

The Serpent Amphora 5e Quickstart

SLARECIAN
-VAULT-

Everything you need to begin your
adventure in the Scarred Lands
by Travis Legge

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The Serpent Amphora Originally: Joseph D. Carriker, Jr.

Special Thanks: Matt McElroy for his unfaltering support.



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TABLE OF CONTENTS

THE SERPENT AMPHORA	8	ABILITIES AND CHECKS	22
INTRODUCTION	8	ABILITY SCORES AND MODIFIERS	22
ADVENTURE BACKGROUND	9	ADVANTAGE AND DISADVANTAGE	22
Locales Of Note	10	PROFICIENCY BONUS	23
CHAPTER ONE: THE CARNIVAL OF FLOWERS	11	ABILITY CHECKS	23
THE FOOTRACES	11	CONTESTS	23
ELDER ROD DUELS	12	SKILLS	24
ARCHERY COMPETITION	12	Variant: Skills With Different Abilities	25
BARDIC COMPETITION	12	PASSIVE CHECKS	25
ADDITIONAL ROLEPLAYING OPPORTUNITIES	13	WORKING TOGETHER	25
CHAPTER TWO: A MIDNIGHT INCURSION	14	Group Checks	25
A STRANGER IN NEED	14	USING EACH ABILITY	26
A Visit From Radraan	15	STRENGTH	26
UNREDEEMED ASAATTHI IN TRELA	15	Strength Checks	26
ASAATTHI HUNTING GROUPS	16	Attack Rolls And Damage	26
CHAPTER THREE: HUNT FOR THE AMPHORA	17	Lifting And Carrying	26
INTO THE BLOOD STEPPES	18	DEXTERITY	26
The Doll Trap	18	Dexterity Checks	26
Travel Through The Blood Steppes	18	Attack Rolls And Damage	27
ASAATTHI CAMP	19	Armor Class	27
The Storm Of Battle	19	Initiative	27
The Red Witch	20	Hiding	27
WITHIN THE CAVERN	20	CONSTITUTION	27
The Chest	21	Constitution Checks	27
CONCLUSION	21	Hit Points	28
THE SERPENT AMPHORA	21	INTELLIGENCE	28
MAGIC ITEMS	21	Intelligence Checks	28
Wanderer's Boots	21	Spellcasting Ability	28
BASIC 5E RULES	22	WISDOM	28
		Wisdom Checks	28
		Spellcasting Ability	29
		CHARISMA	29
		Charisma Checks	29

Spellcasting Ability	29	MOVING AROUND OTHER CREATURES	37
SAVING THROWS	29	Flying Movement	37
TIME	30	CREATURE SIZE	37
MOVEMENT	30	Space	37
SPEED	30	Squeezing Into A Smaller Space	37
Travel Pace	30	ACTIONS IN COMBAT	37
SPECIAL TYPES OF MOVEMENT	31	Attack	37
Climbing, Swimming, And Crawling	31	Cast A Spell	37
Jumping	31	Dash	38
THE ENVIRONMENT	31	Disengage	38
FALLING	31	Dodge	38
SUFFOCATING	31	Help	38
VISION AND LIGHT	31	Hide	38
Blindsight	32	Ready	38
Darkvision	32	Search	38
Truesight	32	Use An Object	38
FOOD AND WATER	32	MAKING AN ATTACK	38
FOOD	32	Attack Rolls	38
WATER	32	Unseen Attackers And Targets	39
INTERACTING WITH OBJECTS	32	Ranged Attacks	39
RESTING	33	Melee Attacks	39
SHORT REST	33	CONTESTS IN COMBAT	40
LONG REST	33	Shoving A Creature	40
COMBAT	34	COVER	40
COMBAT STEP BY STEP	34	DAMAGE AND HEALING	40
Surprise	34	HIT POINTS	40
Initiative	34	Damage Rolls	41
Your Turn	34	DAMAGE RESISTANCE AND VULNERABILITY	41
Reactions	35	HEALING	42
MOVEMENT AND POSITION	35	DROPPING TO 0 HIT POINTS	42
Breaking Up Your Move	36	Instant Death	42
Difficult Terrain	36	Falling Unconscious	42
Being Prone	36	Death Saving Throws	42
INTERACTING WITH OBJECTS AROUND YOU	36	STABILIZING A CREATURE	42
		MONSTERS AND DEATH	42
		Knocking A Creature Out	42
		TEMPORARY HIT POINTS	42

MOUNTED COMBAT	43	STATISTICS FOR OBJECTS	50
Mounting And Dismounting	43	POISONS	51
Controlling A Mount	43	Sample Poisons	51
UNDERWATER COMBAT	44	SPELLCASTING	52
CONDITIONS	44	WHAT IS A SPELL?	52
Blinded	44	SPELL LEVEL	52
Charmed	44	KNOWN AND PREPARED SPELLS	52
Deafened	44	SPELL SLOTS	52
Exhaustion	44	Casting A Spell At A Higher Level	53
Frightened	44	CANTRIPS	53
Grappled	45	RITUALS	53
Incapacitated	45	CASTING TIME	53
Invisible	45	Bonus Action	53
Paralyzed	45	Reactions	53
Petrified	45	Longer Casting Times	53
Poisoned	45	RANGE	53
Prone	45	CASTING A SPELL	53
Restrained	45	COMPONENTS	54
Stunned	45	Verbal (V)	54
Unconscious	45	Somatic (S)	54
SITUATIONAL RULES	46	Material (M)	54
TRAPS	46	DURATION	54
TRAPS IN PLAY	46	Instantaneous	54
Triggering A Trap	46	Concentration	54
Detecting And Disabling A Trap	46	TARGETS	54
Trap Effects	46	A Clear Path To The Target	54
Complex Traps	47	Targeting Yourself	55
SAMPLE TRAPS	47	AREAS OF EFFECT	55
Collapsing Roof	47	Cone	55
Falling Net	47	Cube	55
Pits	47	Cylinder	55
Poison Darts	48	Line	55
Poison Needle	49	Sphere	55
Rolling Sphere	49	SAVING THROWS	55
DISEASES	49	ATTACK ROLLS	55
SAMPLE DISEASES	49	COMBINING MAGICAL EFFECTS	55
Sewer Plague	49		
Sight Rot	50		
OBJECTS	50		

SPELLS	57		
<i>Acid Arrow</i>	57	<i>Sacred Flame</i>	65
<i>Acid Splash</i>	57	<i>Sanctuary</i>	65
<i>Animal Messenger</i>	57	<i>Scrying</i>	65
<i>Barkskin</i>	57	<i>Shatter</i>	66
<i>Bestow Curse</i>	57	<i>Shillelagh</i>	66
<i>Blight</i>	58	<i>Shield</i>	66
<i>Blindness/Deafness</i>	58	<i>Shocking Grasp</i>	66
<i>Call Lightning</i>	58	<i>Silent Image</i>	66
<i>Charm Person</i>	58	<i>Speak With Animals</i>	66
<i>Chill Touch</i>	59	<i>Spider Climb</i>	67
<i>Chill Wind</i>	59	<i>Spirit Guardians</i>	67
<i>Color Spray</i>	59	<i>Spiritual Weapon</i>	67
<i>Cure Wounds</i>	59	<i>Stoneskin</i>	67
<i>Detect Magic</i>	59	<i>Suggestion</i>	67
<i>Detect Poison Or Disease</i>	60	<i>Thaumaturgy</i>	68
<i>Dispel Magic</i>	60	<i>Thunderwave</i>	68
<i>Druidcraft</i>	60	<i>True Strike</i>	68
<i>Enhance Ability</i>	60	<i>Twisting Thrust</i>	68
<i>Entangle</i>	60	<i>Vicious Mockery</i>	68
<i>Filch</i>	61	<i>Wind Walk</i>	69
<i>Fire Bolt</i>	61	<i>Wind Wall</i>	69
<i>Fog Cloud</i>	61	MONSTER STATISTICS	70
<i>Grease</i>	61	SIZE	70
<i>Guidance</i>	61	TYPE	70
<i>Guiding Bolt</i>	61	Tags	71
<i>Gust Of Wind</i>	62	ALIGNMENT	71
<i>Hypnotic Pattern</i>	62	ARMOR CLASS	71
<i>Ice Storm</i>	62	HIT POINTS	71
<i>Identify</i>	62	SPEED	71
<i>Lesser Restoration</i>	62	Burrow	72
<i>Light</i>	62	Climb	72
<i>Mage Armor</i>	63	Fly	72
<i>Mage Hand</i>	63	Swim	72
<i>Magic Missile</i>	63	ABILITY SCORES	72
<i>Mass True Strike</i>	63	SAVING THROWS	72
<i>Minor Illusion</i>	63	SKILLS	72
<i>Misty Step</i>	64	ARMOR, WEAPON, AND TOOL PROFICIENCIES	73
<i>Multiply Missile</i>	64	VULNERABILITIES, RESISTANCES, AND IMMUNITIES	73
<i>Poison Spray</i>	64		
<i>Prestidigitation</i>	64		
<i>Protection From Energy</i>	64		
<i>Raise Dead</i>	64		
<i>Resistance</i>	65		

SENSES	73	Giant Centipede	83
Blindsight	73	Giant Constrictor Snake	84
Darkvision	73	Giant Eagle	84
Tremorsense	73	Giant Fire Beetle	85
Truesight	73	Giant Poisonous Snake	85
LANGUAGES	73	Giant Rat	86
Telepathy	73	Giant Rat, Diseased	86
CHALLENGE	73	Giant Spider	87
Experience Points	74	Giant Scorpion	87
SPECIAL TRAITS	74	Giant Wolf Spider	88
Innate Spellcasting	74	Guard, Halfling	88
Spellcasting	74	Guard, Human	89
Psionics	75	Murder Sprite	89
ACTIONS	75	Noble, Human	90
Melee And Ranged Attacks	75	Priest, Human	90
Multiattack	75	Red Witch (Slitherin)	91
Ammunition	75	Riding Horse	91
Reactions	75	Scout, Halfling	92
Limited Usage	75	Scout, Ganjus Elf	92
EQUIPMENT	75	Scout, Human	93
LEGENDARY CREATURES	76	Skeleton	93
LEGENDARY ACTIONS	76	Slitherin	94
A Legendary Creature's Lair	76	Diseased (Slitherin)	94
Lair Actions	76	Spider-Eye Goblin	95
Regional Effects	76	Spy, Human	95
MONSTERS AND NPCs	77	Tribal Warrior, Halfling	96
Arcanist, Human	77	Tribal Warrior, Human	96
Asaatthi Bandit	77	Veteran, Orc	97
Asaatth Blade	78	Wererat	97
Asaatth Witchblade	78	Witch Totem	98
Bandit, Human	79	Zombie	98
Bandit Captain, Human	79	HIELAA, HAG OF THE DARK AL	99
Barbed Devil	80	ANNOT	99
Bard, Human	80	Hielaa	99
Charfiend	81	PRE-GENERATED PLAYER	100
Commoner, Halfling	81	CHARACTERS	100
Commoner, Human	82	Kane Lenahr, Level 1 Ranger	100
Ghoul	82	Juliana, Level 1 Druid	102
Giant Badger	83	Awakened Tree Companion	103
		Jylla, Level 1 Rogue	104
		Hulda, Level 1 Barbarian	105
		Blochlok Thunderstone, Level 1 Sorcerer	106
		(Titanic Corruption: Lethene)	106

HALF PAGE ART FRAME

THE SERPENT AMPHORA

The Serpent Amphora 5e is an introductory adventure for 5th Edition fantasy in the **Scarred Lands** setting. This adventure contains all the information you will need to run the game, including the basic rules the Game Master, or GM, will use to adjudicate combat, survival, and any challenges the player characters, or PCs, encounter throughout the story.

Characters are provided with this packet which have been generated using the 5e core rules and the *Scarred Lands Player's Guide for 5e*. These characters are presented at the 1st level of experience and guidelines are provided for increasing their abilities and traits as the heroes increase in level. The included characters are designed to showcase some of the unique races and backgrounds introduced in the *Scarred Lands Player's Guide for 5e*.

Between the pre-built characters and the included rules, all you will need in addition to this book is some pencils, some dice, and a bit of imagination!

The Serpent Amphora is set in the small riverside village of Trela, in southeastern Ghelspad. Trela sits on the border of New Venir and the Blood Steppes, and the adventure begins during the Carnival of Flowers, on the second Wildday of Tanot.

INTRODUCTION

The PCs are all in the village of Trela during the Carnival of Flowers. The village has decided to celebrate the feast day with games during the day and feasting, music and dancing during the evening. During the Carnival, the boats that sometimes take caravans up and down the Eni River between New Venir and Lageni do not run, meaning that many traders are forced to spend the feast day in Trela. The PCs might be citizens of the village, members of a trading

BUILDING YOUR OWN HEROES

This adventure includes pre-built characters but can be played using 1st level characters of your own design as well. Do be cautioned that **Scarred Lands** is a dangerous setting which lends itself to hardy folk. As such, the playable races of the Scarred Lands are a bit tougher than those introduced in the SRD and core rules. It is recommended to either use the races presented in the *Scarred Lands Player's Guide for 5e* or to add an additional skill proficiency or racial trait to races from other worlds. The main exception to this rule is humans, who are universal in both sources.

caravan waiting for the boats to start running again, or folk from outlying farms who have come to enjoy the festival.

ADVENTURE BACKGROUND

A small Veshian Vigil have seized a true prize – an amphora, crafted of lead and sealed with a molten metal seal that is marked with the scepter & laurel wreath of Chardun. The Vigil seized the amphora from the storm hag **Hielaa** and her minions on the edge of the Hornsaw Forest near the Blood Steppes. The hag fled back to its covey with word of this, while the Vigil was pursued all across the Blood Steppes. In encounter after encounter, the servants of the covey caught up to the fleeing Veshians and each time more of the Vigil fell, sacrificing themselves to allow their fellows time to escape. They hope to return the Serpent Amphora to Vesh, where it might be properly secured against the servants of Mormo.

Unfortunately, it seems as though hope has run out for the Veshians. Eôchaid, a junior ranger of the Vigil, is the last survivor of this small band. The young ranger was caught up to by more of the covey's servants and badly wounded not far from the edge of Trela. Dying of a powerful poison from an **asaatthi bandit's** crossbow bolt, Eôchaid finds one of the PCs and gives them the amphora. His life waning, he begs them to take the amphora to Vesh if they would prevent the servants of Mormo from gaining yet more power in the **Scarred Lands**.

FRIENDS OF FRIENDS

In an effort to get the adventure rolling quickly, the GM is encouraged to have each of the players' characters know at least one other PC.

Residents of a village the size of Trela are going to invariably know one another, especially if they share interests such as arcane magic, battle, faith or just adventuring. If PCs are travelers, they may have made friends with a resident of the village the last time they passed through here, or they might have relatives in Trela.

Also note that there is no inn in Trela – caravans usually quickly load up aboard a barge and sleep aboard that vessel. Thus, many are forced to seek shelter with denizens of the village who are willing to make some extra coin in exchange for allowing travelers to bed down beside the hearth. Any of these might be reasons why the PCs know one another.

In truth, the amphora holds some of the viscera of Mormo. This is not all, however – when Chardun trapped the Queen of Hags – his own mother – in her physical form so that she might be rent asunder without reforming elsewhere, he plucked a fistful of viscera from the very center of her form, drawing upon his own powers as the God of Bindings to lock part of her vital essence within it. He then thrust it within a divinely-crafted leaden amphora lest the sheer elemental power of it corrupt all that it touched, even Chardun himself. The vile ichor seeped down the sides of it, burning serpentine forms into the lead of the vessel, but Chardun bound it with his own seal, empowering it with part of his might to prevent it from ever being opened.

