others here too—royal advisors, guards who fought the monster, and such. They treat the characters well—they're the heroes Sir Tristan turns to in his time of need. Give them confidence to take bold action (sometimes Will needs to be reminded that he's playing a character, not just himself).

GIFTS FROM SIR TRISTAN

Sir Tristan offers them huge rewards to go on this dangerous mission. Begin by offering 100 gold pieces each and let them negotiate if they want more. If the group gets too greedy, Sir Tristan reminds them that they're old friends.

Once the deal is struck, Sir Tristan might have a surprise for the group. If the characters negotiated a fair deal and respected their friendship with Sir Tristan, he will give them some magic equipment that will be useful in this adventure. If they were greedy or acted like they didn't care about their friendship with Sir Tristan, he won't give them anything extra.

He starts with two bags of holding, so that they can easily carry the thessalhydra's severed heads. Then, for each character, he provides a ring of protection and a potion of healing. Finally, he has two weapons—a wand of magic missiles and this greatsword:

Winter's Dark Bite. This greatsword is made of an unknown black metal. In most cases, it works as a +1 greatsword. But when used against a thessalhydra, it works as a +3 greatsword. While in the Upside Down, it works as a +4 greatsword.

RUMORS ON THE ROAD

As the characters search for the thessalhydra, they meet other people along the way. Give them a few short roleplaying encounters.

Some NPCs have useful info, and others are just distractions.

But make sure the scenes are fun, or the group might ignore them (especially Lucas—he'll want to be all business).

- A merchant offers them one apple each. He says that local apples tasted better before the thessalhydra arrived. That's why he's sure the monster's lair is in the apple orchards to the north.
- A traveling priest says that often lesser monsters worship bigger ones. There are troglodytes in a nearby set of caverns. They might know something about the thessalhydra.
- A woodcutter warns them that some of the caves around here are cursed. "Once you enter, you get lost in the twisting tunnels and never escape."
- An elderly farmer doesn't believe there is a thessalhydra. He thinks it's just a big owlbear that is raiding settlements for its supper. "I ain't never seen no thessalhydra, but owlbears we got plenty of around here!"

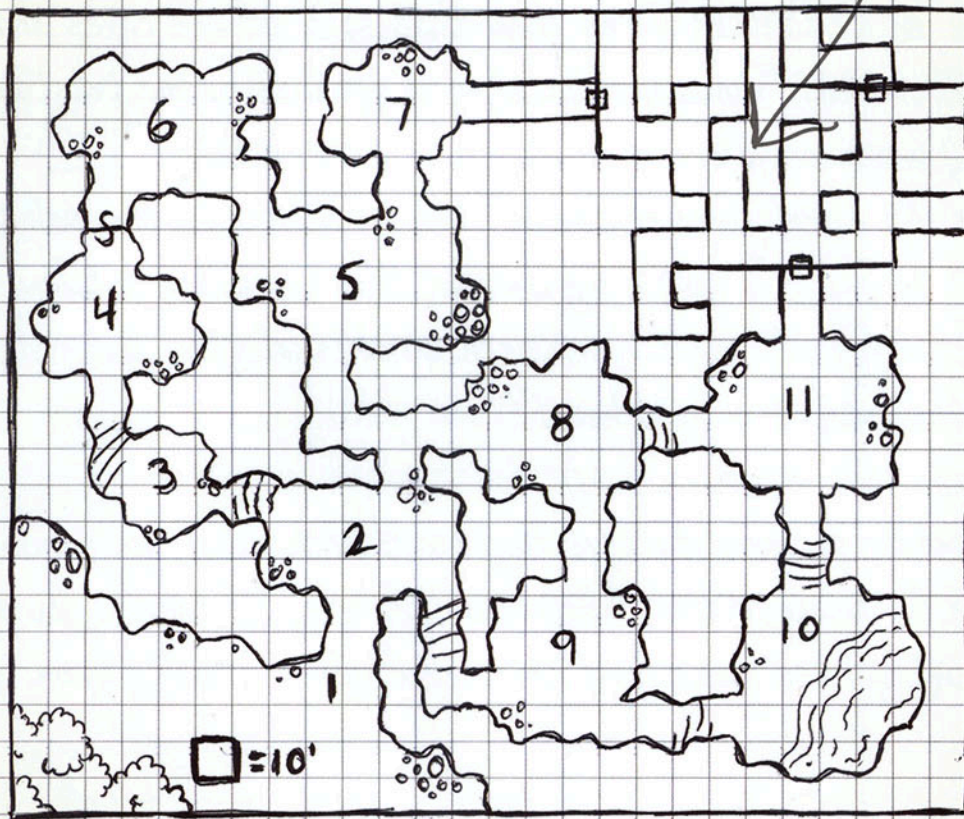
When the players start getting bored with roleplaying encounters, it's time for them to find the troglodyte caves. If they've wandered off following false leads, just have them luckily stumble upon the right cave.

TROGLODYTE CAVERNS

Have one character (group's choice) make a DC 12 ability check— Intelligence (Nature) if they're searching for the troglodyte caves, Wisdom (Survival) if they're searching for the thessalhydra's tracks, or another skill that matches their actions.

If the check succeeds, they have arrived at the troglodyte caves. Use the map to describe what the characters see. Let them pick in what order they explore the caves. When they reach a numbered area, see that area's description on one of the following pages.

The Cursed Labyrinth



If the skill check fails, they still arrive at the caves, but unluckily do so at the same time as a returning hunting party of 8 troglodytes. They must defeat the hunting party before they can enter the caves.

Area 1: Cave Entrance. A successful DC 15 Intelligence (Investigation) or Wisdom (Survival) check reveals that the cave's mouth has recently been visited by about 25 troglodytes, the thessalhydra, and an owlbear.

Area 2: Empty Cave. Nothing of interest here. The floor becomes too rocky to follow footprints anymore.

Area 3: Trapped Hall. The cave is empty, but the hall to area 4 is trapped, which requires a successful DC 10 ability check to detect, using Intelligence (Investigation), or disarm, using Dexterity. If triggered, the roof collapses. Anyone in the hall must make a DC 10 Dexterity save. Those who fail take 2d6

+ 2 bludgeoning damage. Those who succeed take half as much damage. The hall becomes impassable.

Area 4: Treasure Room. This is where the troglodytes keep their few valuable items. There are 200 gp in coins and gems, plus artwork and other valuables worth 200 gp more. The secret door that connects to area 6 needs a successful DC 15 ability check to detect, using Intelligence (Investigation), or open, using Dexterity.

Area 5: Common Chamber. This is where most of the troglodytes sleep. Ten troglodytes are here, but they are terrified and try to run away into area 6 as soon as they see the characters.

Area 6: Noble Chamber. This is where the five troglydyte leaders sleep. The head trog is a fair and noble ruler (like a trog version of Sir Tristan). He'd rather talk than fight (unlike most trogs, he speaks Common). But if the group angers him, all the trogs attack and fight to the death. If the group politely asks about the thessalhydra, he'll say that it comes in from the woods, passes through the caves, and enters the Cursed Labyrinth. It never travels the opposite way.

Area 7: False Treasure Room. This room is like area 4, but everything is broken and worthless. One vase is trapped, requiring a successful DC 10 Intelligence (Investigation) check to detect and a successful DC 10 Dexterity check to disarm. If triggered, the hall to area 5 collapses. Anyone in the hall must make a DC 10 Dexterity save. Those who fail take $2d6 + 2$ bludgeoning damage. Those who succeed take half as much damage. The hall becomes impassable.

Area 8: Guard Post. Eight troglydyte guards are stationed here. If the characters enter or make too much noise in an adjoining room (for example, have a fight or argument), the guards attack.

Area 9: Owlbear. One owlbear is here and sleeping. Characters may attempt Dexterity (Stealth) checks against its passive Perception (13). Failure means it wakes up and attacks.

Area 10: Water Pool. A natural spring feeds a 10-foot-deep pool of clear, fresh water. In the pool lives a giant frog, which leaps out and attacks the first character to touch the water.

Area 11: Shrine. This is where the troglodytes come to worship their dark god, Laogzed. There's an altar and a statue of an ugly, frog-like creature. On the altar are pieces of rotten meat and 50 gp worth of coins and small gems.

THE CURSED LABYRINTH

It seems like a normal maze with twisting, turning hallways that intersect, but there is no solution to this maze. Its path is completely random, and if you turn around to retrace your steps, you find that the path has changed behind you.

Random Path. Use the first few hallways as shown on the map (taped into the book a few pages ago), but when the characters move off the map, use the table below to figure out what they find next. If the characters turn around, the maze remains the same until they go around a corner or open a door. From that point on, the labyrinth makes a new random path.

d20 Result

- 1-2 1d10 map squares straight, then dead end
- 3-5 1d6 map squares straight, then reroll
- 6-8 1d4 map squares straight, then turn left
- 9-11 1d4 map squares straight, then turn right
- 12-14 Special encounter (described on the next page)
- 15-16 1d4 map squares straight, then T intersection
- 17-18 1d6 map squares straight, then a four-way intersection
- 19 Reroll, but also add a door
- 20 Reroll, but also add a secret door

SPECIAL ENCOUNTERS

While going through the Cursed Labyrinth, the characters will have some interesting encounters. Roll on the following table (if you get the same result twice, reroll or choose an encounter).

d6	Encounter
1	Damaged Walls
2	Treasure
3	Pit Trap
4	Troglodytes
5	Skeletons
6	The Lost Knight

Damaged Walls. The next hallway the characters enter shows signs of damage, like a powerful beast has rampaged through here. The group can easily tell that this damage was done by the thessalhydra.