The amphora cannot be opened, nor can the seal be broken. Even the mightiest of blows leaves it unscathed. Chardun has been known to send **barbed devils** to punish those who try to open it. Throughout the century and a half after the Titanswar, the Serpent Amphora has been gained and lost by countless creatures on either side of the conflict – this adventure details but another such turn of fate.

MORE READY MADE CHARACTERS

If you would like even more 1st level characters that show off the unique **Scarred Lands** setting, check out **Children of the Mighty** by Bill Bodden and **Ready-Made Characters for Gauntlet of Spiragos** by Josh Heath, both of which provide more ready to use 1st level characters.

TRELA

Small village, lawful neutral

Formal Name: Trela

Ruler: River-master Phuram Dayal (he/him LN human **bandit captain**)

Dominant Population: Human, halfling

Primary Languages: Calastian, Zathisk

Primary Worship: Belsameth

Resources: Fish

Notable NPCs

Radraan of Belsameth (he/him NE human **priest**) Radraan is a silken speaker and very charismatic. He serves as the Keeper of the Midnight Shrine, the local shrine to Belsameth.

Jonegar (he/him LN orc **veteran**) Jonegar is the Captain of the Riverguard, Trela's militia force. The Riverguard consists of 5 human **guards** but can conscript an additional 13 **human commoners** and 10 **halfling commoners** if the need arises. Jonegar is a dutiful and stern man who is acutely aware of his minority status within Calastian society. To overcome the social challenges of being an orc in a land that holds strong biases against his people he strives to behave as would be expected of a model soldier in the Calastian Military. Behavior he learned during a lengthy and distinguished service which earned him freedom from the slave master's lash.

Paransala (she/her LE human **arcanist**) Paransala is the only real wizard of note in Trela. It is whispered that she and Radraan are lovers and co-conspirators, though the rumor mill refrains from commenting on exactly what they are allegedly conspiring on.

Talbot Cormath (he/him NG half-elf **bard**) Talbot, the Bard of Trela, is well-loved by most of the citizens of Trela, for he spends most of his days wandering the town with a tune on his harp and a song on his lips.

LOCALES OF NOTE

The Riverhouse: The large dock-side offices and warehouses of the River-master, the Riverhouse also serves Trela as a defacto town center and meeting hall. At any time of the day, citizens of the town can be found here, seeking the council or permission of the River-master for some piece of bureaucracy or another.

The Midnight Shrine: This small windowless building houses the town's only altar – dedicated, in this case, to Belsameth. The large door is engraved with the symbol of the Slayer and remains shut during the daylight hours. Only during the night is it open for the prayers and sacrifices required of the faithful of Belsameth.

Trela is a small village along the Eni river that runs from Mountain Tear Loch in the midst of the Kelders and into King Virduk's lands, forming the eastern border of New Venir, the western border of Lageni, and continues south until it empties into Lake Vashon in Calastia.

Trela was founded to address the growing number of trading caravans coming from Vesh seeking to use it as a jump-off point for continued travel into Calastia or east along the New Venir border towards the city- states and nations of the west.

The village is ruled by a River-master, who is the appointed representative of Prince Urlis. Trela is supported by taxes taken from caravans coming down the river in the lands of King Virduk, as well as the fees collected from the boatmen who use the village as their main place of business. The village's food comes from the river, as well as a few small farmsteads to the south.



CHAPTER ONE: THE CARNIVAL OF FLOWERS

At the GM's option, the PCs might be allowed to enter games, though they should be made aware that no magic is allowed, a restriction enforced by **Paransala**, **Talbot Cormath**, and **Radraan of Belsameth**, who use *detect magic* to ensure fairness at the contests. To keep everyone engaged at the table, it is suggested that the GM have any players whose characters are not competing temporarily assume the roles of the other contestants, including role-playing them as appropriate. Each contest lists the relevant NPC stat blocks for that scene, copies of which can be printed out and given to the PCs or those stats can be kept

by the GM, having those players roll without knowing the stats of the NPC they control.

THE FOOTRACES

The day's first competition is a series of footraces. These are scheduled to begin about two hours before noon. There are five contestants signed up, plus any of the PCs. A large track has been delineated around the outside of the village, around which the runners will run a total of three circuits. The prize is a bag of fifty silvers and a pair of *wanderer's boots* (see Magic Items p. 21).

PLAYERS CONTROLLING NPCS

In this section it is recommended to have the players control the non-player characters, or NPCs, that are competing against the player characters. This is a great opportunity to let the players have a little fun by choosing the gender, personality traits, and any quirks the NPCs they control may have. Let them go wild with their roleplaying ideas and have a good time with it!

System: The footrace is a very simple contest. Each competitor makes a **Dexterity** ability check and records the result. This is repeated for each circuit. At the end of three circuits, each contestant adds the totals of their Dexterity checks to their Speed score. The contestant with the highest score wins.

Assume that the competing runners are **commoners**.

ELDER ROD DUELS

After the footraces, duels are held in the town square. Combatants are armed with elder rod weapons (heavy but flexible bamboo-like plants) that inflict 1d6 bludgeoning damage but can be wielded two-handed, in which case the damage increases to 1d8. Attacks made with elder rod weapons are assumed to always be made to knock out the opponent (see p. 42) and cannot be used to strike a killing blow. Only these weapons are allowed, and all combatants must be fitted with padded armor (AC 11 + Dex modifier), provided by the contest. Contestants are expected to fight to unconsciousness or submission and are given a short rest between matches. There are a large number of contestants; a single PC will end up battling between two and four opponents. The victor of this competition is given a suit of chain mail and the simple or martial weapon of his choice.

System: This contest uses standard combat rules. For ease's sake, allow each of the other players to control one of the opponents the competing PC will face. The first two opponents should be a halfling **guard** and a human **guard**, the third and fourth should be a human **tribal warrior** and a halfling **tribal warrior**

If two PCs sign up for the duels, have the last duel be between them (assuming they defeat their opponents). In such an instance, the other players can still control additional combatants as necessary.

ARCHERY COMPETITION

Following the dueling, an archery competition is held. Contestants are to take turns in front of the straw target, which is placed a goodly distance away and covered with a length of tied-down canvas painted with a rough bull's-eye. Each contestant takes turns firing three arrows into the target. The top three contestants are then allowed to continue to the next phase of the competition where the target is moved further back and each of them fires again. The winner is chosen from the best archer of these three and awarded with a fine new quiver and ten arrows.

System: Each contestant simply rolls his normal attack roll with his bow. To hit the first target is a base AC of 12; those who roll below this number simply fail to hit the target at all. The higher the actual result, the closer the arrow is to the center when it impacts the target. Record the highest of those three rolls. The three contestants who score the highest go on to the second part of the competition, which is handled the same way as the first, save that the base AC of 16.

The NPC competitors in this competition are a ganjus elf **scout**, human **scout**, a halfling **scout**, and a human **spy**.

BARDIC COMPETITION

The bardic competition is perhaps the most eagerly looked forward to of all the competitions. The folk of the town turn out to enjoy the music, dancing and listening in rapt fascination at the weavings of the bards and performers who come to compete for the prize: a harp touched in gold and crafted of fine woods valued at 70 gp. The bardic competitions are also the beginnings of the true festival

BARGAINING

When haggling for better prices, the character initiating the haggle must make a **Charisma (Persuasion)** check contested by the resisting character's **Wisdom (Insight)** check. If Kavi wins, the base price is lowered by 5% for every point above the PC he scored. If the PC wins, the price is increased by the same amount. Note that the price should never drop to less than 50% or increase to more than 150% of normal cost.

atmosphere of the day – as the bards play, tables of food and drink are brought out. By the time half of the competitors have performed, night has fallen. The festival continues well into the wee hours of the morning, with music, food and gaiety enjoyed by all.

System: This is a simple contest of **Charisma (Performance)** checks. Each competitor rolls, the highest result is the winner. In the case of a tie, the River-master calls for each tied performer to perform another routine.

This contest provides a good roleplaying opportunity. If a player gives a detailed description (or performs a bit of song or poetry) grant them advantage on their **Charisma (Performance)** check for this contest. This should be encouraged and can be a great deal of fun.

Competitors use the **bard** stat block.

ADDITIONAL ROLEPLAYING OPPORTUNITIES

PCs who choose not to become involved in the games will find the Carnival a fine opportunity to engage in some roleplaying.

Spiritual Dilemma: At some point during the day, Radraan of Belsameth approaches a cleric or paladin PC. He explains that he has nothing but respect for the servants of the other gods, but he must ask that the PC not attempt to

proselytize to the flock of Belsameth. Several hours later, the PC is approached by one of the villagers asking about their god and the proper way to worship.

Merchant's Request: A bard, sorcerer, wizard, or warlock PC is approached by Kavi Fulbright (He/him LN human **noble**), a local merchant. He has recently come into possession of a fine blade and wishes to know its magical properties. He is of course willing to pay. He then asks if the spellcaster can determine the exact nature of the enchantment; he is of course willing to pay more. It will take him an hour to get a pearl for the casting of the *identify* spell, during which time he treats the mage to a fine meal.

If the PC is able to cast *identify* for Kavi, they discover that the longsword is indeed magical – it is a longsword +1 but has no additional magical properties.

Note: Kavi has some knowledge of magic. In addition to the stats listed in the noble stat block, he is proficient in Arcana (his total **Intelligence (Arcana)** modifier is +3). He is aware of the standard cost for spellcasting – 10gp for the *identify* spell.



CHAPTER TWO: A MIDNIGHT INCURSION

As night falls, the winners are congratulated, and the losers are wished better luck next year. Tables are brought into the town square and laden down with ample food and drink, as well as huge bouquets of the freshest flowers of the season. Musicians of every ilk play – from professionals and the winners of the bardic competition to the fisherwife and her fiddle. The night is clear, and all is beautiful, except for one thing: The Unnamed Moon shines full, eclipsing the sliver of Belsameth’s moon, an ill omen that almost everyone notices, but few comment on.

A STRANGER IN NEED

As the revelry begins to wind down, an ill-shaven human man in tattered traveler’s clothing rushes into the square, roughly grabbing one of the PCs. The man is obviously poisoned, his life being siphoned away by the venom on a crossbow bolt that sticks out of his stomach. He calls for a priest or other servant of the gods to attend him. PC clerics, druids and paladins are certainly closer than Radraan, who Eôchaid will not have in any event – he demands to be heard by the servant of a god that does not work evil in the lands. Once such a character is with him, he relates his story:

“I thank the gods and the mother of gods for your presence here. I am dying, but before I surrender my soul to Tanil’s mercies, I must tell a tale. I am Eôchaid, of the Vigils of Vesh. In our investigations, we learned of a small covey of hags on the edge of the Hornsaw and the Blood Steppes. We discovered that they had somehow come into possession of a prize that they claimed contained part of the very essence of the foul Hag-queen Mormo.

“Naturally, unwilling to allow them to perform whatever foul rites their kind use such a trophy for, we raided their encampment. At the cost of the lives of two of our men, we seized the amphora, which was marked with the seal of Chardun. We were pursued all across the Blood Steppes, where time and again the minions of the hags caught up to us. Each time more of us fell, providing time to allow the rest of us to escape.

“This must be returned to Vesh. Only there will it be kept safely. I am poisoned, however, and dying. I slew the creatures – foul asaatthi snake-men – who pursued me. Will you take this on to Vesh, guarding it with your life until it is safely in the hands of the Vigils? Please, it is of utmost importance – though we don’t know precisely what is in the vessel, the titanspawn have fought too hard to reclaim it. Surely that alone is reason enough to prevent them from getting it? Swear! Swear you shall do this, in the name of your god!”

If the PCs agree to do this task, he croaks out his thanks, blood slightly flecking his lips as he coughs, giving them the amphora. The amphora is crafted of lead and sealed with a metal seal impressed with the scepter and laurel-wreath symbol of Chardun. The amphora itself is decorated with a twisting, intricate pattern of intertwined snakes that just seems to move at the edge of sight and makes most folk queasy when looked upon directly.

Unless one of the PCs decides to do something quickly to help him, Eôchaid enters a deep sleep. Sometime during the night, he dies, peacefully.

A VISIT FROM RADRAAN

During the evening, the PCs are visited by Radraan, the cleric of Belsameth. He asks if the story he has heard about the Veshan Vigilant are true. He offers to take the amphora and see that it reaches the hands of King Virduk himself, who will undoubtedly be better able to defend it than a nation besieged on all sides by titanspawn. He makes it very clear that the king will undoubtedly be thankful to them and undoubtedly offer them a reward of some kind. He becomes increasingly insistent that he be allowed to take the amphora.

It will be difficult to escape this encounter without making Radraan an enemy, short of simply giving him the

SAVING THE RANGER

If the PCs are adamant about saving the man’s life, don’t quash their wish to do a good deed – these are the deeds that heroes are about, not killing monsters. At the end of his story, Eôchaid must make a **DC 22 Constitution saving throw**. If he fails, he immediately falls to 0 hp and begins dying. If he is given antitoxin or receives some other means of magical healing, he will stabilize but will still be terribly wounded (1 hp, disadvantage on all attack rolls, ability checks, and saving throws)

If saved, Eôchaid is still going to need plenty of recovery time. That evening when the asaatthi attack, they are going to be looking for him. If they find him, they will simply kill him, especially when they discover that he doesn’t have the amphora.

amphora. He does not attack them, however, unless they initiate the aggression. His goal is to get the amphora and deliver it to his elders in the church, who might be able to turn its power – whatever it may be – to their advantage.

UNREDEEMED ASAAATTHI IN TRELA

It is deep at night when the amphora begins to quake and tremble. A strange purple-blue glow begins to emanate from the symbol of Chardun in the leaden seal. As all the PCs become aware of it, the glow surrounds the amphora and suddenly a man in white regalia whose sandaled feet are spattered with blood and powdered bone is standing before it. His countenance is terrible to behold and all who try to gaze upon it are forced to avert their gaze. Chains rattle at his belt and then he speaks.

“Fools. Flee this place, for the spawn of the Hag are upon thee.”

The image then disappears. Anyone with proficiency in Religion knows that this image matches that of common depictions of Chardun. A scant few moments pass to allow the PCs discuss this among themselves. In the midst of their preparations, their location is attacked by unredeemed asaatthi.

The asaatthi are just one of three groups who are searching for the ranger and the amphora he bears. An asaatthi hunting group (see below) bursts into the room, but once they catch sight of the amphora, one sounds a horn, which brings other asaatthi running. Every minute (ten rounds), another asaatthi hunting group shows up at the site where the horn was blown.



A VISION OF CHARDUN

The sight of Chardun is a momentous occurrence. This should be the first indication to the PCs that something important is going on and it has to do with the amphora.

The image of Chardun is not solid. All who see it are forced to make a **DC 18 Wisdom** saving throw. Those who succeed may simply avert their gaze from the image; failure indicates that the character collapses to his knees in silent, fearful supplication. For a full day afterward, any time the PCs close their eyes, they are assailed with a vision of the horrible glory of Chardun, burned into their minds like an afterimage of the sun.

ASAATTHI HUNTING GROUPS

The asaatthi have been organized into parties of two while raiding the village. They will not stay to fight, but rather burst through rooms, gaining surprise on its inhabitants and striking down those who appear as though they might be a danger, searching frantically for the amphora.

There are three hunting parties, made up of an **asaatthi blade** and an **asaatthi witchblade**. All the asaatthi carry bags into which they will drop or scoop the amphora, even ignoring an opponent if necessary.

It is frankly essential that the asaatthi carry off the amphora. Use the following tactics to help achieve this aim:

- An asaatthi witchblade casts *grease* on the area where a character stands with the amphora, causing those who hold it to fall prone.
- Multiple asaatthi grapple the one holding the amphora while others dart in and snatch it up.
- An asaatthi can cast *mage hand* upon a dropped amphora, whisking it to himself or another asaatthi.
- Some of the asaatthi may lurk in the rooftops, waiting to be thrown the amphora. They are quick to escape or hide.

Note that the asaatthi are very powerful opponents against first level characters. It should be emphasized that they are not here to slay the PCs – they are here to seize the amphora. They will virtually ignore attackers unless those attacks inflict damage on them. If the PCs do not surrender the amphora, however, the asaatthi do not hesitate to kill those who actually hold it.

CHAPTER THREE: HUNT FOR THE AMPHORA

The characters may very well be disheartened and bloodied after the battle. If necessary, remind them of the oaths they made to Eôchaid. Should any decide to give up their oath, the after-image of Chardun's baleful glare reappears in their mind's eye, blocking out all other sights – clearly a threat from the Slaver.

Additionally, Radraan finds them shortly thereafter, very fearfully telling them of the vision of Chardun he just had. He has arrived to help anyone that he may, using healing

spells and even willing to utilize a prized *raise dead* scroll to aid them – so long as they continue on and recapture the amphora, so that Chardun will release his mind.

The townsfolk are unwilling to assist the PCs in this – they have little in the way of weapons and equipment to spare, nor are they willing to permit the PCs to take away some of their valuable soldiers, lest the creatures attack again. The townsfolk will, however, provide one **riding horse** with saddlebags to each PC.

INTO THE BLOOD STEPPES

The PCs venture out into the Blood Steppes, following the trail of the asaatthi. The asaatthi trail is relatively easy to follow, as they are moving as quickly as possible and not bothering to remain secretive; anyone who succeeds on a **DC 10 Wisdom (Survival)** check can track the asaatthi.

A day out of the town, it appears that they stopped for a while and milled about as well. A body of an asaatthi lies pulled away from the main area and abandoned under some scrub bushes. It is very dead and appears to have been killed by some kind of energy.

A successful **DC 14 Wisdom (Survival)** check will tell the tale of what occurred here. It appears that a creature that walks bipedally on rat feet – one of the slitherin, no doubt – met the asaatthi. There was some kind of scuffle and the asaatthi was slain, undoubtedly by spell.

WHAT ACTUALLY HAPPENED

The asaatthi met their immediate superior, the **red witch (slitherin)** called Storm of Blood, at this pre-arranged spot. She demanded that they hand over the amphora to her immediately, but one of the asaatthi witchblades proved resistant to that idea. Storm of Blood slew him with her spells and immediately challenged the other asaatthi, who backed down before her might.

It is unlikely that the PCs will be able to discover this, unless they have access to some kind of magic that allows them to see in the past or the ability to speak with the animals of the area.

THE DOLL TRAP

The red witch Storm of Blood made sure to leave readily observable, if confusing signs, hoping that the PCs might investigate. She has left a trio of **witch totems** in the area, gifts given to her by Heliaa, her storm hag mistress. These little creatures have been ordered to hitch rides with the PCs in saddlebags and the like. When the PCs arrive, have them make **DC 15 Intelligence (Investigation)** checks. A successful check allows the PC to spot the small constructs hidden in the underbrush. As the PCs search, the little creatures creep up into the saddlebags of the PCs' horses, granting an opportunity to spot them with a **DC 15 Wisdom (Perception)** check. The witch totems will attempt to sneak around the clearing to gain access to the horses and saddlebags.

Should the PCs spot one of the witch totems, the creature will attack, while the others seek hiding places in backpacks and other such spots. The second part of the totems' orders involves waiting until nightfall, when the PCs are camping. As the PCs camp and sleep, while only a few of them are on watch, the little totems sneak out of the bags and attack. Note that because they are attacking those who are sleeping helplessly their targets will be considered *unconscious* and *prone* (see Conditions p. 44). If the party set a character on watch, that character can spot the sneaking witch totem in time to intervene before the first attack with a successful **DC 15 Wisdom (Perception)** check. If the watch sounds an alarm, the rest of the party may wake, but are considered *surprised* (see p. 34).

The characters should gain a level on the next long rest they complete after this encounter. This allows them to unlock the level 2 abilities included on their character sheets (see p. 100 - 106)

TRAVEL THROUGH THE BLOOD STEPPES

The PCs are taking their lives in their hands by traveling through the Blood Steppes, known for its danger barrenness and the proliferation of Titanspawn and other horrors. The following chart includes random encounters. The PCs continue to travel through the Blood Steppes for another three days. Every six hours of travel the GM should roll 1d20. On a result of 18-20 a random encounter occurs. If a random encounter occurs, roll 1d100 (or 2d10, choosing 1 of the d10 to act as the tens place and one to act as the ones place) on the table below, rolling on the Day or Night column as appropriate.

RANDOM ENCOUNTERS ARE ALWAYS OPTIONAL

The purpose of including random encounters in an adventure is to illustrate the nature of the region, give the party something to do to break up travel, and engage with a bit of resource management and depletion while traveling. While these encounters do serve the narrative purpose of introducing the dangers and threats of the **Scarred Lands**, they are not imperative to the story. Some groups find random encounters thrilling and engaging. Others find them boring. Like all tools in this quickstart, use what works at your table and discard the rest.

RANDOM ENCOUNTERS: BLOOD STEPPES BORDERLANDS

DAY	NIGHT	CREATURE	NUMBER
01-04	01-04	murder sprite	4
05-09	05-10	charfiend	2
–	11-16	ghoul	2
10-18	–	giant badger	2
19-28	17-26	giant centipede	4
29-36	–	giant constrictor snake	1
25-30	27-32	giant eagle	1
31-36	32-36	giant fire beetle	4
37-47	37-41	giant poisonous snake	2
48-54	42-46	giant rat	4
55-58	47-51	giant rat, diseased	4
59-63	–	giant spider	2
64-72	–	giant scorpion	1
73-83	52-57	giant wolf spider	2
84-94	58-62	skeleton	4
–	63-73	slitherin, diseased	2
–	74-84	spider-eye goblin	2
–	85-95	wererat	1
95-00	96-00	zombie	4

ASAATTHI CAMP

In time, the trail that the PCs are following comes to a small gully with a cliff-face at the furthest end. A small spring jets from the very face of the cliff, forming a small waterfall. At the base of this waterfall is a small marshy area with a number of small slipshod wooden structures, housing the asaatthi. Behind the waterfall is a large gaping cavern within which Storm of Blood, the red witch slitherin and her servant ratmen dwell.

On the horizon, a squall seems to be rising from the direction of the Hornsaw Forest. A successful **DC 15 Intelligence (Nature)** check indicates that this sudden storm, which is moving with great rapidity towards them, is not natural.

If the PCs are careful to remain unseen it will be relatively easy to sneak up on the encampment. There are four **slitherin**, working in pairs, patrolling the area around the waterfall. successful **DC 15 Wisdom (perception)** check reveals a pair of **slitherin** at the top of the cliff watching the gully and its environs. If the PCs are not careful, these watchers will see them and blow a horn to alert the rest of the encampment.

The asaatthi from the raid are quartered in the three ramshackle structures at the base of the waterfall. There are six of them, three **asaatthi blades** and three **asaatthi witchblades**, minus any that the PCs managed to slay during the attack on Trela in Chapter 2. The sounds of battle will draw the patrolling slitherin, as well as alert the six **slitherin** within the cavern behind the waterfall, five of whom will rush out three rounds after battle has begun to assist. One of the ratmen stays behind at Storm of Blood's behest.

THE STORM OF BATTLE

As the PCs battle, a chill, brisk wind picks up and the skies darken. The thunderstorm they saw earlier breaks overhead and the PCs are pelted with fat drops of rain and other debris picked up by the winds.

FIGHTING IN A STORM

Taking actions in the powerful thunderstorm that accompanies the storm hag Hielaa is difficult. The following conditions apply to the environment in which the PCs battle.

- **Severe Wind:** In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and has a 50 percent chance of extinguishing them. Ranged weapon attacks and **Wisdom (Perception)** checks that rely on hearing are made at disadvantage. The area is considered to be difficult terrain (see p. 36).
- **Heavy Rain:** Heavy rain causes the area to be lightly obscured (see p. 31).
- **Severe Thunderstorm:** In addition to wind and precipitation (usually rain, but sometimes also hail), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially those in metal armor). As a rule of thumb, assume one burst of lightning per minute for a 1-hour period at the center of the storm. When a burst of lightning occurs, have each character in the area roll 1d20. On a result of 1 or 2, the character must make a **DC 12 Dexterity** saving throw, suffering 6d6 lightning damage on a failed save or half as much on a success. Characters wearing metal armor suffer disadvantage on this Dexterity saving throw.



As the storm grows worse, the PCs suddenly notice that there is a figure swooping to and fro among the clouds and peals of thunder. It appears to be that of a feminine form some nine feet tall, with hair that whips and writhes about in the strong winds. She swoops down low and comes upon the scene of battle, cackling all the while.

“Fool servants of the usurper gods! Your end is at hand!”

Suddenly, however, the wan light of the area turns a deep purple; the PCs will remember precisely that hue from the manifestation that Chardun made in Trela. **Hielaa** looks about in confusion and fear. With a clap of thunder that seems to reel even the storm hag, two **barbed devils**, demonic scaled creatures with wickedly barbed prehensile tails appear. Each bears a wicked, barbed whip and manacle-like bracers about their whips. Their chests are seared with the laurel and scepter symbol of Chardun and they swoop down to attack the hag, who flees to a higher position in the sky. The devils give chase and a fantastic battle begins overhead.

The appearance of these horrific devils frightens any remaining combatants that the PCs might be facing. These creatures immediately try to flee, neglecting disengage actions and provoking opportunity attacks (see p. 39) in their mad dash to escape.

THE RED WITCH

As the other combatants escape, the PCs spot two slitherin emerging from the waterfall. They do not engage the PCs, however – one throws a heavy bag over its back and begins to scale the cliff- wall, obviously trying to reach the top. Any character with a **passive Perception** score of 12 or higher notices the shape of the amphora through the wet canvas bag. The **slitherin** is climbing slowly, as the wind and rain make the ascent difficult terrain (see p. 36).

The other slitherin is dressed in deep crimson robes. This is Storm of Blood, Hielaa’s **red witch (slitherin)** servant. She stands at the base of the cliff and waits for the other ratman to make the ascent. Any who try to stop the climbing slitherin – whether through following it or firing upon it with missile weapons – will be subject to magical attack from Storm of Blood. She is considered to have readied an action, to cast *magic missile* upon anyone who make an aggressive action (including spellcasting) towards the climbing ratman.

WITHIN THE CAVERN

The cavern itself is very damp, as it is continually filled with the misty spray from the waterfall that forms its entrance. The floor is spread with furs, giving it a musky scent, similar to that of a wet dog. Niches have been carved in the wall up and down its length and filled with scraps of cloth, fur and foliage to serve as cushioning. There are twelve of these niches; those who search the niches thoroughly may make a roll on the following table:

NICHE DISCOVERIES

D100 ROLL	RESULT
01-30	Nothing
31-40	1d12 gp
41-60	a small collection of bones and teeth
61-70	a wineskin, half filled with soured wine
71-85	1d20 sp
86-00	2d20 cp

Along the eastern side of the cavern hangs a threadbare and moldy tapestry. Pulling it aside reveals the much larger nest used by the red witch. Along the north wall hangs a suit of half-plate which is covered with a thin sheen of rust; three hours of work will clean it up and bring it back to its full worth (600 gp). Nestled down in the nest is a chest.

THE JOURNEY TO VESH

There are a number of things that might happen, both good and ill. The PCs have fought long and hard, risking life and limb to recover the Serpent Amphora. Undoubtedly, they are going to want to see it to safety. What follows are some basic ideas for continuing with this journey:

- Radraan, the Belsamethan cleric of Trela may have gathered the allies and power he needs to come after the PCs, trying to seize the Amphora. He may have even garnered the assistance of a small troupe of **wererats**.
- There are many creatures that travel the Blood Steppes that might prove a danger to those seeking to cross its desolate expanses. From the servants of hags to rampaging humanoid tribes to shambling undead, it seems there is no end to the horrors that await those who near this ill place.
- Pursued by enemies, or simply badly wounded and low on supplies, the PCs might seek sanctuary from the normally taciturn dwarves of Burok Torn, repaying them for their assistance by aiding them against the dark elves of Dier Drendal, who may very well seek to seize the Amphora themselves, seeking to harness its vast power.

There is little of worth in the rest of the cavern – it was obviously meant only as temporary dwelling.

THE CHEST

The chest is crafted of strong wood and bound with iron at its corners. It also has iron strips across its length, strengthening the wood. The locking mechanism is kept in good repair, oiled frequently.

Chest: AC: 15, Damage Threshold: 2, HP 10, requires key or a successful DC 16 Dexterity check using thieves' tools to pick the lock.

Within this chest is the small treasure accumulated by Storm of Blood and her ratmen. It contains a number of gold and silver coins (1829 sp and 299 gp), as well as a trio of gemstones wrapped in old canvas (a fine piece of amber worth 75 gp, and two tiny chunks of obsidian worth 4 gp and 9 gp). It also contains the spellbook of Storm of Blood, wrapped in oilcloth.

CONCLUSION

By the time the PCs have defeated Storm of Blood and recovered the Serpent Amphora, the storm hag Hielaa has fled toward the Hornsaw, Chardun's devils just behind her. The PCs are free to undertake the journey to Vesh. This journey is beyond the scope of this adventure, but some ideas can be found in the "Journey to Vesh" sidebar.

THE SERPENT AMPHORA

Ultimately, the Amphora is sealed against all mortal tampering. No amount of damage will open it or break the seal. The ultimate fate of the Amphora is up to the GM. Perhaps it is hidden away in Vesh, defended against further assaults by the minions of Mormo. Other Titanspawn might

STORM OF BLOOD'S SPELLBOOK

The spellbook of the red witch is a large tome given to her by the hag Hielaa. It is covered in cracked and faded leather, with brass rivets securing the leather to the wooden cover underneath. The corners and spine are bound in the same rough brass. The pages are crafted of fine parchment.

This spellbook contains all the spells listed in the **red witch (slitherin)** stat block.

manage to seize it, hoping to use its power to return their own titanic masters to wholeness. Or, the servants of Mormo may find a way to gain the Amphora after all, necessitating a whole new quest into the twisted depths of the Hornsaw in order to stop them from opening and using it.

MAGIC ITEMS

The following magic items are included in this adventure.

WANDERER'S BOOTS

Wondrous item (boots) common

These incredibly comfortable boots have incredible support and a minor enchantment that assists in long journeys. While wearing these boots, you have advantage on saving throws made to resist exhaustion from a forced march (see Travel Pace p. 30)

BASIC 5E RULES

This section contains the basic rules you will need to run **Scarred Lands 5e**. Everything you need can be found in these pages.