Treasure. They find the remains of an ancient adventurer who died trying to escape the labyrinth. The body has treasure worth 3d20 gold pieces.

Pit Trap. The hallway has a pit trap somewhere along its length. Characters must make a successful DC 12 Intelligence (Investigation) check to detect the trap, and a successful DC 12 Dexterity check to safely move past it. Those who fail the Dexterity check fall in and take 1d6 bludgeoning damage. Climbing out of the pit is easy to do.

Troglodytes. Four troglodytes, members of the tribe from the caverns who ran into the labyrinth to escape the thessalhydra, have been trapped here for two weeks. They're mad with hunger and immediately attack.

Skeletons. Eight skeletons, the undead remains of adventurers, come shambling down the hallway to attack the characters.

The Lost Knight. See details on the next page.

THE LOST KNIGHT

The characters encounter the Lost Knight—a mysterious figure dressed in a full suit of armor who is trapped in the Cursed Labyrinth.

The knight is at the far end of a long hallway (60 feet from the group). He says he knows their quest is to slay a great monster. He'll help them if they solve his two riddles.

The first riddle is simple. All they have to do is catch him. He runs around the corner and calls back:

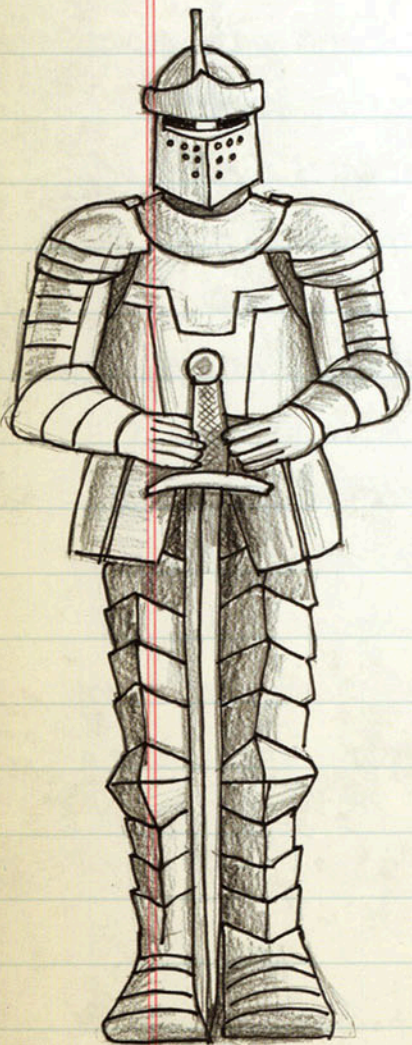
"At my heels you nip in this game we play. But cursed is the maze, and lost am I. So who's chasing whom? Oh, who's to say? The front is the back. Hello is goodbye."

If the characters chase him, use the Random Path table to generate the hallways (reroll results of 1 and 2). Every time they round a corner, they see him escape at the other end of the hall.

The solution is to stop chasing the Lost Knight, turn around, and go back the way they came. Once the group goes back one room, they automatically find the Knight's second riddle.

Second Riddle. The characters see the Lost Knight standing in a doorway at the far side of a large room. "You solved my first riddle," he says. "Now can you find the missing piece to finish my collection?"

He points to three shelves above the doorway. Then he steps through the door, which closes and magically locks behind him (cannot be picked or broken down).



The first two shelves each have two small statues, and the third one has only one statue.

Shelf 1 Statues. A man with a crown and a bag of coins.

Shelf 2 Statues. A woman with a crown and a jar of honey.

Shelf 3 Statue. A common woman wearing an apron and an empty space for a second statue.

In the room is a large table covered with many small statues, including a cake, a pie, a spinning wheel, a basket of laundry, a plate with a steak, a toy soldier, a sword, and twenty-four sculptures of crows.

To solve the riddle, the characters must put the right statue from the table in the empty space on shelf 3. If they put a wrong sculpture on the shelf, everyone in the room takes 1d4 lightning damage. They must try again. If they put the right statue there, the door opens.

Solution. The basket of laundry. These are the characters from the nursery rhyme "Sing a Song of Sixpence."

Clues:

1. It's based on a nursery rhyme.
2. There are "four-and-twenty" statues of "black birds."
3. Tell them the name of the nursery rhyme and let them look up the words.

The Knight's Prize. After the group solves both of the Lost Knight's riddles, he congratulates them on being so clever.

The knight explains that the Cursed Labyrinth is not in our world. It is built in a demiplane. The thessalhydra has found a way to push through it to a place called the Upside Down. The Lost Knight shows the characters how that is done, but warns that this is a one-way passage—they'll have to find a different way home.

THE UPSIDE DOWN

The Upside Down is a kind of alternate dimension—an echo of the Material Plane (where we all live). That means in some ways it's very similar to our world, but in others it's completely different.

The Upside Down is a cold, dark place. It's always night there, and the air is always cold (like just before a snow storm). You never feel warm in the Upside Down. Also, characters get no natural healing while in the Upside Down: no matter how long you rest, you don't regain any hit points, and you can't spend Hit Dice. Magical healing still works.

In places where our world and the Upside Down touch each other, the Upside Down looks like our world—the same buildings, trees, and other structures—but they're always broken and ruined. These are the places where you can cross between planes, if you know how.

In places where the worlds don't touch, the Upside Down looks like a haunted forest.



WINTER'S DARK BITE IN THE UPSIDE DOWN

The sword that the characters might have received from Sir Tristan, Winter's Dark Bite, is made of metal mined from the Upside Down, so it gets even stronger when it's used here. While in the Upside Down, Winter's Dark Bite acts like a +4 greatsword.



UPSIDE DOWN ENCOUNTERS

This part of the adventure is mostly supposed to be scary, not dangerous. When the characters first arrive in the Upside Down, make it in the middle of the woods (an area that doesn't touch our world). Describe how lonely, dark, and desolate it is, with a cold wind blowing all the time.

Let the characters explore a little. Describe sections where the Upside Down touches our world in places that the group has already visited, so they can see scary, haunted versions. Have there be strange howling noises on the wind, and make it feel like something is stalking them, lurking just out of sight in the darkness.

They find tracks made by the thessalhydra, but also tracks made by other monsters. But the tracks are impossible to follow. The tracks come and go. Sometimes they loop back on themselves. None of it makes any sense.

When it's time to move the story forward, introduce the Proud Princess.

THE PROUD PRINCESS

With a blast of lightning and thunder, the Proud Princess appears on a hill near the characters. She is strong and proud, a warrior princess, who looks at the characters and instantly knows that they pose no danger to her. (No stats for her. She's not someone they should fight. If they insist on trying, they can hit her only with a critical hit, and even then she shrugs off whatever damage they do. Her attacks always hit them and deal $2d6 + 6$ slashing damage.)

The Proud Princess has a quest of her own, though she will not talk about the details. She warns the characters to stay out of her way, for their own safety. Simply to keep them away, she tells them how to find the thessalhydra.

The thessalhydra uses the Upside Down as a way to return to its lair without being tracked. The lair is a cave where the Material Plane and the Upside Down touch. A special plant grows there—a plant whose flowers bloom in both worlds. These flowers can be used to cross between worlds if you perform a certain ritual. A key component of this ritual is blood from a monstrosity (a type of creature). The thessalhydra is a monstrosity, so it can use its own blood to open a gateway.



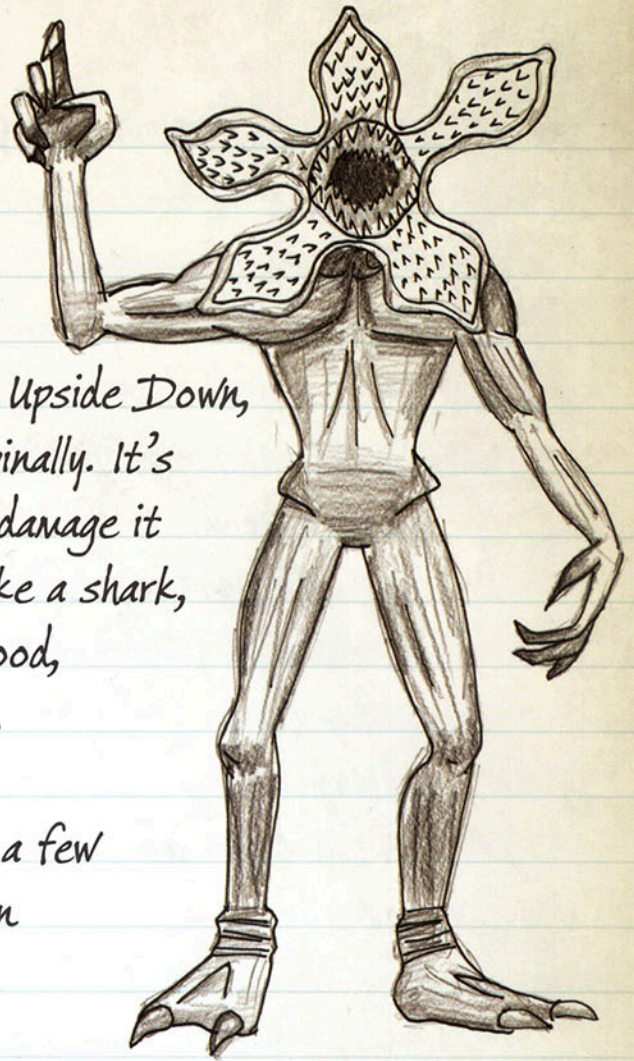
The Proud Princess can point them to the cavern where the flowers grow, but if the characters want to open a gateway, they'll also need the blood of a monstrosity. Luckily, she knows of one that has been stalking around the Upside Down lately: a demogorgon!

She tells them that the demogorgon is attracted to the smell of blood. The easiest way to get its attention is to spill blood on the ground. But since there are so few creatures in the Upside Down, the only source is the characters themselves. Using a weapon carefully, a character can do minor damage (cutting their palm) causing 1 hp of damage and spilling a small amount of blood. If the group spills a total of 3 hp worth of blood, the demogorgon will arrive 1d6 minutes later, leaping from the darkness and attacking the group.

If the characters don't want to spill their own blood, they can stalk the demogorgon, but this is very difficult. One character should try a DC 15 Wisdom (Survival) check for the group. If this is successful, they have found the demogorgon. If it fails, the group may try again (with the same character or a different one making the check). If the group fails three times, the demogorgon has found them and attacks, but the characters are surprised (see chapter 2 of the rulebook for how surprise works).

DEMOGORGON

A demogorgon is a monstrosity the size and shape of an adult human, but its mouth fills its face and opens like a blooming flower. One currently lives in the Upside Down, and no one knows where it came from originally. It's incredibly strong and can heal itself from damage it takes (even here in the Upside Down). Like a shark, a demogorgon is drawn to the scent of blood, and goes into a frenzy when blood is near.

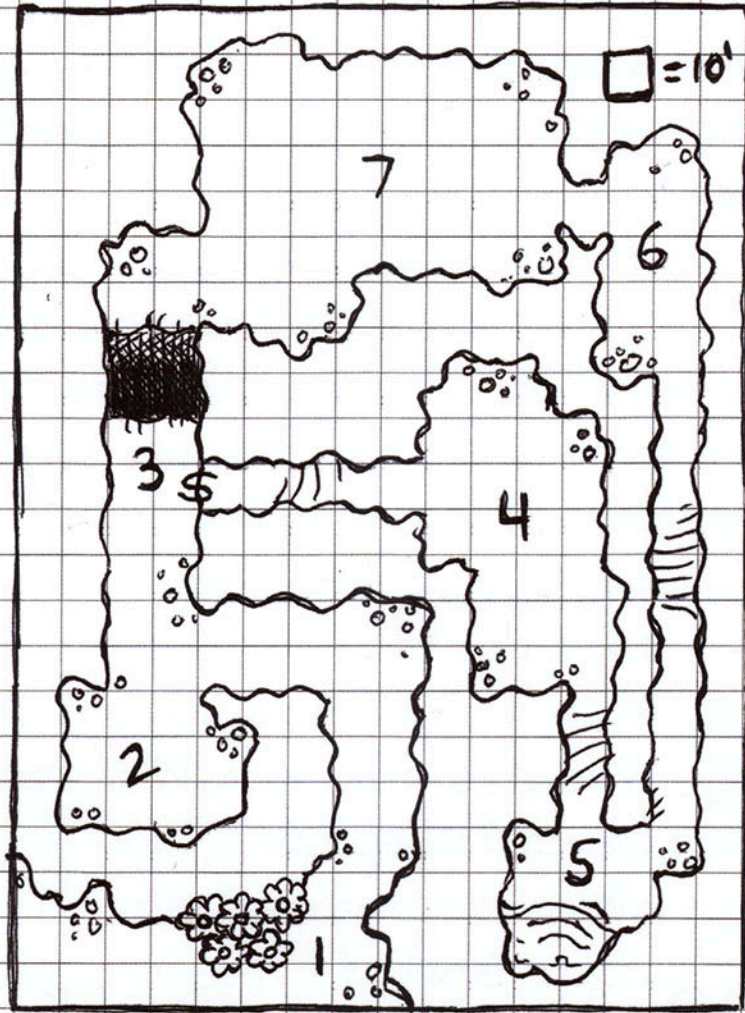


The Proud Princess says that they need a few ounces of blood from the creature to open a gateway (filling an empty potion vial will do nicely, but let the characters solve the problem). If the demogorgon is killed, they can get the blood easily. But let them try other ways if they don't want to fight to the death. For example, they can get blood off a sword blade immediately after it strikes and damages the creature (they must do this four times to get enough blood).

USING DEMOGORGON BLOOD

After the characters have gotten enough demogorgon blood, they can take it to the cavern with the flowers. If they pour the blood on one of the flowers, it bursts open violently (anyone standing next to the flower must succeed on a DC 12 Dexterity save or be knocked prone), creating a cross-planar gate. Stepping through leads to area 1 of the lair of the thessalydra.

LAIR OF THE THESSALHYDRA



When the characters step out of an oversized flower (like the one they stepped into in the Upside Down), they are back in the Material Plane—home. In fact, they are pretty close to Sir Tristan's castle (they can see the towers above the tree line). Prints in the dirt make it clear that the thessalhydra has come this way often, and the tracks lead into a nearby cave.

Area 1. Entrance to the cave. Some of the cross-planar flowers grow along the rocks here.

Area 2. This cave is thick with webs from floor to ceiling. Three giant spiders live here. If the characters don't bother them, they won't bother the characters.

Area 3. There's a 20-foot-wide pit. It takes a successful DC 12 Strength (Athletics) check to jump across. Failing a jump without a safety rope tied to you means you fall away into darkness and take 3d10 bludgeoning damage. The pit is 30 feet deep.

Nearby is a hidden passage (marked as an "S" on the map). It takes a successful DC 12 Wisdom (Perception) check to notice it. Once found, it can be used freely.

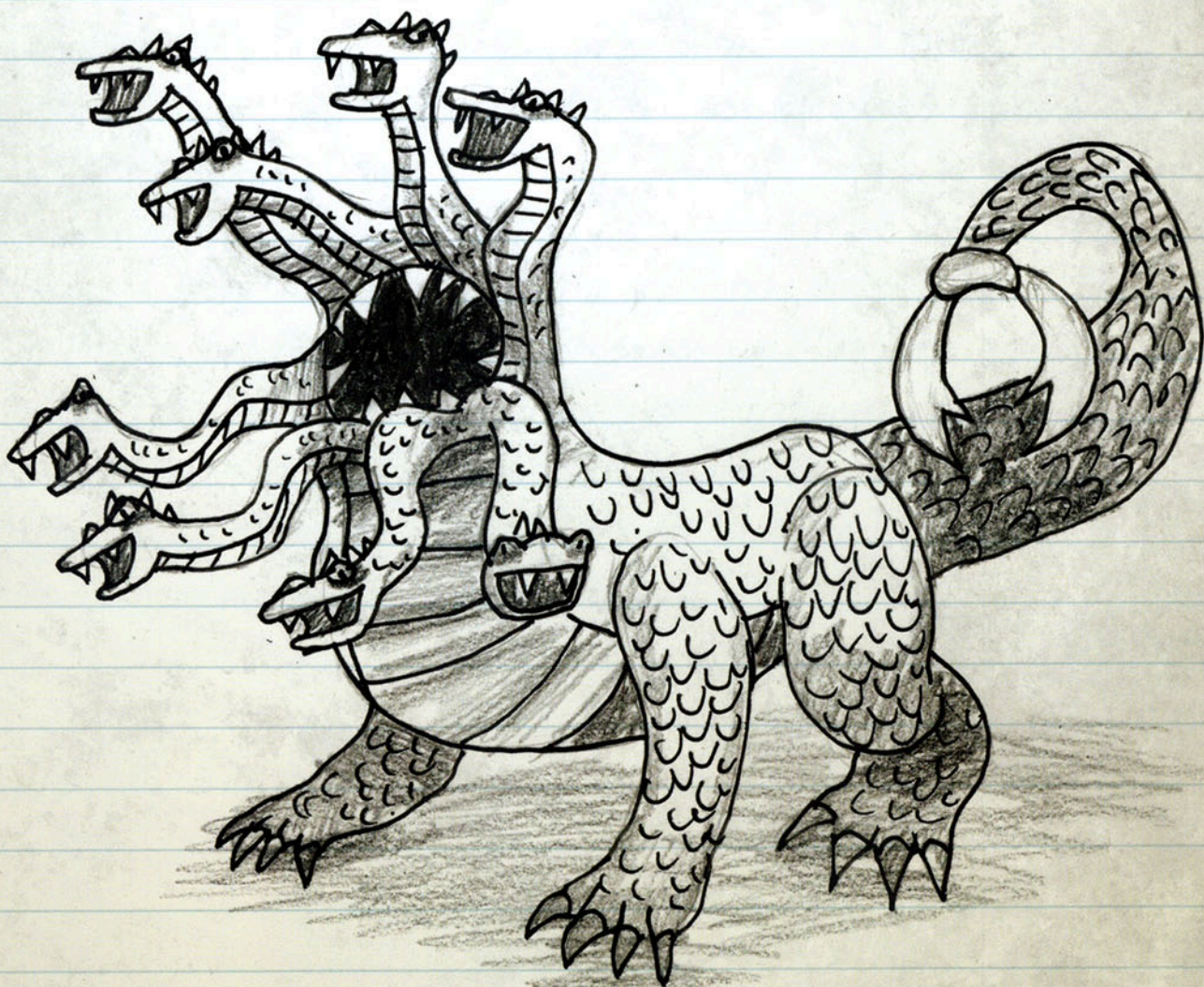
Area 4. A tribe of ten troglodytes live here. When the thessalhydra moved in, the trogs began to worship it as a god. Now they protect it while it sleeps. If the characters have already killed the thessalhydra, the trogs begin to worship them as their new gods.