ABILITIES AND CHECKS

Six abilities provide a quick description of every creature's physical and mental characteristics:

- Strength, measuring physical power
- Dexterity, measuring agility
- Constitution, measuring endurance
- Intelligence, measuring reasoning and memory
- Wisdom, measuring perception and insight
- Charisma, measuring force of personality

Is a character muscle-bound and insightful? Brilliant and charming? Nimble and hardy? Ability scores define these qualities—a creature's assets as well as weaknesses.

The three main rolls of the game—the ability check, the saving throw, and the attack roll—rely on the six ability scores. The book's introduction describes the basic rule behind these rolls: roll a d20, add an ability modifier derived from one of the six ability scores, and compare the total to a target number.

ABILITY SCORES AND MODIFIERS

Each of a creature's abilities has a score, a number that defines the magnitude of that ability. An ability score is not just a measure of innate capabilities, but also encompasses a creature's training and competence in activities related to that ability.

A score of 10 or 11 is the normal human average, but adventurers and many monsters are a cut above average in most abilities. A score of 18 is the highest that a person usually reaches. Adventurers can have scores as high as 20, and monsters and divine beings can have scores as high as 30.

Each ability also has a modifier, derived from the score and ranging from -5 (for an ability score of 1) to +10 (for a score of 30). The Ability Scores and Modifiers table notes the ability modifiers for the range of possible ability scores, from 1 to 30.

ABILITY SCORES AND MODIFIERS (TABLE)

SCORE	MODIFIER
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30	+10

To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the total by 2 (round down).

Because ability modifiers affect almost every attack roll, ability check, and saving throw, ability modifiers come up in play more often than their associated scores.

ADVANTAGE AND DISADVANTAGE

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

instead have advantage and roll those numbers, you use the 17.

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

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

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

You usually gain advantage or disadvantage through the use of special abilities, actions, or spells. Inspiration can also give a character advantage. The

GM can also decide that circumstances influence a roll in one direction or the other and grant advantage or impose disadvantage as a result.

PROFICIENCY BONUS

Characters have a proficiency bonus determined by level. Monsters also have this bonus, which is incorporated in their stat blocks. The bonus is used in the rules on ability checks, saving throws, and attack rolls.

Your proficiency bonus can't be added to a single die roll or other number more than once. For example, if two different rules say you can add your proficiency bonus to a Wisdom saving throw, you nevertheless add the bonus only once when you make the save.

Occasionally, your proficiency bonus might be multiplied or divided (doubled or halved, for example) before you apply it. For example, the rogue's Expertise feature doubles the proficiency bonus for certain ability checks. If a circumstance suggests that your proficiency bonus applies more than once to the same roll, you still add it only once and multiply or divide it only once.

By the same token, if a feature or effect allows you to multiply your proficiency bonus when making an ability check that wouldn't normally benefit from your proficiency bonus, you still don't add the bonus to the check. For that check your proficiency bonus is 0, given the fact that multiplying 0 by any number is still 0. For instance, if you lack proficiency in the History skill, you gain no benefit

from a feature that lets you double your proficiency bonus when you make Intelligence (History) checks.

In general, you don't multiply your proficiency bonus for attack rolls or saving throws. If a feature or effect allows you to do so, these same rules apply.

ABILITY CHECKS

An ability check tests a character's or monster's innate talent and training in an effort to overcome a challenge. The GM calls for an ability check when a character or monster attempts an action (other than an attack) that has a chance of failure. When the outcome is uncertain, the dice determine the results.

For every ability check, the GM decides which of the six abilities is relevant to the task at hand and the difficulty of the task, represented by a Difficulty Class.

The more difficult a task, the higher its DC. The Typical Difficulty Classes table shows the most common DCs.

TYPICAL DIFFICULTY CLASSES (TABLE)

TASK DIFFICULTY	DC
Very easy	5
Easy	10
Medium	15
Hard	20
Very hard	25
Nearly impossible	30

To make an ability check, roll a d20 and add the relevant ability modifier. As with other d20 rolls, apply bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success—the creature overcomes the challenge at hand. Otherwise, it's a failure, which means the character or monster makes no progress toward the objective or makes progress combined with a setback determined by the GM.

CONTESTS

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

Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks. The participant with the higher check total wins the contest. That character or monster either succeeds at the action or prevents the other one from succeeding.

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

SKILLS

Each ability covers a broad range of capabilities, including skills that a character or a monster can be proficient in. A skill represents a specific aspect of an ability score, and an individual's proficiency in a skill demonstrates a focus on that aspect. (A character's starting skill proficiencies are determined at character creation, and a monster's skill proficiencies appear in the monster's stat block.)

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

The skills related to each ability score are shown in the following list. (No skills are related to Constitution.) See an ability's description in the later sections of this section for examples of how to use a skill associated with an ability.

Strength

- Athletics

Dexterity

- Acrobatics
- Sleight of Hand
- Stealth

Intelligence

- Arcana
- History
- Investigation
- Nature
- Religion

Wisdom

- Animal Handling
- Insight
- Medicine
- Perception
- Survival

Charisma

- Deception
- Intimidation
- Performance
- Persuasion

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

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

VARIANT: SKILLS WITH DIFFERENT ABILITIES

Normally, your proficiency in a skill applies only to a specific kind of ability check. Proficiency in Athletics, for example, usually applies to Strength checks. In some situations, though, your proficiency might reasonably apply to a different kind of check. In such cases, the GM might ask for a check using an unusual combination of ability and skill, or you might ask your GM if you can apply a proficiency to a different check. For example, if you have to swim from an offshore island to the mainland, your GM might call for a Constitution check to see if you have the stamina to make it that far. In this case, your GM might allow you to apply your proficiency in Athletics and ask for a Constitution (Athletics) check. So if you're proficient in Athletics, you apply your proficiency bonus to the Constitution check just as you would normally do for a Strength (Athletics) check. Similarly, when your half-orc barbarian uses a display of raw strength to intimidate an enemy, your GM might ask for a Strength (Intimidation) check, even though Intimidation is normally associated with Charisma.

PASSIVE CHECKS

A passive check is a special kind of ability check that doesn't involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as searching for secret doors over and over again, or can be used when the GM wants to secretly determine whether the characters succeed at something without rolling dice, such as noticing a hidden monster.

Here's how to determine a character's total for a passive check:

10 + all modifiers that normally apply to the check

If the character has advantage on the check, add 5. For

disadvantage, subtract 5. The game refers to a passive check total as a **score**.

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

The rules on hiding in the "Dexterity" section below rely on passive checks, as do the exploration rules.

WORKING TOGETHER

Sometimes two or more characters team up to attempt a task. The character who's leading the effort-or the one with the highest ability modifier-can make an ability check with advantage, reflecting the help provided by the other characters. In combat, this requires the Help action.

A character can only provide help if the task is one that he or she could attempt alone. For example, trying to open a lock requires proficiency with thieves' tools, so a character who lacks that proficiency can't help another character in that task. Moreover, a character can help only when two or more individuals working together would actually be productive. Some tasks, such as threading a needle, are no easier with help.

GROUP CHECKS

When a number of individuals are trying to accomplish something as a group, the GM might ask for a group ability check. In such a situation, the characters who are skilled at a particular task help cover those who aren't.

To make a group ability check, everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails.

Group checks don't come up very often, and they're most useful when all the characters succeed or fail as a group. For example, when adventurers are navigating a swamp, the GM might call for a group Wisdom (Survival) check to see if the characters can avoid the quicksand, sinkholes, and other natural hazards of the environment. If at least half the group succeeds, the successful characters are able to guide their companions out of danger. Otherwise, the group stumbles into one of these hazards.

USING EACH ABILITY

Every task that a character or monster might attempt in the game is covered by one of the six abilities. This section explains in more detail what those abilities mean and the ways they are used in the game.

STRENGTH

Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force.

STRENGTH CHECKS

A Strength check can model any attempt to lift, push, pull, or break something, to force your body through a space, or to otherwise apply brute force to a situation. The Athletics skill reflects aptitude in certain kinds of Strength checks.

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

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

Other Strength Checks. The GM might also call for a Strength check when you try to accomplish tasks like the following:

- Force open a stuck, locked, or barred door
- Break free of bonds
- Push through a tunnel that is too small
- Hang on to a wagon while being dragged behind it
- Tip over a statue
- Keep a boulder from rolling

ATTACK ROLLS AND DAMAGE

You add your Strength modifier to your attack roll and your damage roll when attacking with a melee weapon such as a mace, a battleaxe, or a javelin. You use melee

weapons to make melee attacks in hand-to-hand combat, and some of them can be thrown to make a ranged attack.

LIFTING AND CARRYING

Your Strength score determines the amount of weight you can bear. The following terms define what you can lift or carry.

Carrying Capacity. Your carrying capacity is your Strength score multiplied by 15. This is the weight (in pounds) that you can carry, which is high enough that most characters don't usually have to worry about it.

Push, Drag, or Lift. You can push, drag, or lift a weight in pounds up to twice your carrying capacity (or 30 times your Strength score). While pushing or dragging weight in excess of your carrying capacity, your speed drops to 5 feet.

Size and Strength. Larger creatures can bear more weight, whereas Tiny creatures can carry less. For each size category above Medium, double the creature's carrying capacity and the amount it can push, drag, or lift. For a Tiny creature, halve these weights.

Variant: Encumbrance

The rules for lifting and carrying are intentionally simple. Here is a variant if you are looking for more detailed rules for determining how a character is hindered by the weight of equipment. When you use this variant, ignore the Strength column of the Armor table.

If you carry weight in excess of 5 times your Strength score, you are **encumbered**, which means your speed drops by 10 feet.

If you carry weight in excess of 10 times your Strength score, up to your maximum carrying capacity, you are instead **heavily encumbered**, which means your speed drops by 20 feet and you have disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution.

DEXTERITY

Dexterity measures agility, reflexes, and balance.

DEXTERITY CHECKS

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

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

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

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

Other Dexterity Checks. The GM might call for a Dexterity check when you try to accomplish tasks like the following:

- Control a heavily laden cart on a steep descent
- Steer a chariot around a tight turn
- Pick a lock
- Disable a trap
- Securely tie up a prisoner
- Wiggle free of bonds
- Play a stringed instrument
- Craft a small or detailed object

ATTACK ROLLS AND DAMAGE

You add your Dexterity modifier to your attack roll and your damage roll when attacking with a ranged weapon, such as a sling or a longbow. You can also add your Dexterity modifier to your attack roll and your damage roll when attacking with a melee weapon that has the finesse property, such as a dagger or a rapier.

ARMOR CLASS

Depending on the armor you wear, you might add some or all of your Dexterity modifier to your Armor Class.

INITIATIVE

At the beginning of every combat, you roll initiative by making a Dexterity check. Initiative determines the order of creatures' turns in combat.

HIDING

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 you give away your position if you make noise, such as shouting a warning or knocking over a vase.

An invisible creature can always try to hide. Signs of its passage might still be noticed, and it does have to stay quiet.

In combat, most creatures stay alert for signs of danger all around, so if you come out of hiding and approach a creature, it usually sees you. However, under certain circumstances, the DM might allow you to stay hidden as you approach a creature that is distracted, allowing you to gain advantage on an attack roll before you are seen.

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** (see p. 31.)

CONSTITUTION

Constitution measures health, stamina, and vital force.

CONSTITUTION CHECKS

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

- The GM might call for a Constitution check when you try to accomplish tasks like the following:
- Hold your breath
- March or labor for hours without rest
- Go without sleep
- Survive without food or water
- Quaff an entire stein of ale in one go

HIT POINTS

Your Constitution modifier contributes to your hit points. Typically, you add your Constitution modifier to each Hit Die you roll for your hit points.

If your Constitution modifier changes, your hit point maximum changes as well, as though you had the new modifier from 1st level. For example, if you raise your Constitution score when you reach 4th level and your Constitution modifier increases from +1 to +2, you adjust your hit point maximum as though the modifier had always been +2. So you add 3 hit points for your first three levels, and then roll your hit points for 4th level using your new modifier. Or if you're 7th level and some effect lowers your Constitution score so as to reduce your Constitution modifier by 1, your hit point maximum is reduced by 7.

INTELLIGENCE

Intelligence measures mental acuity, accuracy of recall, and the ability to reason.

INTELLIGENCE CHECKS

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

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

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

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

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

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

Other Intelligence Checks. The GM might call for an Intelligence check when you try tasks like the following:

- Communicate with a creature without using words
- Estimate the value of a precious item
- Pull together a disguise to pass as a city guard
- Forge a document
- Recall lore about a craft or trade
- Win a game of skill

SPELLCASTING ABILITY

Wizards use Intelligence as their spellcasting ability, which helps determine the saving throw DCs of spells they cast.

WISDOM

Wisdom reflects how attuned you are to the world around you and represents perceptiveness and intuition.

WISDOM CHECKS

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

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

Insight. Your Wisdom (Insight) check decides whether you can determine the true intentions of a creature, such as when searching out a lie or predicting someone's next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms.

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

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

Survival. The GM might ask you to make a Wisdom (Survival) check to follow tracks, hunt wild game, guide

your group through frozen wastelands, identify signs that owlbears live nearby, predict the weather, or avoid quicksand and other natural hazards.

Other Wisdom Checks. The GM might call for a Wisdom check when you try to accomplish tasks like the following:

- Get a gut feeling about what course of action to follow
- Discern whether a seemingly dead or living creature is undead

SPELLCASTING ABILITY

Clerics, druids, and rangers use Wisdom as their spellcasting ability, which helps determine the saving throw DCs of spells they cast.

CHARISMA

Charisma measures your ability to interact effectively with others. It includes such factors as confidence and eloquence, and it can represent a charming or commanding personality.

CHARISMA CHECKS

A Charisma check might arise when you try to influence or entertain others, when you try to make an impression or tell a convincing lie, or when you are navigating a tricky social situation. The Deception, Intimidation, Performance, and Persuasion skills reflect aptitude in certain kinds of Charisma checks.

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

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

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

Persuasion. When you attempt to influence someone or a group of people with tact, social graces, or good nature, the GM might ask you to make a Charisma (Persuasion) check. Typically, you use persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. Examples of persuading others include convincing a chamberlain to let your party see the king, negotiating peace between warring tribes, or inspiring a crowd of townsfolk.

Other Charisma Checks. The GM might call for a Charisma check when you try to accomplish tasks like the following:

- Find the best person to talk to for news, rumors, and gossip
- Blend into a crowd to get the sense of key topics of conversation

SPELLCASTING ABILITY

Bards, paladins, sorcerers, and warlocks use Charisma as their spellcasting ability, which helps determine the saving throw DCs of spells they cast.

SAVING THROWS

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

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

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

Each class gives proficiency in at least two saving throws. The wizard, for example, is proficient in Intelligence saves. As with skill proficiencies, proficiency in a saving throw lets a character add his or her proficiency bonus to saving throws made using a particular ability score. Some monsters have saving throw proficiencies as well.

The Difficulty Class for a saving throw is determined by the effect that causes it. For example, the DC for a saving throw allowed by a spell is determined by the caster's spellcasting ability and proficiency bonus.

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

TIME

In situations where keeping track of the passage of time is important, the GM determines the time a task requires. The GM might use a different time scale depending on the context of the situation at hand. In a dungeon environment, the adventurers' movement happens on a scale of **minutes**. It takes them about a minute to creep down a long hallway, another minute to check for traps on the door at the end of the hall, and a good ten minutes to search the chamber beyond for anything interesting or valuable.

In a city or wilderness, a scale of **hours** is often more appropriate. Adventurers eager to reach the lonely tower at the heart of the forest hurry across those fifteen miles in just under four hours' time.