Area 5. At the back of this cave is an area that appears wet, like a mud patch or a shallow puddle, and occasionally ripples or bubbles. It's actually an ochre jelly. If the characters don't bother it, it won't bother them.

Area 6. This is where the troglodytes go to leave offerings in worship of the thessalhydra. The walls are covered with small niches, each of which contains an offering. (See "Conclusion" below.)

Area 7. This cavern is where the thessalhydra lurks. It is here and sleeping. If the characters can sneak up on it, they can take the creature by surprise (see chapter 2 of the rulebook for how surprise works).



CONCLUSION

If the characters kill the thessalhydra, they have successfully completed this adventure. When they chop off the creature's heads and bring them back to Sir Tristan, he will welcome them as conquering heroes, shower them with treasure, and grant each one a boon (as long as it is within his power to do so). Additionally, in area 6 of the thessalhydra's lair they will find coins, gems, and artwork worth 1,000 gold pieces, plus one magic item of your (the Dungeon Master's) choice from appendix A from the rulebook.

NOTES

NOTES

Further Adventures

Perhaps the best reward of all is that the characters each gain a level. Use the information on the back of the character sheets to make them 4th level. They will then be ready to seek more adventure and rewards in future games of **DUNGEONS & DRAGONS!**



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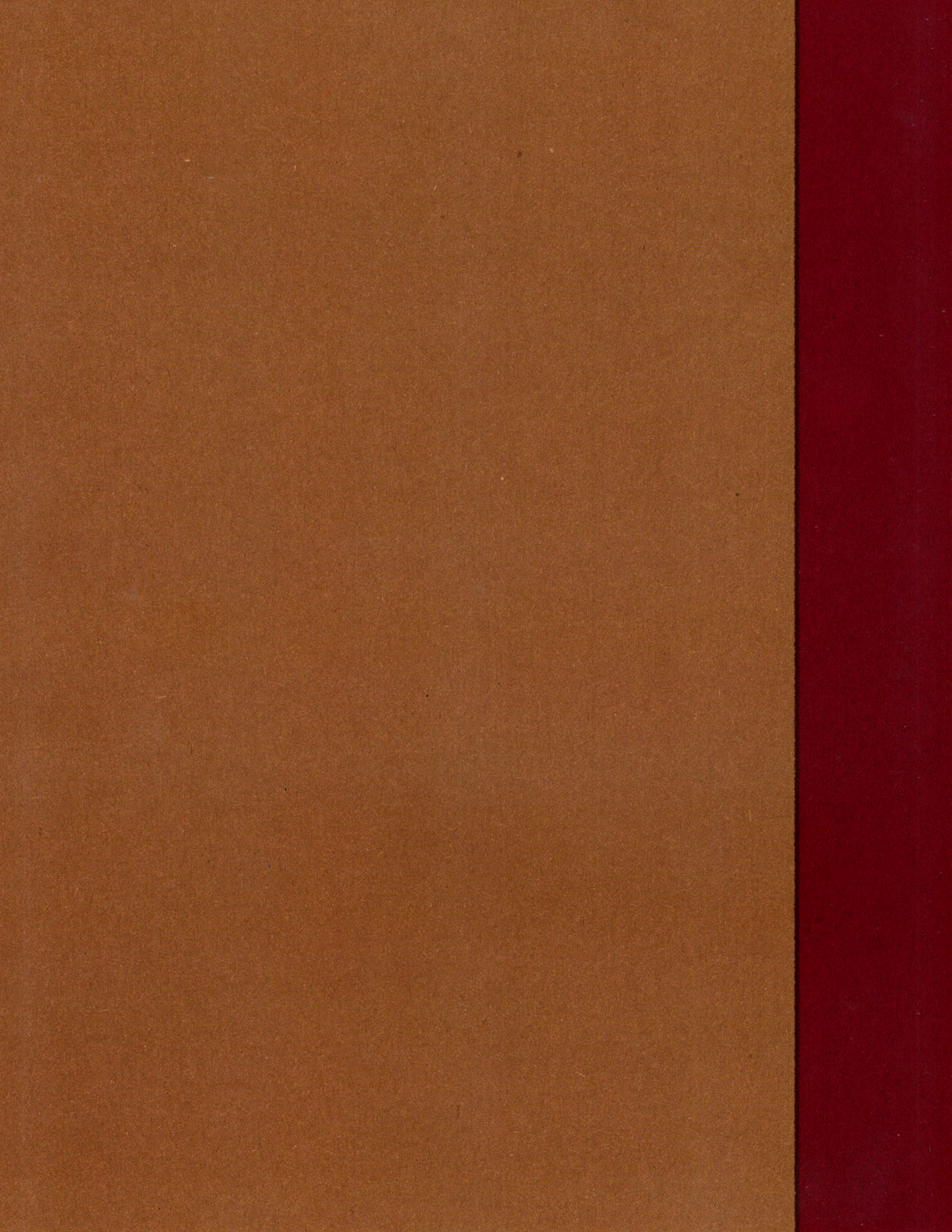
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DUNGEONS & DRAGONS® STRANGER THINGS

CHARACTER NAME

Bard 3
CLASS & LEVEL

Hill Dwarf
RACE

Entertainer
BACKGROUND

Neutral Good
ALIGNMENT

PLAYER NAME

900
EXPERIENCE POINTS

STRENGTH

-1

9

DEXTERITY

+2

14

CONSTITUTION

+2

14

INTELLIGENCE

+2

14

WISDOM

+0

10

CHARISMA

+2

14

INSPIRATION

+2

PROFICIENCY BONUS

- 1 Strength
- +4 Dexterity
- +2 Constitution
- +2 Intelligence
- +0 Wisdom
- +4 Charisma

SAVING THROWS

- +4 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +6 Arcana (Int)
- +0 Athletics (Str)
- +3 Deception (Cha)
- +3 History (Int)
- +2 Insight (Wis)
- +3 Intimidation (Cha)
- +6 Investigation (Int)
- +1 Medicine (Wis)
- +3 Nature (Int)
- +2 Perception (Wis)
- +4 Performance (Cha)
- +3 Persuasion (Cha)
- +3 Religion (Int)
- +4 Sleight of Hand (Dex)
- +4 Stealth (Dex)
- +1 Survival (Wis)

*See your equipment.

SKILLS

13

ARMOR CLASS

+3

INITIATIVE

25 ft.

SPEED

Hit Point Maximum 27

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Dagger*	+4	1d4 + 2 piercing
Rapier	+4	1d8 + 2 piercing

*You can throw a dagger 20 feet, or up to 60 feet with disadvantage on the attack roll.

Spell Slots. You have four 1st-level and two 2nd-level spell slots. To cast a spell of 1st level or higher, you must expend a slot of the spell's level or higher.

Spells Known. You know the following spells: Cantrips—*prestidigitation*, *vicious mockery*; 1st-level—*charm person*, *comprehend languages*, *detect magic*, *sleep*; 2nd-level—*invisibility*, *suggestion*. Spell descriptions are in the rulebook.

ATTACKS & SPELLCASTING

12

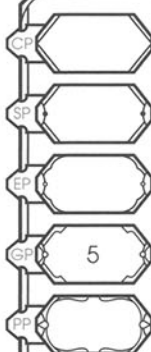
PASSIVE WISDOM (PERCEPTION)

Languages. Common, Dwarvish

Proficiencies. Acrobatics, Arcana (expertise), battleaxe, hand crossbow, disguise kit, drum, handaxe, harp, horn, Investigation (expertise), light armor, light hammer, longsword, lute, Performance, rapier, shortsword, simple weapons, smith's tools, Stealth, warhammer

Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the history skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

OTHER PROFICIENCIES & LANGUAGES



- Leather armor
- Dagger
- Rapier
- Ink (1 ounce bottle)
- Ink Pen
- Map or Scroll Case (2)
- Chest
- Fine Clothes (2)
- Lamp
- Oil (flask) (2)
- Paper (one sheet) (5)
- Perfume (vial)
- Sealing Wax
- Soap
- Drum
- Lute
- Disguise Kit

EQUIPMENT

Spellcasting Ability. Charisma is your spellcasting ability for your spells. The saving throw DC to resist a spell you cast is 12. Your attack bonus when you make an attack with a spell is +4. See the rulebook for rules on casting your spells.

Bardic Inspiration. You can inspire others through stirring words or music. Use a bonus action on your turn to grant one Bardic Inspiration die (1d6) to one creature other than yourself within 60 feet of you who can hear you. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw. You can use this two times. You regain expended uses when you finish a long rest.

Song of Rest. You can use soothing music or oration to help revitalize your wounded allies during a short rest. You or any friendly creature who spends one or more Hit Dice also regains an extra 1d6 hit points.

Cutting Words. You know how to use your wit to distract and confuse others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. The creature is immune if it can't hear you or if it's immune to being charmed.

Darkvision. You see in dim light within a 60-foot radius of you as if it were bright light, and in darkness in that radius as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

FEATURES & TRAITS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Dwarf

Kingdoms rich in ancient grandeur, halls carved into the roots of mountains, the echoing of picks and hammers in mines and blazing forges, a commitment to clan and tradition, and hatred of goblins and orcs—these common threads are the heritage of every dwarf.

Bold and hardy, dwarves are known as skilled warriors, miners, and workers of stone and metal. They can live to be more than 400 years old, so the oldest living dwarves often remember a very different world.

Dwarves are solid and enduring, like the mountains they love, weathering the centuries with stoic endurance. Individual dwarves are determined and loyal, true to their word and committed in action, sometimes to the point of stubbornness.

Dwarven Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level (included).

Bard

Whether scholar, skald, or scoundrel, a bard weaves magic through words and music to inspire allies, demoralize foes, and even heal wounds. Not every minstrel singing in a tavern or jester cavorting in a royal court is a bard. Discovering the magic hidden in music requires hard study and some measure of natural talent that most troubadours and jongleurs lack. A bard's life is spent wandering across the land gathering lore, telling stories, and living on the gratitude of audiences. After telling so many stories about heroes accomplishing mighty deeds, many bards take these themes to heart and assume heroic roles themselves.

Spellcasting. You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. See chapter 4 of the rulebook for general rules of spellcasting.

Jack of All Trades. You can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus (included).

Background

You thrive in front of an audience. You know how to entrance them, entertain them, and even inspire them. Your poetics can stir the hearts of those who hear you, awakening grief or joy, laughter or anger. Your music raises their spirits or captures their sorrow. Your dance steps captivate, your humor cuts to the quick. Whatever techniques you use, your art is your life.

By Popular Demand. You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

Gaining Levels

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add 1d8 (or 5) + 2 to your hit point maximum.

You gain access to more spells as you gain levels. The Spellcasting Advancement table shows how many bard cantrips you know as well as how many spell slots you have to cast your spells of 1st level and higher.

SPELLCASTING ADVANCEMENT

Level	Cantrips Known	Spells Known	—Spell Slots per Spell Level—		
			1st	2nd	3rd
3rd	2	6	4	2	—
4th	3	7	4	3	—
5th	3	8	4	3	2

4TH LEVEL: 2,700 XP

Spells. You learn one additional bard cantrip of your choice. In addition, you learn one more bard spell of your choice, and gain one additional 2nd-level spell slot.

Bardic Inspiration. You can use this feature three times before needing to rest and regain your uses.

Ability Score Improvement. Your Charisma increases to 16, which has the following effects:

- Your Charisma modifier becomes +3.
- Your spell saving throw DC increases to 13.
- Your bonus for your spell attacks increases to +5.
- Your modifier to Charisma saving throws increases by 1.
- Your modifier to Charisma-based skills increases by 1.

5TH LEVEL: 6,500 XP

Spells. You learn one more bard spell of your choice. In addition, you can now cast 3rd-level spells and gain two 3rd-level spell slots.

Bardic Inspiration. The bonus granted by your Bardic Inspiration die changes to 1d8.

Font of Inspiration. You regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Proficiency Bonus. Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for your spell attacks and for weapons you're proficient with.
- Your spell saving throw DC increases by 1.
- Your modifier for saving throws and skills you're proficient in (indicated by a ●) increases by 1.

IMPROVING YOUR ARMOR

As you acquire treasure, you can buy better armor to improve your Armor Class. The rulebook contains equipment, including armor.

DUNGEONS & DRAGONS® STRANGER THINGS

CHARACTER NAME

Cleric 3
CLASS & LEVEL

Acolyte
BACKGROUND

PLAYER NAME

Wood Elf
RACE

Lawful Good
ALIGNMENT

900
EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+3

16

CONSTITUTION

+2

14

INTELLIGENCE

+1

12

WISDOM

+2

14

CHARISMA

+0

10

INSPIRATION

+2

PROFICIENCY BONUS

- +0 Strength
- +3 Dexterity
- +2 Constitution
- +1 Intelligence
- +4 Wisdom
- +2 Charisma

SAVING THROWS

- +3 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +1 Arcana (Int)
- +0 Athletics (Str)
- +0 Deception (Cha)
- +3 History (Int)
- +4 Insight (Wis)
- +0 Intimidation (Cha)
- +1 Investigation (Int)
- +4 Medicine (Wis)
- +1 Nature (Int)
- +4 Perception (Wis)
- +0 Performance (Cha)
- +0 Persuasion (Cha)
- +3 Religion (Int)
- +3 Sleight of Hand (Dex)
- +3 Stealth (Dex)
- +2 Survival (Wis)

*See your equipment.

SKILLS

18

ARMOR CLASS

+3

INITIATIVE

35 ft.

SPEED

Hit Point Maximum 24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Crossbow, Light	+5	1d8 + 3 piercing
Mace	+2	1d6 Bludgeoning
Spiritual Weapon	+4	1d8 + 2 force

Cantrips. You know *guidance*, *light*, and *sacred flame*, and can cast them at will. Descriptions are found in the rulebook.

Spell Slots. You have four 1st-level spell slots and two 2nd-level spell slots you can use to cast your prepared spells.

Prepared Spells. You prepare five spells of 1st or 2nd level, in any combination, to make them available for you to cast, choosing from the cleric spell list in the rulebook. In addition, you always have four domain spells prepared: *bless*, *cure wounds*, *lesser restoration*, and *spiritual weapon*.

ATTACKS & SPELLCASTING

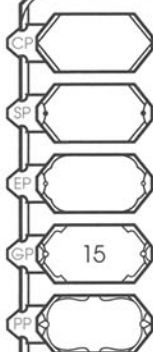
14

PASSIVE WISDOM (PERCEPTION)

Languages. Common, Elvish, Orc, Dwarvish

Proficiencies. Heavy armor, History, Insight, light armor, longbow, longsword, Medicine, medium armor, Perception, Religion, shields, shortbow, shortsword, simple weapons

OTHER PROFICIENCIES & LANGUAGES



- Shield
- Chain Mail
- Mace
- Light Crossbow
- Crossbow Bolts (20)
- Backpack
- Bedroll
- Common Clothes
- Mess Kit
- Rations (1 day) (10)
- Hempen Rope (50 feet)
- Tinderbox
- Torch (10)
- Waterskin
- Amulet
- Emblem

EQUIPMENT

Spellcasting Ability. Wisdom is your spellcasting ability for your spells. The saving throw DC to resist a spell you cast is 12. Your attack bonus when you make an attack with a spell is +4. See the rulebook for rules on casting your spells.

Disciple of Life. Your healing spells are particularly effective. Whenever you restore hit points to a creature with a spell of 1st level or higher, the creature regains additional hit points equal to 2 + the spell's level.

Channel Divinity. You can channel divine energy directly from your deity, using that energy to fuel one of two magical effects: Turn Undead or Preserve Life. Both effects require you use your action and present your holy symbol; you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Turn Undead. When you use Turn Undead, each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw (DC 12). If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turn trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can use the Dodge action.

Preserve Life. When you use Preserve Life, choose one or more creatures within 30 feet of you to heal, then distribute up to 15 hit points among them. This feature can restore a creature to no more than half of its hit point maximum. At 4th level, you can distribute 20 hit points, and at 5th level 25.

Darkvision. You see in dim light within a 60-foot radius of you as if it were bright light, and in darkness in that radius 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.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

FEATURES & TRAITS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Elf

Elves are people of otherworldly grace, living in the world but not entirely part of it. They live in places of ethereal beauty, in the midst of ancient forests or in silvery spires glittering with faerie light, where soft music drifts through the air and gentle fragrances waft on the breeze. Elves love nature and magic, art and artistry, music and poetry. Elves can live over 700 years. They are more often amused than excited, and more likely to be curious than greedy. They tend to remain aloof and unfazed by petty happenstance, and they trust in diplomacy and compromise to resolve differences before they escalate to violence.

Most elves dwell in small forest villages hidden among the trees. Their contact with outsiders is usually limited, though a few elves make a good living by trading crafted items for metals, which they have no interest in mining.

Trance. Elves don't need to sleep. They meditate deeply, remaining semiconscious, for 4 hours a day and gain the same benefit a human does from 8 hours of sleep.