For long journeys, a scale of **days** works best.

Following the road from Baldur's Gate to Waterdeep, the adventurers spend four uneventful days before a goblin ambush interrupts their journey.

In combat and other fast-paced situations, the game relies on **rounds**, a 6-second span of time.

MOVEMENT

Swimming across a rushing river, sneaking down a dungeon corridor, scaling a treacherous mountain slope—all sorts of movement play a key role in fantasy gaming adventures.

The GM can summarize the adventurers' movement without calculating exact distances or travel times: "You travel through the forest and find the dungeon entrance late in the evening of the third day." Even in a dungeon, particularly a large dungeon or a cave network, the GM can summarize movement between encounters: "After killing the guardian at the entrance to the ancient dwarven stronghold, you consult your map, which leads you through miles of echoing corridors to a chasm bridged by a narrow stone arch."

Sometimes it's important, though, to know how long it takes to get from one spot to another, whether the answer is in days, hours, or minutes. The rules for determining travel

time depend on two factors: the speed and travel pace of the creatures moving and the terrain they're moving over.

SPEED

Every character and monster has a speed, which is the distance in feet that the character or monster can walk in 1 round. This number assumes short bursts of energetic movement in the midst of a life-threatening situation.

The following rules determine how far a character or monster can move in a minute, an hour, or a day.

TRAVEL PACE

While traveling, a group of adventurers can move at a normal, fast, or slow pace, as shown on the Travel Pace table. The table states how far the party can move in a period of time and whether the pace has any effect. A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak around and to search an area more carefully.

Forced March. The Travel Pace table assumes that characters travel for 8 hours in day. They can push on beyond that limit, at the risk of exhaustion.

For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, and each character must make a Constitution saving throw at the end of the hour. The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of exhaustion (see p. 44).

Mounts and Vehicles. For short spans of time (up to an hour), many animals move much faster than humanoids. A mounted character can ride at a gallop for about an hour, covering twice the usual distance for a fast pace. If fresh mounts are available every 8 to 10 miles, characters can cover larger distances at this pace, but this is very rare except in densely populated areas.

Characters in wagons, carriages, or other land vehicles choose a pace as normal. Characters in a waterborne vessel are limited to the speed of the vessel, and they don't suffer penalties for a fast pace or gain benefits from a slow pace. Depending on the vessel and the size of the crew, ships might be able to travel for up to 24 hours per day.

TRAVEL PACE (TABLE)

PACE	DISTANCE PER:	MINUTE	HOUR	DAY	EFFECT
Fast	400 feet		4 miles	30 miles	-5 penalty to passive Wisdom (Perception) scores
Normal	300 feet		3 miles	18 miles	-
Slow	200 feet		2 miles	24 miles	Able to use stealth

Certain special mounts, such as a pegasus or griffon, or special vehicles, such as a *carpet of flying*, allow you to travel more swiftly.

Difficult Terrain

The travel speeds given in the Travel Pace table assume relatively simple terrain: roads, open plains, or clear dungeon corridors. But adventurers often face dense forests, deep swamps, rubble-filled ruins, steep mountains, and ice-covered ground—all considered difficult terrain.

You move at half speed in difficult terrain—moving 1 foot in difficult terrain costs 2 feet of speed—so you can cover only half the normal distance in a minute, an hour, or a day.

SPECIAL TYPES OF MOVEMENT

Movement through dangerous dungeons or wilderness areas often involves more than simply walking. Adventurers might have to climb, crawl, swim, or jump to get where they need to go.

CLIMBING, SWIMMING, AND CRAWLING

While climbing or swimming, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain), unless a creature has a climbing or swimming speed. At the GM's option, climbing a slippery vertical 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.

JUMPING

Your Strength determines how far you can jump.

Long Jump. 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.

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

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

High Jump. When you make a high jump, you leap into the air a number of feet equal to 3 + your Strength modifier if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear on

the jump costs a foot of movement. In some circumstances, your GM might allow you to make a Strength (Athletics) check to jump higher than you normally can.

You can extend your arms half your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 1½ times your height.

THE ENVIRONMENT

By its nature, adventuring involves delving into places that are dark, dangerous, and full of mysteries to be explored. The rules in this section cover some of the most important ways in which adventurers interact with the environment in such places.

FALLING

A fall from a great height is one of the most common hazards facing an adventurer. At the end of a fall, a creature takes 1d6 bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.

SUFFOCATING

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

VISION AND LIGHT

The most fundamental tasks of adventuring—noticing danger, finding hidden objects, hitting an enemy in combat, and targeting a spell, to name just a few—rely heavily on a character's ability to see. Darkness and other effects that obscure vision can prove a significant hindrance.

A given area might be lightly or heavily obscured. In a **lightly obscured** area, such as dim light, patchy fog, or moderate foliage, creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

A **heavily obscured** area—such as darkness, opaque fog, or dense foliage—blocks vision entirely. A creature effectively

suffers from the blinded condition (see p. 44) when trying to see something in that area.

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

Bright light lets most creatures see normally.

Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.

Dim light, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might bathe the land in dim light.

Darkness creates a heavily obscured area.

Characters face darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon or a subterranean vault, or in an area of magical darkness.

BLINDSIGHT

A creature with blindsight can perceive its surroundings without relying on sight, within a specific radius. Creatures without eyes, such as oozes, and creatures with echolocation or heightened senses, such as bats and true dragons, have this sense.

DARKVISION

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

TRUESIGHT

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

FOOD AND WATER

Characters who don't eat or drink suffer the effects of exhaustion (see p. 44). Exhaustion caused by lack of food

or water can't be removed until the character eats and drinks the full required amount.

FOOD

A character needs one pound of food per day and can make food last longer by subsisting on half rations. Eating half a pound of food in a day counts as half a day without food.

A character can go without food for a number of days equal to 3 + his or her Constitution modifier (minimum 1). At the end of each day beyond that limit, a character automatically suffers one level of exhaustion.

A normal day of eating resets the count of days without food to zero.

WATER

A character needs one gallon of water per day, or two gallons per day if the weather is hot. A character who drinks only half that much water must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion at the end of the day. A character with access to even less water automatically suffers one level of exhaustion at the end of the day.

If the character already has one or more levels of exhaustion, the character takes two levels in either case.

INTERACTING WITH OBJECTS

A character's interaction with objects in an environment is often simple to resolve in the game. The player tells the GM that his or her character is doing something, such as moving a lever, and the GM describes what, if anything, happens.

For example, a character might decide to pull a lever, which might, in turn, raise a portcullis, cause a room to flood with water, or open a secret door in a nearby wall. If the lever is rusted in position, though, a character might need to force it. In such a situation, the GM might call for a Strength check to see whether the character can wrench the lever into place. The GM sets the DC for any such check based on the difficulty of the task.

Characters can also damage objects with their weapons and spells. Objects are immune to poison and psychic damage, but otherwise they can be affected by physical and magical attacks much like creatures can. The GM determines an object's Armor Class and hit points, and might decide that certain objects have resistance or immunity to certain kinds of attacks. (It's hard to cut a rope with a club, for example.) Objects always fail Strength and Dexterity

saving throws, and they are immune to effects that require other saves. When an object drops to 0 hit points, it breaks.

A character can also attempt a Strength check to break an object. The GM sets the DC for any such check.

RESTING

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

Adventurers can take short rests in the midst of an adventuring day and a long rest to end the day.

SHORT REST

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

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

LONG REST

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

At the end of a long rest, a character regains all lost hit points. 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.

COMBAT

A typical combat encounter is a clash between two sides, a flurry of weapon swings, feints, parries, footwork, and spellcasting. The game organizes the chaos of combat into a cycle of rounds and turns. A **round** represents about 6 seconds in the game world. During a round, each participant in a battle takes a **turn**. The order of turns is determined at the beginning of a combat encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

COMBAT STEP BY STEP

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

SURPRISE

A band of adventurers sneaks up on a bandit camp, springing from the trees to attack them. A gelatinous cube glides down a dungeon passage, unnoticed by the adventurers until the cube engulfs one of them. In these situations, one side of the battle gains surprise over the other.

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

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 GM makes one roll for an entire group of identical creatures, so each member of the group acts at the same time.

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

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

YOUR TURN

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

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

Movement and Position (see below) 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 Cunning Action feature, for example, allows a rogue to take a bonus action. You can take a bonus action only when a special ability, spell, or other feature of the game states that you can do something as a bonus action. You otherwise don't have a bonus action to take.

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

You choose when to take a bonus action during your turn, unless the bonus action's timing is specified, and

anything that deprives you of your ability to take actions also prevents you from taking a bonus action.

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

REACTIONS

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

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

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 movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire

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

BREAKING UP YOUR MOVE

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

Moving Between Attacks

If you take an action that includes more than one weapon attack, you can break up your movement even further by moving between those attacks. For example, a fighter who can make two attacks with the Extra Attack feature and who has a speed of 25 feet could move 10 feet, make an attack, move 15 feet, and then attack again.

Using Different Speeds

If you have more than one speed, such as your walking speed and a flying speed, you can switch back and forth between your speeds during your move. Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move.

For example, if you have a speed of 30 and a 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

Combat rarely takes place in bare rooms or on featureless plains. Boulder-strewn caverns, briar-choked forests, treacherous staircases—the setting of a typical fight contains difficult terrain.

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

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

BEING PRONE

Combatants often find themselves lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are prone, a condition described on p. 45.

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

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

INTERACTING WITH OBJECTS AROUND YOU

Here are a few examples of the sorts of thing you can do in tandem with your movement and action:

- draw or sheathe a sword
- open or close a door
- withdraw a potion from your backpack
- pick up a dropped axe
- take a bauble from a table
- remove a ring from your finger
- stuff some food into your mouth
- plant a banner in the ground
- fish a few coins from your belt pouch
- drink all the ale in a flagon
- throw a lever or a switch
- pull a torch from a sconce
- take a book from a shelf you can reach
- extinguish a small flame
- don a mask
- pull the hood of your cloak up and over your head
- put your ear to a door
- kick a small stone
- turn a key in a lock
- tap the floor with a 10-foot pole
- hand an item to another character

MOVING AROUND OTHER CREATURES

You can move through a nonhostile creature's space. In contrast, you can move through a hostile creature's space only if the creature is at least two sizes larger or smaller than you. Remember that another creature's space is difficult terrain for you.

Whether a creature is a friend or an enemy, you can't willingly end your move in its space.

If you leave a hostile creature's reach during your move, you provoke an opportunity attack, as explained later in the chapter.

FLYING MOVEMENT

Flying creatures enjoy many benefits of mobility, but they must also deal with the danger of falling. If a flying creature is knocked prone, has its speed reduced to 0, or is otherwise deprived of the ability to move, the creature falls, unless it has the ability to hover or it is being held aloft by magic, such as by the *fly* spell.

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.

SPACE

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

A creature's space also reflects the area it needs to fight effectively. For that reason, there's a limit to the number of creatures that can surround another creature in combat. Assuming Medium combatants, eight creatures can fit in a 5-foot radius around another one.

SIZE CATEGORIES (TABLE)

SIZE	SPACE
Tiny	2½ by 2½ ft.
Small	5 by 5 ft.
Medium	5 by 5 ft.
Large	10 by 10 ft.
Huge	15 by 15 ft.
Gargantuan	20 by 20 ft. or larger

Because larger creatures take up more space, fewer of them can surround a creature. If five Large creatures crowd around a Medium or smaller one, there's little room for anyone else. In contrast, as many as twenty Medium creatures can surround a Gargantuan one.

SQUEEZING INTO A SMALLER SPACE

A creature can squeeze through a space that is large enough for a creature one size smaller than it. Thus, a Large creature can squeeze through a passage that's only 5 feet wide. While squeezing through a space, a creature must spend 1 extra foot for every foot it moves there, and it has disadvantage on attack rolls and Dexterity saving throws. Attack rolls against the creature have advantage while it's in the smaller space.

ACTIONS IN COMBAT

When you take your action on your turn, you can take one of the actions presented here, an action you gained from your class or a special feature, or an action that you improvise. Many monsters have action options of their own in their stat blocks.

When you describe an action not detailed elsewhere in the rules, the GM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

ATTACK

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

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

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

CAST 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. Casting a spell is, therefore, not necessarily an action. Most spells do have a casting time of 1 action, so a spellcaster often uses his or her action in combat to cast such a spell.

DASH

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

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

DISENGAGE

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

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 on p. 45) 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 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. Remember that you can take only one reaction per round.

When you ready a spell, you cast it as normal but hold its energy, which you release with your reaction when the trigger occurs. To be readied, a spell must have a casting time of 1 action, and holding onto the spell's magic requires concentration. If your concentration is broken, the spell dissipates without taking effect. For example, if you are concentrating on the *web* spell and ready *magic missile*, your *web* spell ends, and if you take damage before you release *magic missile* with your reaction, your concentration might be broken.

SEARCH

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

USE AN OBJECT

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

MAKING AN ATTACK

Whether you're striking with a melee weapon, firing a weapon at range, or making an attack roll as part of a spell, an attack has a simple structure.

1. **Choose a target.** Pick a target within your attack's Range: a creature, an object, or a location.

2. **Determine modifiers.** The GM determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, spells, special abilities, and other effects can apply penalties or bonuses to your attack roll.

3. **Resolve the attack.** You make the attack roll. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

If there's ever any question whether something you're doing counts as an attack, the rule is simple: if you're making an attack roll, you're making an attack.

ATTACK ROLLS

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll,

roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits. The AC of a character is determined at character creation, whereas the AC of a monster is in its stat block.

Modifiers to the Roll

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

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

Some spells also require an attack roll. The ability modifier used for a spell attack depends on the spellcasting ability of the spellcaster.

Proficiency Bonus You add your proficiency bonus to your attack roll when you attack using a weapon with which you have proficiency, as well as when you attack with a spell.

Rolling 1 or 20

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

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

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 GM 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. A melee attack typically uses a handheld weapon such as a sword, a warhammer, or an axe. A typical monster makes a melee attack when it strikes with its claws, horns, teeth, tentacles, or other body part. A few spells also involve making a melee attack.

Most creatures have a 5-foot **reach** and can thus attack targets within 5 feet of them when making a melee attack. Certain creatures (typically those larger than Medium) have melee attacks with a greater reach than 5 feet, as noted in their descriptions.

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

Opportunity Attacks

In a fight, everyone is constantly watching for a chance to strike an enemy who is fleeing or passing by. Such a strike is called an opportunity attack.

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

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

Two-Weapon Fighting

When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action 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.

Grappling

When you want to grab a creature or wrestle with it, you can use the Attack action to make a special melee attack, a grapple. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your grapple must be no more than one size larger than you and must be within your reach. Using at least one free hand, you try to seize the target by making a grapple check instead of an attack roll: a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you succeed, you subject the target to the grappled condition (see p. 45). The condition specifies the things that end it, and you can release the target whenever you like (no action required).

Escaping a Grapple A grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check.

Moving a Grappled Creature When you move, you can drag or carry the grappled creature with you, but your speed is halved, unless the creature is two or more sizes smaller than you.

CONTESTS IN COMBAT

Battle often involves pitting your prowess against that of your foe. Such a challenge is represented by a contest. This section includes the most common contests that require an action in combat: grappling and shoving a creature. The GM can use these contests as models for improvising others.