Cleric

Clerics are intermediaries between the mortal world and the distant planes of the gods. As varied as the gods they serve, clerics strive to embody the handiwork of their deities. No ordinary priest or temple servant, a cleric is imbued with divine magic.

Divine Domain. You draw magic from the divine domain—a sphere of magical influence—associated with your deity. Your domain lets you have certain spells, such as *bless* and *cure wounds*, always prepared.

Your domain is Life, which is affiliated with many gods of good. Work with your DM to decide what your specific deity or pantheon are, and what additional details may arise from that.

Background

You have spent your life in the service of a temple to a specific god or pantheon of gods. You act as an intermediary between the realm of the holy and the mortal world. But you are not a cleric.

Work with your DM to detail the nature of your religious service. Were you a lesser functionary in a temple, raised from childhood to assist the priests in the sacred rites? Or were you a high priest who suddenly experienced a call to serve your god in a different way? Perhaps you were the leader of a small cult outside of any established temple structure, or even an occult group that served a fiendish master that you now deny.

Shelter of the Faithful. As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith. Those who share your religion will support you (but only you) at a modest lifestyle.

Gaining Levels

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add 1d8 (or 5) + 2 to your hit point maximum.

You gain access to more spells as you gain levels. You can prepare a number of spells equal to your level + your Wisdom modifier, as shown in the Spellcasting Advancement table. You also gain more spell slots.

SPELLCASTING ADVANCEMENT

Level	Prepared Spells	—Spell Slots per Spell Level—		
		1st	2nd	3rd
3rd	5	4	2	—
4th	7	4	3	—
5th	8	4	3	2

4TH LEVEL: 2,700 XP

Spells. You learn one more cleric cantrip of your choice. In addition, the number of spells you can prepare increases to 7.

Ability Score Improvement. Your Wisdom increases to 16, which has the following effects:

- Your Wisdom modifier becomes +3.
- Your spell saving throw DC increases to 13.
- Your bonus for your spell attacks increases to +5.
- Your bonus damage to *spiritual weapon* becomes +3.
- Your modifier to Wisdom saving throws increases by 1.
- Your modifier to Wisdom-based skills increases by 1.
- Because the modifier for your Perception skill increased, your passive Wisdom (Perception) score increases by 1.

5TH LEVEL: 6,500 XP

Spells. You can now prepare and cast 3rd-level spells, and the number of spells you can prepare increases to 8. In addition to the spells you chose to prepare, you always have two additional domain spells prepared: *beacon of hope* and *revivify*.

Proficiency Bonus. Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for your spell attacks and for weapons you're proficient with.
- Your spell saving throw DC and the DC for your Turn Undead each increase by 1.
- Your modifier for saving throws and skills you're proficient in (indicated by a ●) increases by 1.

Destroy Undead. When an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is 1/2 or lower.

IMPROVING YOUR ARMOR

As you acquire treasure, you can buy better armor to improve your Armor Class. The rulebook contains equipment, including armor.

DUNGEONS & DRAGONS® STRANGER THINGS

CHARACTER NAME

Paladin 3
CLASS & LEVEL

Soldier
BACKGROUND

PLAYER NAME

Human
RACE

Lawful Good
ALIGNMENT

900
EXPERIENCE POINTS

STRENGTH
+3
16

DEXTERITY
+0
10

CONSTITUTION
+2
14

INTELLIGENCE
+0
11

WISDOM
+2
14

CHARISMA
+2
14

INSPIRATION

+2 **PROFICIENCY BONUS**

SAVING THROWS

- +3 Strength
- +0 Dexterity
- +2 Constitution
- +0 Intelligence
- +4 Wisdom
- +4 Charisma

SKILLS

- +0 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +0 Arcana (Int)
- +5 Athletics (Str)
- +2 Deception (Cha)
- +0 History (Int)
- +4 Insight (Wis)
- +4 Intimidation (Cha)
- +0 Investigation (Int)
- +2 Medicine (Wis)
- +0 Nature (Int)
- +2 Perception (Wis)
- +2 Performance (Cha)
- +4 Persuasion (Cha)
- +0 Religion (Int)
- +0 Sleight of Hand (Dex)
- +0 Stealth (Dex)
- +2 Survival (Wis)

*See your equipment.

19 **ARMOR CLASS**

+0 **INITIATIVE**

30 ft. **SPEED**

Hit Point Maximum 28

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d10 **HIT DICE**

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Javelin	+5	1d6 + 3 piercing
Longsword	+5	1d8 + 3 slashing

Divine Smite. When you hit a creature with a melee weapon attack, you can expend one spell slot to deal 2d8 radiant damage in addition to the weapon's damage. The damage increases by 1d8 if the target is an undead or a fiend.

Spell Slots. You have three 1st-level spell slots you can use to cast your prepared spells.

Prepared Spells. You prepare three spells to make them available for you to cast, choosing from the following list: *bless*, *command*, *cure wounds*, *detect magic*, *heroism*, and *shield of faith*. In addition, you always have two oath spells prepared: *protection from evil and good* and *sanctuary*.

ATTACKS & SPELLCASTING

Divine Sense. As an action, you can open your awareness to detect the presence of strong evil and powerful good. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the name of a particular vampire, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated. You can use this feature three times. When you finish a long rest, you regain all expended uses.

Lay on Hands. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total of 15 hit points. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

Spellcasting Ability. Charisma is your spellcasting ability for your paladin spells. The saving throw DC to resist a spell you cast is 12. Your attack bonus when you make an attack with a spell is +4. See the rulebook for rules on casting your spells.

Divine Health. The divine magic flowing through you makes you immune to disease.

Channel Divinity. You can channel divine energy directly from your deity, using that energy to fuel one of two magical effects: Turn Undead or Preserve Life. Both effects require you use your action and present your holy symbol; you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

FEATURES & TRAITS

12 **PASSIVE WISDOM (PERCEPTION)**

Languages. Elvish, Common

Proficiencies. Athletics, dice set, heavy armor, Insight, Intimidation, light armor, martial weapons, medium armor, Persuasion, shields, simple weapons, vehicles (land)

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP 10

PP

- Shield
- Chain Mail
- Longsword
- Javelin (5)
- Backpack
- Bedroll
- Common Clothes
- Mess Kit
- Rations (1 day) (10)
- Hempen Rope (50 feet)
- Tinderbox
- Torch (10)
- Waterskin
- Amulet

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Human

Humans are the youngest of the common races, late to arrive on the world scene and short-lived in comparison to dwarves, elves, and dragons. But they are the innovators, the achievers, and the pioneers of the world.

Paladin

Whatever their origin and their mission, paladins are united by their paths to stand against the forces of evil. Whether sworn before a god's altar and the witness of a priest, in a sacred glade before nature spirits and fey beings, or in a moment of desperation and grief with the dead as the only witness, a paladin's oath is a powerful bond. It is a source of power that turns a devout warrior into a blessed champion.

Paladins train for years to learn the skills of combat, mastering a variety of weapons and armor. Even so, their martial skills are secondary to the magical power they wield: power to heal the sick and injured, to smite the wicked and the undead, and to protect the innocent and those who join them in the fight for justice.

Spellcasting. You have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does. See chapter 4 of the rulebook for general rules of spellcasting.

Sacred Oath. You have sworn an Oath of Devotion. This binds a paladin to the loftiest ideals of justice, virtue, and order. Sometimes called cavaliers, white knights, or holy warriors, these paladins meet the ideal of the knight in shining armor, acting with honor in pursuit of justice and the greater good. They hold themselves to the highest standards of conduct, and some, for better or worse, hold the rest of the world to the same standards.

Fighting Style (Defense). While you are wearing armor, you gain a +1 bonus to AC (included).

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

Turn the Unholy. As an action, you present your holy symbol and speak a prayer. Each fiend or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw (DC 12). If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Background

War has been your life for as long as you care to remember. You trained as a youth, studied the use of weapons and armor, learned basic survival techniques, including how to stay alive on the battlefield. You might have been part of a standing national army or a mercenary company, or perhaps a member of a local militia who rose to prominence during a recent war.

Military Rank. You have a rank from your career as a soldier. Soldiers loyal to your former military organization

still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Gaining Levels

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add 1d10 (or 6) + 2 to your hit point maximum.

You gain access to more spells as you gain levels. The Spellcasting Advancement table shows how many spell slots you have to cast your spells of 1st level and higher.

SPELLCASTING ADVANCEMENT

Level	—Spell Slots per Spell Level—		
	1st	2nd	3rd
3rd	3	—	—
4th	3	—	—
5th	4	2	—

4TH LEVEL: 2,700 XP

Prepared Spells. The number of spells you can prepare increases to 5.

Divine Sense. You can use this feature four times before needing to rest and regain your uses.

Lay on Hands. The total number of hit points you can restore increases to 20.

Ability Score Improvement. Your Charisma increases to 16, which has the following effects:

- Your Charisma modifier becomes +3.
- Your spell saving throw DC increases to 13.
- Your bonus for your spell attacks increases to +5.
- Your modifier to Charisma saving throws increases by 1.
- Your modifier to Charisma-based skills increases by 1.

5TH LEVEL: 6,500 XP

Known Spells. Add the following 2nd-level paladin spells to the list of spells you can prepare: *aid* and *magic weapon*.

Lay on Hands. The total number of hit points you can restore increases to 25.

Divine Smite. The extra damage increases by 1d8 for each spell level higher than 1st, to a maximum of 5d8.

Spells. You can now cast 2nd-level spells and gain one 1st-level spell slot and two 2nd-level spell slots. In addition to the spells you prepare, you always have two additional oath spells prepared: *lesser restoration* and *zone of truth*.

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

Proficiency Bonus. Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for your spell attacks and for weapons you're proficient with.
- Your spell saving throw DC increases by 1.
- Your modifier for saving throws and skills you're proficient in (indicated by a ●) increases by 1.

IMPROVING YOUR ARMOR

As you acquire treasure, you can buy better armor to improve your Armor Class. The rulebook contains equipment, including armor.

DUNGEONS & DRAGONS® STRANGER THINGS

CHARACTER NAME _____

Ranger 3
CLASS & LEVEL

Half-Orc
RACE

Outlander
BACKGROUND

Neutral Good
ALIGNMENT

PLAYER NAME _____

900
EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

+2

14

CONSTITUTION

+2

14

INTELLIGENCE

+0

10

WISDOM

+1

12

CHARISMA

+0

10

INSPIRATION

+2

PROFICIENCY BONUS

- +5 Strength
- +4 Dexterity
- +2 Constitution
- +0 Intelligence
- +1 Wisdom
- +0 Charisma

SAVING THROWS

- +2 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- +0 Arcana (Int)
- +5 Athletics (Str)
- +0 Deception (Cha)
- +0 History (Int)
- +3 Insight (Wis)
- +2 Intimidation (Cha)
- +0 Investigation (Int)
- +1 Medicine (Wis)
- +0 Nature (Int)
- +3 Perception (Wis)
- +0 Performance (Cha)
- +0 Persuasion (Cha)
- +0 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +3 Survival (Wis)

*See your equipment.
SKILLS

16

ARMOR CLASS

+2

INITIATIVE

30 ft.

SPEED

Hit Point Maximum 28

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME ATK BONUS DAMAGE/TYPE

Longbow +6 1d8 + 2 piercing

Shortsword +5 1d6 + 3 piercing

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

Spell Slots. You have three 1st-level spell slots. To cast a spell, you must expend a slot of the spell's level or higher.

Spells Known. You know the following spells: *curer wounds*, *hunter's mark*, and *longstrider*.

ATTACKS & SPELLCASTING

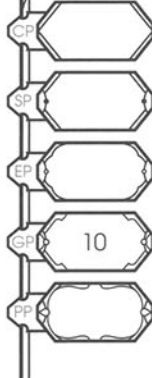
13

PASSIVE WISDOM (PERCEPTION)

Languages. Common, Orc, Deep Speech, Elvish

Proficiencies. Animal Handling, Athletics, horn, Insight, Intimidation, light armor, martial weapons, medium armor, Perception, shields, simple weapons, Survival

OTHER PROFICIENCIES & LANGUAGES



- Scale Mail
- Shortsword
- Longbow
- Arrows (20)
- Backpack
- Bedroll
- Traveler's Clothes
- Hunting Trap
- Mess Kit
- Rations (1 day) (10)
- Hempen Rope (50 feet)
- Tinderbox
- Torch (10)
- Waterskin
- Staff

EQUIPMENT

Favored Enemy (Monstrosities). You have significant experience studying, tracking, and hunting monstrosities. You have advantage on Wisdom (Survival) checks to track monstrosities, as well as on Intelligence checks to recall information about them.

Natural Explorer (Forest). You are particularly familiar with forests and are adept at traveling and surviving in such regions. When you make an Intelligence or Wisdom check related to forests, your proficiency bonus is doubled if you are using a skill you are proficient in. While traveling for an hour or more in a forest, you gain the following benefits:

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

Fighting Style (Archery). You gain a +2 to attack rolls you make with ranged weapons (included).

Spellcasting Ability. Wisdom is your spellcasting ability for your ranger spells, since your magic draws on your attunement to nature. The saving throw DC to resist a spell you cast is 11. Your attack bonus when you make an attack with a spell is +3. See the rulebook for rules on casting your spells.

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

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.

FEATURES & TRAITS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Half-Orc

Orc and human tribes sometimes form alliances, joining forces into a larger horde to the terror of civilized lands nearby. When these alliances are sealed by marriages, half-orcs are born. Some half-orcs rise to become proud chiefs of orc tribes, their human blood giving them an edge over their full-blooded orc rivals. Some venture into the world to prove their worth among humans and other more civilized races. Many of these become adventurers, achieving greatness for their mighty deeds and notoriety for their barbaric customs and savage fury.

Half-orcs' grayish pigmentation, sloping foreheads, jutting jaws, prominent teeth, and towering builds make their orcish heritage plain for all to see. Orcs regard battle scars as tokens of pride and ornamental scars as things of beauty.

Half-orcs feel emotion powerfully. Rage doesn't just quicken their pulse; it makes their bodies burn. An insult stings like acid, and sadness saps their strength. But they laugh loudly and heartily, and simple bodily pleasures—feasting, drinking, wrestling, drumming, and wild dancing—fill their hearts with joy. They tend to be short-tempered and sometimes sullen, more inclined to action than contemplation and to fighting than discussing. The most accomplished half-orcs are those with enough self-control to get by in a civilized land.

Ranger

Warriors of the wilderness, rangers specialize in hunting the monsters that threaten the edges of civilization. They learn to track their quarry as a predator does, moving stealthily through the wilds and hiding themselves in brush and rubble. Rangers focus their combat training on techniques that are particularly useful against their specific favored foes.

Though a ranger might make a living as a hunter, a guide, or a tracker, a ranger's true calling is to defend the outskirts of civilization from the ravages of monsters and humanoid hordes that press in from the wild. A ranger's talents and abilities are honed with deadly focus on the grim task of protecting the borderlands.

Spellcasting. Thanks to their familiarity with the wilds, rangers acquire the ability to cast spells that harness nature's power, much as a druid does. Their spells, like their combat abilities, emphasize speed, stealth, and the hunt. See chapter 4 of the rulebook for general rules of spellcasting.

Background

You grew up in the wilds, far from civilization and the comforts of town and technology. You've witnessed the migration of herds larger than forests, survived weather more extreme than any city-dweller could comprehend, and enjoyed the solitude of being the only thinking creature for miles in any direction. The wilds are in your blood, whether you were a nomad, an explorer, a recluse, a hunter-gatherer, or even a marauder. Even in places where you don't know the specific features of the terrain, you know the ways of the wild.

Wanderer. You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Gaining Levels

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add 1d10 (or 6) + 2 to your hit point maximum.

You gain access to more spells as you gain levels. The Spellcasting Advancement table shows how many ranger spells you know as well as how many spell slots you have to cast your spells of 1st level and higher.

SPELLCASTING ADVANCEMENT

Level	Spells Known	—Spell Slots per Spell Level—		
		1st	2nd	3rd
3rd	3	3	—	—
4th	3	3	—	—
5th	4	4	2	—

4TH LEVEL: 2,700 XP

Ability Score Improvement. Your Wisdom increases to 14, which has the following effects:

- Your Wisdom modifier becomes +2.
- Your spell saving throw DC increases to 12.
- Your bonus for your spell attacks increases to +4.
- Your modifier to Wisdom saving throws increases by 1.
- Your modifier to Wisdom-based skills increases by 1.

5TH LEVEL: 6,500 XP

Spells Known: You learn one additional ranger spell. Add one of the following to your Spells Known list: *lesser restoration*, *pass without trace*, or *silence*.

Spells. You can now cast 2nd-level spells and gain two 2nd-level spell slots.

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

Proficiency Bonus. Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for your spell attacks and for weapons you're proficient with.
- Your spell saving throw DC increases by 1.
- Your modifier for saving throws and skills you're proficient in (indicated by a ●) increases by 1.

IMPROVING YOUR ARMOR

As you acquire treasure, you can buy better armor to improve your Armor Class. The rulebook contains equipment, including armor.

DUNGEONS & DRAGONS® STRANGER THINGS

CHARACTER NAME

Wizard 3
CLASS & LEVEL

Acolyte
BACKGROUND

PLAYER NAME

Half-Elf
RACE

Neutral Good
ALIGNMENT

900
EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+2

14

CONSTITUTION

+2

14

INTELLIGENCE

+3

16

WISDOM

+1

12

CHARISMA

+1

12

INSPIRATION

+2

PROFICIENCY BONUS

- 1 Strength
- +2 Dexterity
- +2 Constitution
- +5 Intelligence
- +3 Wisdom
- +1 Charisma

SAVING THROWS

- +2 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +5 Arcana (Int)
- 1 Athletics (Str)
- +1 Deception (Cha)
- +3 History (Int)
- +3 Insight (Wis)
- +1 Intimidation (Cha)
- +5 Investigation (Int)
- +3 Medicine (Wis)
- +3 Nature (Int)
- +1 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- +5 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +3 Survival (Wis)

*See your equipment.

SKILLS

12

ARMOR CLASS

+2

INITIATIVE

30 ft.