SHOVING A CREATURE

Using the Attack action, you can make a special melee attack to shove a creature, either to knock it prone or push

it away from you. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target must be no more than one size larger than you and must be within your reach. Instead of making an attack roll, you make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you win the contest, you either knock the target prone or push it 5 feet away from you.

COVER

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

There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives half cover and a tree trunk that gives three-quarters cover, the target has three-quarters cover.

A target with **half cover** has a +2 bonus to AC and Dexterity saving throws. A target has half cover if 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 fantasy gaming worlds. The thrust of a sword, a well-placed arrow, or a blast of flame from a *fireball* spell all have the potential to damage, or even kill, the hardiest of creatures.

HIT POINTS

Hit points represent physical and mental durability, will to live, and luck. Creatures with more hit points are harder 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, spell, and harmful monster ability specifies the damage it deals. You roll the damage die or dice, add any modifiers, and apply the damage to your target. Magic weapons, special abilities, and other factors can grant a bonus to damage. With a penalty, it is possible to deal 0 damage, but never negative damage.

When attacking with a **weapon**, you add your ability modifier—the same modifier used for the attack roll—to the damage. A **spell** tells you which dice to roll for damage and whether to add any modifiers.

If a spell or other effect deals damage to **more than one target** at the same time, roll the damage once for all of them. For example, when a wizard casts *fireball* or a cleric casts *flame strike*, the spell's damage is rolled once for all creatures caught in the blast.

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 rogue's Sneak Attack feature, you roll those dice twice as well.

Damage Types

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

The damage types follow, with examples to help a GM assign a damage type to a new effect.

Acid The corrosive spray of a black dragon's breath and the dissolving enzymes secreted by a black pudding deal acid damage.

Bludgeoning Blunt force attacks—hammers, falling, constriction, and the like—deal bludgeoning damage.

Cold The infernal chill radiating from an ice devil's spear and the frigid blast of a white dragon's breath deal cold damage.

Fire Red dragons breathe fire, and many spells conjure flames to deal fire damage.

Force Force is pure magical energy focused into a damaging form. Most effects that deal force damage are spells, including *magic missile* and *spiritual weapon*.

Lightning A *lightning bolt* spell and a blue dragon's breath deal lightning damage.

Necrotic Necrotic damage, dealt by certain undead and a spell such as *chill touch*, withers matter and even the soul.

Piercing Puncturing and impaling attacks, including spears and monsters' bites, deal piercing damage.

Poison Venomous stings and the toxic gas of a green dragon's breath deal poison damage.

Psychic Mental abilities such as a mind flayer's psionic blast deal psychic damage.

Radiant Radiant damage, dealt by a cleric's *flame strike* spell or an angel's smiting weapon, sears the flesh like fire and overloads the spirit with power.

Slashing Swords, axes, and monsters' claws deal slashing damage.

Thunder A concussive burst of sound, such as the effect of the *thunderwave* spell, deals thunder damage.

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. Even death is reversible through powerful magic. Rest can restore a creature's hit points, and magical methods such as a *cure wounds* spell or a *potion of healing* can remove damage in an instant.

When a creature receives healing of any kind, hit points regained are added to its current hit points. A creature's hit points can't exceed its hit point maximum, so any hit points regained in excess of this number are lost. For example, a druid grants a ranger 8 hit points of healing. If the ranger has 14 current hit points and has a hit point maximum of 20, the ranger regains 6 hit points from the druid, not 8.

A creature that has died can't regain hit points until magic such as the *revivify* spell has restored it to life.

DROPPING TO 0 HIT POINTS

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

INSTANT DEATH

Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum.

For example, a 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 p. 45). This unconsciousness ends if you regain any hit points.

DEATH SAVING THROWS

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

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

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

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

STABILIZING A CREATURE

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

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

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

MONSTERS AND DEATH

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

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

KNOCKING A CREATURE OUT

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a creature to 0 hit points with a melee 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.

TEMPORARY HIT POINTS

Some spells and special abilities confer temporary hit points to a creature. Temporary hit points aren't actual hit points; they are a buffer against damage, a pool of hit points that protect you from injury.

When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage carries over to your normal hit points. For example, if you have 5 temporary hit points and take 7 damage, you lose the temporary hit points and then take 2 damage.

Because temporary hit points are separate from your actual hit points, they can exceed your hit point maximum. A character can, therefore, be at full hit points and receive temporary hit points.

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

If you have 0 hit points, receiving temporary hit points doesn't restore you to consciousness or stabilize you. They can still absorb damage directed at you while you're in that state, but only true healing can save you.

Unless a feature that grants you temporary hit points has a duration, they last until they're depleted or you finish a long rest.

MOUNTED COMBAT

A knight charging into battle on a warhorse, a wizard casting spells from the back of a griffon, or a cleric soaring through the sky on a pegasus all enjoy the benefits of speed and mobility that a mount can provide.

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

MOUNTING AND DISMOUNTING

Once during your move, you can mount a creature that is within 5 feet of you or dismount. Doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to mount a horse. Therefore, you can't mount it if you don't have 15 feet of movement left or if your speed is 0.

If an effect moves your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing prone in a space within 5 feet of it. If you're knocked prone while mounted, you must make the same saving throw.

If your mount is knocked prone, you can use your reaction to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall prone in a space within 5 feet of it.

CONTROLLING A MOUNT

While you're mounted, you have two options. You can either control the mount or allow it to act independently. Intelligent creatures, such as dragons, act independently.

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



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

An independent mount retains its place in the initiative order. Bearing a rider puts no restrictions on the actions the mount can take, and it moves and acts as it wishes. It might flee from combat, rush to attack and devour a badly injured foe, or otherwise act against your wishes.

In either case, if the mount provokes an opportunity attack while you're on it, the attacker can target you or the mount.

UNDERWATER COMBAT

When adventurers pursue sahuagin back to their undersea homes, fight off sharks in an ancient shipwreck, or find themselves in a flooded dungeon room, they must fight in a challenging environment. Underwater the following rules apply.

When making a **melee weapon attack**, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident.

A **ranged weapon attack** automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).

Creatures and objects that are fully immersed in water have resistance to fire damage.

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.

EXHAUSTION

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

LEVEL	EFFECT
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks.

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.

Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

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 *thunder-wave* 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.

SITUATIONAL RULES

TRAPS

Traps can be found almost anywhere. One wrong step in an ancient tomb might trigger a series of scything blades, which cleave through armor and bone. The seemingly innocuous vines that hang over a cave entrance might grasp and choke anyone who pushes through them. A net hidden among the trees might drop on travelers who pass underneath. In a fantasy game, unwary adventurers can fall to their deaths, be burned alive, or fall under a fusillade of poisoned darts.

A trap can be either mechanical or magical in nature. **Mechanical traps** include pits, arrow traps, falling blocks, water-filled rooms, whirling blades, and anything else that depends on a mechanism to operate. **Magic traps** are either magical device traps or spell traps. Magical device traps initiate spell effects when activated. Spell traps are spells such as *glyph of warding* and *symbol* that function as traps.

TRAPS IN PLAY

When adventurers come across a trap, you need to know how the trap is triggered and what it does, as well as the possibility for the characters to detect the trap and to disable or avoid it.

TRIGGERING A TRAP

Most traps are triggered when a creature goes somewhere or touches something that the trap's creator wanted to protect. Common triggers include stepping on a pressure plate or a false section of floor, pulling a trip wire, turning a doorknob, and using the wrong key in a lock. Magic traps are often set to go off when a creature enters an area or touches an object. Some magic traps (such as the *glyph of warding* spell) have more complicated trigger conditions, including a password that prevents the trap from activating.

DETECTING AND DISABLING A TRAP

Usually, some element of a trap is visible to careful inspection. Characters might notice an uneven flagstone that conceals a pressure plate, spot the gleam of light off a trip wire, notice small holes in the walls from which jets of flame will erupt, or otherwise detect something that points to a trap's presence.

A trap's description specifies the checks and DCs needed to detect it, disable it, or both. A character actively looking for a trap can attempt a Wisdom (Perception) check against the trap's DC. You can also compare the DC to detect the trap

with each character's passive Wisdom (Perception) score to determine whether anyone in the party notices the trap in passing. If the adventurers detect a trap before triggering it, they might be able to disarm it, either permanently or long enough to move past it. You might call for an Intelligence (Investigation) check for a character to deduce what needs to be done, followed by a Dexterity check using thieves' tools to perform the necessary sabotage.

Any character can attempt an Intelligence (Arcana) check to detect or disarm a magic trap, in addition to any other checks noted in the trap's description. The DCs are the same regardless of the check used. In addition, *dispel magic* has a chance of disabling most magic traps. A magic trap's description provides the DC for the ability check made when you use *dispel magic*.

In most cases, a trap's description is clear enough that you can adjudicate whether a character's actions locate or foil the trap. As with many situations, you shouldn't allow die rolling to override clever play and good planning. Use your common sense, drawing on the trap's description to determine what happens. No trap's design can anticipate every possible action that the characters might attempt.

You should allow a character to discover a trap without making an ability check if an action would clearly reveal the trap's presence. For example, if a character lifts a rug that conceals a pressure plate, the character has found the trigger and no check is required.

Foiling traps can be a little more complicated. Consider a trapped treasure chest. If the chest is opened without first pulling on the two handles set in its sides, a mechanism inside fires a hail of poison needles toward anyone in front of it. After inspecting the chest and making a few checks, the characters are still unsure if it's trapped. Rather than simply open the chest, they prop a shield in front of it and push the chest open at a distance with an iron rod. In this case, the trap still triggers, but the hail of needles fires harmlessly into the shield.

Traps are often designed with mechanisms that allow them to be disarmed or bypassed. Intelligent monsters that place traps in or around their lairs need ways to get past those traps without harming themselves. Such traps might have hidden levers that disable their triggers, or a secret door might conceal a passage that goes around the trap.

TRAP EFFECTS

The effects of traps can range from inconvenient to deadly, making use of elements such as arrows, spikes, blades, poison, toxic gas, blasts of fire, and deep pits. The deadliest traps combine multiple elements to kill, injure, contain, or drive off any creature unfortunate enough to trigger them. A trap's description specifies what happens when it is triggered.

The attack bonus of a trap, the save DC to resist its effects, and the damage it deals can vary depending on the trap's severity. Use the Trap Save DCs and Attack Bonuses table and the Damage Severity by Level table for suggestions based on three levels of trap severity.

A trap intended to be a **setback** is unlikely to kill or seriously harm characters of the indicated levels, whereas a **dangerous** trap is likely to seriously injure (and potentially kill) characters of the indicated levels. A **deadly** trap is likely to kill characters of the indicated levels.

TRAP SAVE DCs AND ATTACK BONUSES

TRAP DANGER	SAVE DC	ATTACK BONUS
Setback	10-11	+3 to +5
Dangerous	12-15	+6 to +8
Deadly	16-20	+9 to +12

DAMAGE SEVERITY BY LEVEL

CHARACTER LEVEL	SETBACK	DANGEROUS	DEADLY
1st-4th	1d10	2d10	4d10
5th-10th	2d10	4d10	10d10
11th-16th	4d10	10d10	18d10
17th-20th	10d10	18d10	24d10

COMPLEX TRAPS

Complex traps work like standard traps, except once activated they execute a series of actions each round. A complex trap turns the process of dealing with a trap into something more like a combat encounter.

When a complex trap activates, it rolls initiative. The trap's description includes an initiative bonus. On its turn, the trap activates again, often taking an action. It might make successive attacks against intruders, create an effect that changes over time, or otherwise produce a dynamic challenge. Otherwise, the complex trap can be detected and disabled or bypassed in the usual ways.

For example, a trap that causes a room to slowly flood works best as a complex trap. On the trap's turn, the water level rises. After several rounds, the room is completely flooded.

SAMPLE TRAPS

The magical and mechanical traps presented here vary in deadliness and are presented in alphabetical order.

COLLAPSING ROOF

Mechanical trap

This trap uses a trip wire to collapse the supports keeping an unstable section of a ceiling in place.

The trip wire is 3 inches off the ground and stretches between two support beams. The DC to spot the trip wire is 10. A successful DC 15 Dexterity check using thieves' tools disables the trip wire harmlessly. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers.

Anyone who inspects the beams can easily determine that they are merely wedged in place. As an action, a character can knock over a beam, causing the trap to trigger.

The ceiling above the trip wire is in bad repair, and anyone who can see it can tell that it's in danger of collapse.

When the trap is triggered, the unstable ceiling collapses. Any creature in the area beneath the unstable section must succeed on a DC 15 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful one. Once the trap is triggered, the floor of the area is filled with rubble and becomes difficult terrain.

FALLING NET

Mechanical trap

This trap uses a trip wire to release a net suspended from the ceiling.

The trip wire is 3 inches off the ground and stretches between two columns or trees. The net is hidden by cobwebs or foliage. The DC to spot the trip wire and net is 10. A successful DC 15 Dexterity check using thieves' tools breaks the trip wire harmlessly. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers.

When the trap is triggered, the net is released, covering a 10-foot square area. Those in the area are trapped under the net and restrained, and those that fail a DC 10 Strength saving throw are also knocked prone. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. The net has AC 10 and 20 hit points. Dealing 5 slashing damage to the net (AC 10) destroys a 5-foot square section of it, freeing any creature trapped in that section.

PITS

Mechanical trap

Four basic pit traps are presented here.

Simple Pit. A simple pit trap is a hole dug in the ground. The hole is covered by a large cloth anchored on the pit's edge and camouflaged with dirt and debris. The DC to spot the pit is 10. Anyone stepping on the

cloth falls through and pulls the cloth down into the pit, taking damage based on the pit's depth (usually 10 feet, but some pits are deeper).

Hidden Pit. This pit has a cover constructed from material identical to the floor around it.

A successful DC 15 Wisdom (Perception) check discerns an absence of foot traffic over the section of floor that forms the pit's cover. A successful DC 15 Intelligence (Investigation) check is necessary to confirm that the trapped section of floor is actually the cover of a pit.

When a creature steps on the cover, it swings open like a trapdoor, causing the intruder to spill into the pit below. The pit is usually 10 or 20 feet deep but can be deeper.

Once the pit trap is detected, an iron spike or similar object can be wedged between the pit's cover and the surrounding floor in such a way as to prevent the cover from opening, thereby making it safe to cross. The cover can also be magically held shut using the *arcane lock* spell or similar magic.

Locking Pit. This pit trap is identical to a hidden pit trap, with one key exception: the trap door that covers the pit is spring-loaded. After a creature falls into the pit, the cover snaps shut to trap its victim inside.

A successful DC 20 Strength check is necessary to

pry the cover open. The cover can also be smashed open. A character in the pit can also attempt to disable the spring mechanism from the inside with a DC 15 Dexterity check using thieves' tools, provided that the mechanism can be reached and the character can see. In some cases, a mechanism (usually hidden behind a secret door nearby) opens the pit.

Spiked Pit. This pit trap is a simple, hidden, or locking pit trap with sharpened wooden or iron spikes at the bottom. A creature falling into the pit takes 11 (2d10) piercing damage from the spikes, in addition to any falling damage. Even nastier versions have poison smeared on the spikes. In that case, anyone taking piercing damage from the spikes must also make a DC 13 Constitution saving throw, taking an 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

POISON DARTS

Mechanical trap

When a creature steps on a hidden pressure plate, poison-tipped darts shoot from spring-loaded or pressurized tubes cleverly embedded in the surrounding walls. An area might include multiple pressure plates, each one rigged to its own set of darts.

The tiny holes in the walls are obscured by dust and cobwebs, or cleverly hidden amid bas-reliefs, murals, or frescoes that adorn the walls. The DC to spot them is 15. With a successful DC 15 Intelligence (Investigation) check, a character can deduce the presence of the pressure plate from variations in the mortar and stone used to create it, compared to the surrounding floor. Wedging an iron spike or other object under the pressure plate prevents the trap from activating. Stuffing the holes with cloth or wax prevents the darts contained within from launching. The trap activates when more than 20 pounds of weight is placed on the pressure plate, releasing four darts. Each dart makes a ranged attack with a +8 bonus against a random target within 10 feet of the pressure plate (vision is irrelevant to this attack roll). (If there are no targets in the area, the darts don't hit anything.) A target that is hit takes 2 (1d4) piercing damage and must succeed on a DC 15 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much damage on a successful one.

POISON NEEDLE

Mechanical trap

A poisoned needle is hidden within a treasure chest's lock, or in something else that a creature might open. Opening the chest without the proper key causes the needle to spring out, delivering a dose of poison.

When the trap is triggered, the needle extends 3 inches straight out from the lock. A creature within range takes 1 piercing damage and 11 (2d10) poison damage, and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

A successful DC 20 Intelligence (Investigation) check allows a character to deduce the trap's presence from alterations made to the lock to accommodate the needle. A successful DC 15 Dexterity check using thieves' tools disarms the trap, removing the needle from the lock. Unsuccessfully attempting to pick the lock triggers the trap.

ROLLING SPHERE

Mechanical trap

When 20 or more pounds of pressure are placed on this trap's pressure plate, a hidden trapdoor in the ceiling opens, releasing a 10-foot diameter rolling sphere of solid stone.

With a successful DC 15 Wisdom (Perception) check, a character can spot the trapdoor and pressure plate. A search of the floor accompanied by a successful DC 15 Intelligence (Investigation) check reveals variations in the mortar and stone that betray the pressure plate's presence. The same check made while inspecting the ceiling notes variations in the stonework that reveal the trapdoor. Wedging an iron spike or other object under the pressure plate prevents the trap from activating.

Activation of the sphere requires all creatures present

to roll initiative. The sphere rolls initiative with a +8 bonus. On its turn, it moves 60 feet in a straight line. The sphere can move through creatures' spaces, and creatures can move through its space, treating it as difficult terrain. Whenever the sphere enters a creature's space or a creature enters its space while it's rolling, that creature must succeed on a DC 15 Dexterity saving throw or take 55 (10d10) bludgeoning damage and be knocked prone.

The sphere stops when it hits a wall or similar barrier. It can't go around corners, but smart dungeon builders incorporate gentle, curving turns into nearby passages that allow the sphere to keep moving.

As an action, a creature within 5 feet of the sphere can attempt to slow it down with a DC 20 Strength check. On a successful check, the sphere's speed is reduced by 15 feet. If the sphere's speed drops to 0, it stops moving and is no longer a threat.

DISEASES

A plague ravages the kingdom, setting the adventurers on a quest to find a cure. An adventurer emerges from an ancient tomb, unopened for centuries, and soon finds herself suffering from a wasting illness. A warlock offends some dark power and contracts a strange affliction that spreads whenever he casts spells.

A simple outbreak might amount to little more than a small drain on party resources, curable by a casting of *lesser restoration*. A more complicated outbreak can form the basis of one or more adventures as characters search for a cure, stop the spread of the disease, and deal with the consequences.

A disease that does more than infect a few party members is primarily a plot device. The rules help describe the effects of the disease and how it can be cured, but the specifics of how a disease works aren't bound by a common set of rules. Diseases can affect any creature, and a given illness might or might not pass from one race or kind of creature to another. A plague might affect only constructs or undead, or sweep through a halfling neighborhood but leave other races untouched. What matters is the story you want to tell.

SAMPLE DISEASES

The diseases here illustrate the variety of ways disease can work in the game. Feel free to alter the saving throw DCs, incubation times, symptoms, and other characteristics of these diseases to suit your campaign.

SEWER PLAGUE

Sewer plague is a generic term for a broad category of illnesses that incubate in sewers, refuse heaps, and stagnant swamps, and which are sometimes transmitted by creatures that dwell in those areas, such as rats and otyughs.

When a humanoid creature is bitten by a creature that carries the disease, or when it comes into contact with filth or offal contaminated by the disease, the creature must succeed on a DC 11 Constitution saving throw or become infected.

It takes 1d4 days for sewer plague's symptoms to manifest in an infected creature. Symptoms include fatigue and cramps. The infected creature suffers one level of exhaustion, and it regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest.

At the end of each long rest, an infected creature must make a DC 11 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

SIGHT ROT

This painful infection causes bleeding from the eyes and eventually blinds the victim.

A beast or humanoid that drinks water tainted by sight rot must succeed on a DC 15 Constitution saving throw or become infected. One day after infection, the creature's vision starts to become blurry. The creature takes a -1 penalty to attack rolls and ability checks that rely on sight. At the end of each long rest after the symptoms appear, the penalty worsens by 1. When it reaches -5, the victim is blinded until its sight is restored by magic such as *lesser restoration* or *heal*.

Sight rot can be cured using a rare flower called Eyebright, which grows in some swamps. Given an hour, a character who has proficiency with an herbalism kit can turn the flower into one dose of ointment. Applied to the eyes before a long rest, one dose of it prevents the disease from worsening after that rest. After three doses, the ointment cures the disease entirely.

OBJECTS

When characters need to saw through ropes, shatter a window, or smash a vampire's coffin, the only hard and fast rule is this: given enough time and the right tools, characters can destroy any destructible object. Use common sense when determining a character's success at damaging an object. Can a fighter cut through a section of a stone wall with a sword? No, the sword is likely to break before the wall does.

For the purpose of these rules, an object is a discrete, inanimate item like a window, door, sword, book, table,

chair, or stone, not a building or a vehicle that is composed of many other objects.

STATISTICS FOR OBJECTS

When time is a factor, you can assign an Armor Class and hit points to a destructible object. You can also give it immunities, resistances, and vulnerabilities to specific types of damage.

Armor Class. An object's Armor Class is a measure of how difficult it is to deal damage to the object when striking it (because the object has no chance of dodging out of the way). The Object Armor Class table provides suggested AC values for various substances.

OBJECT ARMOR CLASS

SUBSTANCE	AC
Cloth, paper, rope	11
Crystal, glass, ice	13
Wood, bone	15
Stone	17
Iron, steel	19
Mithral	21
Adamantine	23

Hit Points. An object's hit points measure how much damage it can take before losing its structural integrity. Resilient objects have more hit points than fragile ones. Large objects also tend to have more hit points than small ones, unless breaking a small part of the object is just as effective as breaking the whole thing. The Object Hit Points table provides suggested hit points for fragile and resilient objects that are Large or smaller.

OBJECT HIT POINTS

SIZE	FRAGILE	RESILIENT
Tiny (bottle, lock)	2 (1d4)	5 (2d4)
Small (chest, lute)	3 (1d6)	10 (3d6)
Medium (barrel, chandelier)	4 (1d8)	18 (4d8)
Large (cart, 10-ft-by-10-ft window)	5 (1d10)	27 (5d10)

Huge and Gargantuan Objects. Normal weapons are of little use against many Huge and Gargantuan objects, such as a colossal statue, towering column of stone, or massive boulder. That said, one torch can burn a Huge tapestry, and an *earthquake* spell can reduce a colossus to rubble. You can track a Huge or Gargantuan object's hit

points if you like, or you can simply decide how long the object can withstand whatever weapon or force is acting against it. If you track hit points for the object, divide it into Large or smaller sections, and track each section's hit points separately. Destroying one of those sections could ruin the entire object. For example, a Gargantuan statue of a human might topple over when one of its Large legs is reduced to 0 hit points.

Objects and Damage Types. Objects are immune to poison and psychic damage. You might decide that some damage types are more effective against a particular object or substance than others. For example, bludgeoning damage works well for smashing things but not for cutting through rope or leather. Paper or cloth objects might be vulnerable to fire and lightning damage. A pick can chip away stone but can't effectively cut down a tree. As always, use your best judgment.

Damage Threshold. Big objects such as castle walls often have extra resilience represented by a damage threshold. An object with a damage threshold has immunity to all damage unless it takes an amount of damage from a single attack or effect equal to or greater than its damage threshold, in which case it takes damage as normal. Any damage that fails to meet or exceed the object's damage threshold is considered superficial and doesn't reduce the object's hit points.

POISONS

Given their insidious and deadly nature, poisons are illegal in most societies but are a favorite tool among assassins, titanspawn, and other evil creatures.

Poisons come in the following four types.

Contact. Contact poison can be smeared on an object and remains potent until it is touched or washed off. A creature that touches contact poison with exposed skin suffers its effects.

Ingested. A creature must swallow an entire dose of ingested poison to suffer its effects. The dose can be delivered in food or a liquid. You may decide that a partial dose has a reduced effect, such as allowing advantage on the saving throw or dealing only half damage on a failed save.

Inhaled. These poisons are powders or gases that take effect when inhaled. Blowing the powder or releasing the gas subjects creatures in a 5-foot cube to its effect. The resulting cloud dissipates immediately afterward. Holding one's breath is ineffective against inhaled poisons, as they affect nasal membranes, tear ducts, and other parts of the body.

Injury. Injury poison can be applied to weapons, ammunition, trap components, and other objects that deal piercing or slashing damage and remains potent until delivered through a wound or washed off. A creature that takes piercing or slashing damage from an object coated with the poison is exposed to its effects.

POISONS

ITEM	TYPE	PRICE PER DOSE
Assassin's blood	Ingested	150 gp
Burnt othur fumes	Inhaled	500 gp
Crawler mucus	Contact	200 gp
Essence of ether	Inhaled	300 gp
Malice	Inhaled	250 gp
Oil of taggit	Contact	400 gp
Pale tincture	Ingested	250 gp
Serpent venom	Injury	200 gp
Truth serum	Ingested	150 gp

SAMPLE POISONS

Each type of poison has its own debilitating effects.

Assassin's Blood (Ingested). A creature subjected to this poison must make a DC 10 Constitution saving throw. On a failed save, it takes 6 (1d12) poison damage and is poisoned for 24 hours. On a successful save, the creature takes half damage and isn't poisoned.

Burnt Othur Fumes (Inhaled). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or take 10 (3d6) poison damage and must repeat the saving throw at the start of each of its turns. On each successive failed save, the character takes 3 (1d6) poison damage. After three successful saves, the poison ends.

Crawler Mucus (Contact). This poison must be harvested from a dead or incapacitated crawler. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The poisoned creature is paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Essence of Ether (Inhaled). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 8 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Malice (Inhaled). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. The poisoned creature is blinded.

Oil of Taggit (Contact). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or become poisoned for 24 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage.

Pale Tincture (Ingested). A creature subjected to this poison must succeed on a DC 16 Constitution saving throw or take 3 (1d6) poison damage and become poisoned. The poisoned creature must repeat the saving throw every 24 hours, taking 3 (1d6) poison damage on a failed save. Until this poison ends, the damage the poison deals can't be healed by any means. After seven successful saving throws, the effect ends and the creature can heal normally.

Serpent Venom (Injury). This poison must be harvested from a dead or incapacitated giant poisonous snake. A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Truth Serum (Ingested). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. The poisoned creature can't knowingly speak a lie, as if under the effect of a *zone of truth* spell.

SPELLCASTING

This section provides the rules for casting spells. Different character classes have distinctive ways of learning and preparing their spells, and monsters use spells in unique ways. Regardless of its source, a spell follows the rules here.

Spell level and character level don't correspond directly. Typically, a character has to be at least 17th level, not 9th level, to cast a 9th-level spell.

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, drain life energy away, and restore life to the dead.

Uncounted thousands of spells have been created over the course of the multiverse's history, and many of them are long forgotten. Some might yet lie recorded in crumbling spellbooks hidden in ancient ruins or trapped in the minds of dead gods. Or they might someday be reinvented by a character who has amassed enough power and wisdom to do so.

SPELL LEVEL

Every spell has a level from 0 to 9. 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 earth-shaking *wish* at 9th. 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.

KNOWN AND PREPARED SPELLS

Before a spellcaster can use a spell, he or she must have the spell firmly fixed in mind or must have access to the spell in a magic item. Members of a few classes, including bards and sorcerers, have a limited list of spells they know that are always fixed in mind. The same thing is true of many magic-using monsters. Other spellcasters, such as clerics and wizards, undergo a process of preparing spells. This process varies for different classes, as detailed in their descriptions.

In every case, the number of spells a caster can have fixed in mind at any given time depends on the character's level.

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, each spellcasting class's description (except that of the warlock) includes a table showing how many spell slots of each spell level a character can use at each character level. For example, the 3rd-level wizard Umara has four 1st-level spell 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 9th-level spell fits only in a 9th-level slot. So when

Umara casts *magic missile*, a 1st-level spell, she spends one of her four 1st-level slots and has three remaining.

Finishing a long rest restores any expended spell slots.

Some characters and monsters have special abilities that let them cast spells without using spell slots. For example, a monk who gains spells from their Tradition, a warlock who chooses certain eldritch invocations, and a pit fiend from the Nine Hells can all cast spells in such a way.

CASTING A SPELL AT A HIGHER LEVEL

When a spellcaster casts a spell using a slot that is of a higher level than the spell, the spell assumes the higher level for that casting. For instance, if Umara casts *magic missile* using one of her 2nd-level slots, that magic missile is 2nd level.

Effectively, the spell expands to fill the slot it is put into.

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

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. It also doesn't expend a spell slot, which means the ritual version of a spell can't be cast at a higher level.

To cast a spell as a ritual, a spellcaster must have a feature that grants the ability to do so. The cleric and the druid, for example, have such a feature. The caster must also have the spell prepared or on their list of spells known, unless the character's ritual feature specifies otherwise, as the wizard's does.

CASTING TIME

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

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

CASTING A SPELL

When a character casts any spell, the same basic rules are followed, regardless of the character's class or the spell's effects.

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

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.

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. 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.

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 character can use a component pouch or a spellcasting focus (found in "Equipment") in place of the components specified for a spell. But if a cost is indicated for a component, a character must have that specific component before he or she can cast the spell.

If a spell states that a material component is consumed by the spell, the caster must provide this component for each casting of the spell. A spellcaster must have a hand free to access a spell's material components -- or to hold a spellcasting focus -- but it can be the same hand that they use to perform somatic components.

DURATION

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

INSTANTANEOUS

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

CONCENTRATION

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

If a spell must be maintained with concentration, that fact appears in its Duration entry, and the spell specifies how long you can concentrate on it. You can end concentration 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 or if you die.

The DM might also decide that certain environmental phenomena, such as a wave crashing over you while you're on a storm-tossed ship, require you to succeed on a DC 10 Constitution saving throw to maintain concentration on a spell.

TARGETS

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

Unless a spell has a perceptible effect, a creature might not know it was targeted by a spell at all. An effect like crackling lightning is obvious, but a more subtle effect, such as an attempt to read a creature's thoughts, typically goes unnoticed, unless a spell says otherwise.

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 *cone of cold* cover an area, allowing them to affect multiple creatures at once.

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

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

CONE

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

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

CUBE

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

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

CYLINDER

A cylinder's point of origin is the center of a circle of a particular radius, as given in the spell description. The circle must either be on the ground or at the height of the spell effect. The energy in a cylinder expands in straight lines from the point of origin to the perimeter of the circle, forming the base of the cylinder. The spell's effect then shoots up from the base or down from the top, to a distance equal to the height of the cylinder.