SPEED

Hit Point Maximum 20

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Dagger	+4	1d4 + 2 piercing
Ray of Frost	+5	1d8 cold
Shocking Grasp	+5	1d8 lightning

Cantrips. You know *mage hand*, *ray of frost*, and *shocking grasp*, and can cast them at will.

Spell Slots. You have four 1st-level spell slots and two 2nd-level spell slots you can use to cast your prepared spells.

Prepared Spells. You prepare four 1st-level spells and two 2nd-level spells to make them available for you to cast, choosing from the spells in your spellbook.

Spellbook. You have a spellbook containing these spells: 1st-level—*burning hands*, *detect magic*, *mage armor*, *magic missile*, *shield*, *sleep*, *thunderwave*; 2nd-level—*flaming sphere*, *misty step*. Descriptions are in the rulebook.

ATTACKS & SPELLCASTING

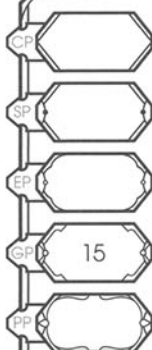
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PASSIVE WISDOM (PERCEPTION)

Languages. Common, Dwarvish, Elvish, Orc, Deep Speech

Proficiencies. Arcana, light crossbows, dagger, dart, dice set, Insight, Investigation, Medicine, quarterstaff, Religion, sling, Survival

OTHER PROFICIENCIES & LANGUAGES



- Dagger
- Crystal
- Backpack
- Bedroll
- Traveler's Clothes
- Component Pouch
- Mess Kit
- Rations (1 day) (10)
- Hempen Rope (50 feet)
- Spellbook
- Tinderbox
- Torch (10)
- Waterskin
- Holy Symbol
- Prayer Book
- Incense Sticks (5)
- Vestments
- Common Clothes

EQUIPMENT

Spellcasting Ability. Intelligence is your spellcasting ability for your spells. The saving throw DC to resist a spell you cast is 13. Your attack bonus when you make an attack with a spell is +5. See the rulebook for rules on casting your spells.

Arcane Recovery. You can regain some of your magical energy by studying your spellbook. Once per day during a short rest, you can choose to recover expended spell slots with a combined level equal to less than half your wizard level (rounded down).

Darkvision. You see in dim light within a 60-foot radius of you as if it were bright light, and in darkness in that radius 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.

Evocation Savant. The gold and time you must spend to copy an evocation spell into your spellbook is halved.

Sculpt Spells. When you cast an evocation spell that affects other creatures you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

FEATURES & TRAITS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Half-Elf

Walking in two worlds but truly belonging to neither, half-elves combine what some say are the best qualities of their elf and human parents: human curiosity, inventiveness, and ambition tempered by the refined senses, love of nature, and artistic tastes of the elves. Some half-elves live among humans, set apart by their emotional and physical differences, watching friends and loved ones age while time barely touches them. Others live with the elves, growing restless as they reach adulthood in the timeless elven realms, while their peers continue to live as children. Many half-elves, unable to fit into either society, choose lives of solitary wandering or join with other misfits and outcasts in the adventuring life.

Wizard

Wizards are supreme magic-users. Drawing on the subtle weave of magic that permeates the cosmos, they cast spells of explosive fire, arcing lightning, subtle deception, and brute-force mind control. The mightiest wizards learn to conjure elementals from other planes of existence, glimpse the future, or turn slain foes into zombies.

Background

You have spent your life in the service of a temple to a specific god or pantheon of gods. You act as an intermediary between the realm of the holy and the mortal world. But you are not a cleric.

Work with your DM to detail the nature of your religious service. Were you a lesser functionary in a temple, raised from childhood to assist the priests in the sacred rites? Or were you a high priest who suddenly experienced a call to serve your god in a different way? Perhaps you were the leader of a small cult outside of any established temple structure, or even an occult group that served a fiendish master that you now deny.

Shelter of the Faithful. As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith. Those who share your religion will support you (but only you) at a modest lifestyle.

Gaining Levels

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add 1d6 (or 4) + 2 to your hit point maximum.

You gain access to more spells as you gain levels. You can prepare a number of spells equal to your level + your Intelligence modifier, as shown in the Spellcasting Advancement table. You also gain more spell slots

SPELLCASTING ADVANCEMENT

Level	Prepared Spells	—Spell Slots per Spell Level—		
		1st	2nd	3rd
3rd	6	4	2	—
4th	8	4	3	—
5th	9	4	3	2

ADDING TO YOUR SPELLBOOK

Each time you gain a wizard level, you can add two wizard spells of your choice to your spellbook, chosen from the wizard spell list in the rulebook. Each of these spells must be of a level for which you have spell slots. On your adventures, you might also find scrolls or books containing other spells you can add to your spellbook.

Copying a Spell into the Book. When you find a wizard spell, you can add it to your spellbook if it is of a level for which you have spell slots and if you can spare the time to decipher and copy it.

For each level of the spell, the process takes 2 hours and requires 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

4TH LEVEL: 2,700 XP

Spells. You learn one more wizard cantrip of your choice. In addition, you gain one 2nd-level spell slot.

Ability Score Improvement. Your Intelligence increases to 18, which has the following effects:

- Your Intelligence modifier becomes +4.
- Your spell saving throw DC increases by 1.
- Your bonus for your spell attacks increases to +6.
- Your modifier to Intelligence saving throws increases by 1.
- Your modifier to Intelligence-based skills increases by 1.

5TH LEVEL: 6,500 XP

Spells. You can prepare and cast 3rd-level spells and you gain two 3rd-level spell slots.

Proficiency Bonus. Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for your spell attacks and for weapons you're proficient with.
- Your spell saving throw DC increases by 1.
- Your modifier for saving throws and skills you're proficient in (indicated by a ●) increases by 1.

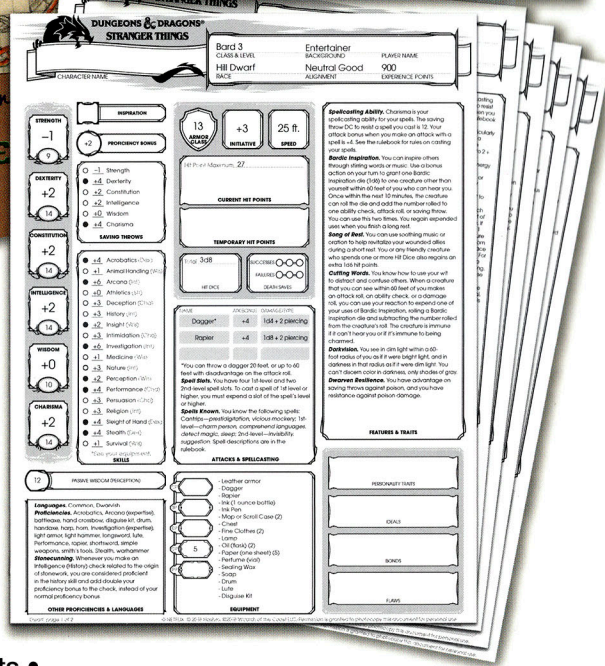
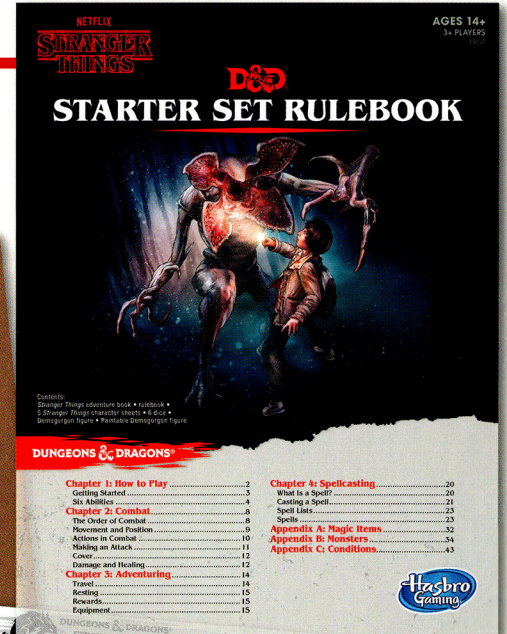
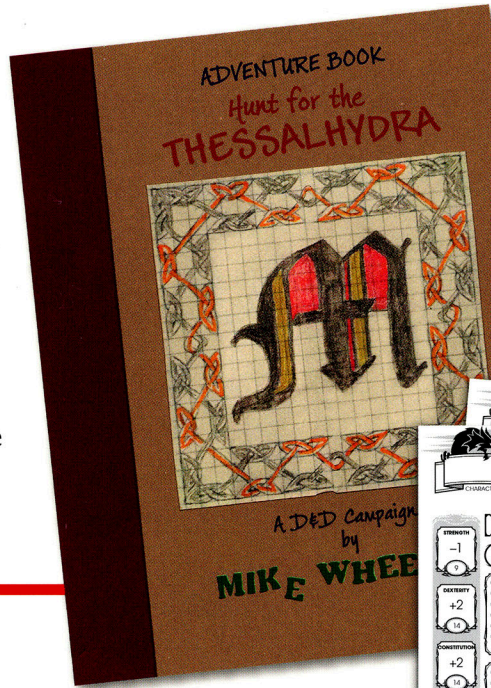
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