A cylinder's point of origin is included in the cylinder's area of effect.

LINE

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

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

SPHERE

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

A sphere's point of origin is included in the sphere's area of effect.

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 one of your spells equals 8 + your spellcasting ability modifier + your proficiency bonus + any special modifiers.

ATTACK ROLLS

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

Most spells that require attack rolls involve ranged attacks. Remember that you have disadvantage on a ranged attack roll if you are within 5 feet of a hostile creature that can see you and that isn't incapacitated.

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, or the most recent effect applies if the castings are equally potent and their durations overlap.

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

THE SCHOOLS OF MAGIC

Academies of magic group spells into eight categories called schools of magic. Scholars, particularly wizards, apply these categories to all spells, believing that all magic functions in essentially the same way, whether it derives from rigorous study or is bestowed by a deity.

The schools of magic help describe spells; they have no rules of their own, although some rules refer to the schools.

Abjuration spells are protective in nature, though some of them have aggressive uses. They create magical barriers, negate harmful effects, harm trespassers, or banish creatures to other planes of existence.

Conjuration spells involve the transportation of objects and creatures from one location to another. Some spells summon creatures or objects to the caster's side, whereas others allow the caster to teleport to another location. Some conjurations create objects or effects out of nothing.

Divination spells reveal information, whether in the form of secrets long forgotten, glimpses of the future, the locations of hidden things, the truth behind illusions, or visions of distant people or places.

Enchantment spells affect the minds of others, influencing or controlling their behavior. Such spells can make enemies see the caster as a friend, force creatures to take a course of action, or even control another creature like a puppet.

Evocation spells manipulate magical energy to produce a desired effect. Some call up blasts of fire or lightning. Others channel positive energy to heal wounds.

Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, to miss things that are there, to hear phantom noises, or to remember things that never happened. Some illusions create phantom images that any creature can see, but the most insidious illusions plant an image directly in the mind of a creature.

Necromancy spells manipulate the energies of life and death. Such spells can grant an extra reserve of life force, drain the life energy from another creature, create the undead, or even bring the dead back to life.

Transmutation spells change the properties of a creature, object, or environment. They might turn an enemy into a harmless creature, bolster the strength of an ally, make an object move at the caster's command, or enhance a creature's innate healing abilities to rapidly recover from injury.

SPELLS

The following spells are used in *The Serpent Amphora 5e*.

ACID ARROW

2nd-level evocation

Casting Time: 1 action

Range: 90 ft.

Components: V, S, M (powdered rhubarb leaf and an adder's stomach)

Duration: Instantaneous

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage (both initial and later) increases by 1d4 for each slot level above 2nd.

ACID SPLASH

Conjuration cantrip

Casting Time: 1 action

Range: 60 ft.

Components: V, S

Duration: Instantaneous

You hurl a bubble of acid. Choose one or two creatures you can see within range. If you choose two, they must be within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

ANIMAL MESSENGER

2nd-level enchantment (ritual)

Casting Time: 1 action

Range: 30 ft.

Components: V, S, M (a morsel of food)

Duration: 24 hours

By means of this spell, you use an animal to deliver a message. Choose a Tiny beast you can see within range, such as a squirrel, a blue jay, or a bat. You specify a location, which you must have visited, and a recipient who matches

a general description, such as "a man or woman dressed in the uniform of the town guard" or "a red-haired dwarf wearing a pointed hat." You also speak a message of up to twenty-five words. The target beast travels for the duration of the spell toward the specified location, covering about 50 miles per 24 hours for a flying messenger, or 25 miles for other animals.

When the messenger arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you gave. If the messenger doesn't reach its destination before the spell ends, the message is lost, and the beast makes its way back to where you cast this spell.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, the duration of the spell increases by 48 hours for each slot level above 2nd.

BARKSKIN

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a handful of oak bark)

Duration: Concentration, up to 1 hour

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

BESTOW CURSE

3rd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options:

- Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.
- While cursed, the target has disadvantage on attack rolls against you.

- While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.
- While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target.

A remove curse spell ends this effect. At the DM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The DM has final say on such a curse's effect.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, the duration is concentration, up to 10 minutes. If you use a spell slot of 5th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.

BLIGHT

4th-level necromancy

Casting Time: 1 action

Range: 30 ft.

Components: V, S

Duration: Instantaneous

Necromantic energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs.

If you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it.

If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

BLINDNESS/DEAFNESS

2nd-level necromancy

Casting Time: 1 action

Range: 30 ft.

Components: V

Duration: 1 minute

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving

throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

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.

CALL LIGHTNING

3rd-level conjuration

Casting Time: 1 action

Range: 120 ft.

Components: V, S

Duration: Concentration, up to 10 minutes

A storm cloud appears in the shape of a cylinder that is 10 feet tall with a 60-foot radius, centered on a point you can see within range directly above you. The spell fails if you can't see a point in the air where the storm cloud could appear (for example, if you are in a room that can't accommodate the cloud).

When you cast the spell, choose a point you can see under the cloud. A bolt of lightning flashes down from the cloud to that point. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. On each of your turns until the spell ends, you can use your action to call down lightning in this way again, targeting the same point or a different one.

If you are outdoors in stormy conditions when you cast this spell, the spell gives you control over the existing storm instead of creating a new one. Under such conditions, the spell's damage increases by 1d10.

At Higher Levels. When you cast this spell using a spell slot of 4th or higher level, the damage increases by 1d10 for each slot level above 3rd.

CHARM PERSON

1st-level enchantment

Casting Time: 1 action

Range: 30 ft.

Components: V, S

Duration: 1 hour

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

acquaintance. When the spell ends, the creature knows it was charmed by you.

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.

CHILL TOUCH

Necromancy cantrip

Casting Time: 1 action

Range: 120 ft.

Components: V, S

Duration: 1 round

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target.

If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

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

CHILL WIND

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

A line of strong wind 60 feet long and 10 feet wide blasts from you for the spell's duration. Each creature that starts its turn in the line must make a Constitution saving throw. On a failure, a creature takes 4d6 cold damage and is pushed 15 feet away from you in a direction following the line. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you. While the spell lasts, you can use a bonus action to change the direction the line blasts from you.

The gust also disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes even protected flames, such as those of lanterns, to dance wildly and has a 75 percent chance to extinguish them as well.

COLOR SPRAY

1st-level illusion

Casting Time: 1 action

Range: Self (15 ft. cone).

Components: V, S, M (a pinch of powder or sand that is colored red, yellow, and blue)

Duration: 1 round

A dazzling array of flashing, colored light springs from your hand. Roll 6d10; the total is how many hit points of creatures this spell can affect. Creatures in a 15-foot cone originating from you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can't see).

Starting with the creature that has the lowest current hit points, each creature affected by this spell is blinded until the end of your next turn. 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.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d10 for each slot level above 1st.

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 (30 ft)

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.

DETECT POISON OR DISEASE

1st-level divination (ritual)

Casting Time: 1 action

Range: Self (30 ft)

Components: V, S, M (a yew leaf)

Duration: Concentration up to 10 Minutes

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case.

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 ft.

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.

DRUIDCRAFT

Transmutation cantrip

Casting Time: 1 action

Range: 30 ft.

Components: V, S

Duration: Instantaneous

Whispering to the spirits of nature, you create one of the following effects within range:

- You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.

- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.

- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube.

- You instantly light or snuff out a candle, a torch, or a small campfire.

ENHANCE ABILITY

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (fur or a feather from a beast)

Duration: Concentration up to 1 hour

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains that effect until the spell ends.

Bear's Endurance. The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends.

Bull's Strength. The target has advantage on Strength checks, and his or her carrying capacity doubles.

Cat's Grace. The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.

Eagle's Splendor. The target has advantage on Charisma checks.

Fox's Cunning. The target has advantage on Intelligence checks.

Owl's Wisdom. The target has advantage on Wisdom checks.

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.

ENTANGLE

2nd-level conjuration

Casting Time: 1 action

Range: 90 ft.

Components: V, S

Duration: Concentration up to 1 minute

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

When the spell ends, the conjured plants wilt away.

FILCH

Conjuration cantrip

Casting Time: 1 action

Range: 30 ft.

Components: S

Duration: Instantaneous

Choose 1 nonmagical object you can see within range. If the object weighs 1 pound or less, it appears in your hand.

This spell can't be used to remove an object from a creature's grasp. However, if a creature wears or carries the object in another way, the creature can make a Wisdom saving throw. If the saving throw succeeds, the cantrip fails. Otherwise, the cantrip works. Whether the cantrip succeeds or fails, the creature might notice the attempt unless you succeed on a Dexterity (Sleight of Hand) check with a DC equal to the creature's passive Perception. You have disadvantage on the check if the object was worn or carried in such a way that its disappearance or absence is easy to notice.

FIRE BOLT

Evocation cantrip

Casting Time: 1 action

Range: 120 ft.

Components: V, S

Duration: Instantaneous

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

FOG CLOUD

1st-level conjuration

Casting Time: 1 action

Range: 120 ft.

Components: V, S

Duration: Concentration, up to 1 hour

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners,

and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

GREASE

1st-level conjuration

Casting Time: 1 action

Range: 60 ft.

Components: V, S, M (a bit of pork rind or butter)

Duration: 1 minute

Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration.

When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

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 ft.

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.

GUST OF WIND

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a legume seed)

Duration: Concentration, up to 1 minute

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

HYPNOTIC PATTERN

3rd-level illusion

Casting Time: 1 action

Range: 120 ft.

Components: S, M (a glowing stick of incense or a crystal vial filled with phosphorescent material)

Duration: Concentration, up to 1 minute

You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0.

The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

ICE STORM

4th-level evocation

Casting Time: 1 action

Range: 300 ft.

Components: V, S, M (a pinch of dust and a few drops of water)

Duration: Instantaneous

A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within

range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one.

Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage increases by 1d8 for each slot level above 4th.

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.

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. Completely covering

the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

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

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 if the target dons armor or if you dismiss the spell as an action.

MAGE HAND

Conjuration cantrip

Casting Time: 1 action

Range: 30 ft.

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 ft.

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.

MASS TRUE STRIKE

2nd-level divination

Casting Time: 1 action

Range: 60 ft.

Components: V, S

Duration: Concentration, up to 1 round

Up to four creatures of your choice within range have advantage on attack rolls until the end of your next turn.

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

MINOR ILLUSION

Illusion cantrip

Casting Time: 1 action

Range: 30 ft.

Components: S, M (a bit of fleece)

Duration: 1 minute

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

If you create an image of an object--such as a chair, muddy footprints, or a small chest--it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

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.

MULTIPLY MISSILE

1st-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (one piece of nonmagical ammunition or a nonmagical thrown weapon)

Duration: 8 hours, or until triggered

You touch the material component so that when it is next used to make a ranged weapon attack, this spell triggers. When the spell triggers, the weapon or ammunition divides into multiple versions of itself as it flies. The attacker has advantage on the attack roll. On a hit, the attacker rolls the weapon damage die two extra times and adds the rolls together to determine damage. If the attacker scores a critical hit, these extra dice are not rolled again.

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

POISON SPRAY

Conjuration cantrip

Casting Time: 1 action

Range: 10 ft.

Components: V, S

Duration: Instantaneous

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

PRESTIDIGITATION

Transmutation cantrip

Casting Time: 1 action

Range: 10 ft.

Components: V, S

Duration: 1 hour

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

You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.

- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

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

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.

RAISE DEAD

5th-level necromancy

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a diamond worth at least 500 gp, which the spell consumes)

Duration: Instantaneous

You return a dead creature you touch to life, provided that it has been dead no longer than 10 days. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with 1 hit point.

This spell also neutralizes any poisons and cures nonmagical diseases that affected the creature at the time it died. This spell doesn't, however, remove magical diseases, curses, or similar effects; if these aren't first removed prior

to casting the spell, they take effect when the creature returns to life. The spell can't return an undead creature to life.

This spell closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival--its head, for instance--the spell automatically fails.

Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

RESISTANCE

Divination 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.

SACRED FLAME

Evocation cantrip

Casting Time: 1 action

Range: 60 ft.

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 ft.

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, casts a spell that affects an enemy, or deals damage to another creature, this spell ends.

SCRYING

5th-level divination

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a focus worth at least 1,000 gp, such as a crystal ball, a silver mirror, or a font filled with holy water)

Duration: Concentration up to 10 minutes

You can see and hear a particular creature you choose that is on the same plane of existence as you. The target must make a Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it. If a target knows you're casting this spell, it can fail the saving throw voluntarily if it wants to be observed.

KNOWLEDGE	SAVE MODIFIER
Secondhand (you have heard of the target)	+5
Firsthand (you have met the target)	0
Familiar (you know the target well)	-5

CONNECTION	SAVE MODIFIER
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, or the like	-10

On a successful save, the target isn't affected, and you can't use this spell against it again for 24 hours.

On a failed save, the spell creates an invisible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration. A creature that can see invisible objects sees the sensor as a luminous orb about the size of your fist.

Instead of targeting a creature, you can choose a location you have seen before as the target of this spell. When you do, the sensor appears at that location and doesn't move.

SHATTER

2nd-level evocation

Casting Time: 1 action

Range: 60 ft.

Components: V, S, M (a chip of mica)

Duration: Instantaneous

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

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

SHILLELAGH

Transmutation cantrip

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (mistletoe, a shamrock leaf, and a club or quarterstaff)

Duration: 1 minute

The wood of a club or quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon.

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.

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).

SILENT IMAGE

1st-level illusion

Casting Time: 1 action

Range: 60 ft.

Components: V, S, M (a bit of fleece)

Duration: Concentration, up to 10 minutes

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects.

You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

SPEAK WITH ANIMALS

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence,

but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.

SPIDER CLIMB

2nd-level transmutation

Casting Time: 1 action

Range: 30 ft.

Components: V, S, M (a drop of bitumen and a spider)

Duration: Concentration, up to 1 hour

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

SPIRIT GUARDIANS

3rd-level conjuration

Casting Time: 1 action

Range: Self (15 ft. 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 ft.

Components: V, S

Duration: Concentration, up to 1 hour

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 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 2nd.

STONESKIN

4th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (diamond dust worth 100 gp, which the spell consumes)

Duration: Concentration, up to 1 hour

This spell turns the flesh of a willing creature you touch as hard as stone. Until the spell ends, the target has resistance to nonmagical bludgeoning, piercing, and slashing damage.

SUGGESTION

2nd-level enchantment

Casting Time: 1 action

Range: 30 ft.

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 isn't met before the spell expires, the activity isn't performed.

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

THAUMATURGY

Transmutation cantrip

Casting Time: 1 action

Range: 30 ft.

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

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 isn't pushed.

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

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.

TRUE STRIKE

Divination cantrip

Casting Time: 1 action

Range: 30 ft.

Components: S

Duration: Concentration, up to 1 round

You point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.

TWISTING THRUST

2nd-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Your weapon attacks score a critical hit on a roll of 19 or 20. When you score a critical hit with a 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.

VICIOUS MOCKERY

Enchantment cantrip

Casting Time: 1 action

Range: 60 ft.

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).

WIND WALK

6th-level transmutation

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (fire and holy water)

Duration: 8 hours

You and up to ten willing creatures you can see within range assume a gaseous form for the duration, appearing as wisps of cloud. While in this cloud form, a creature has a flying speed of 300 feet and has resistance to damage from nonmagical weapons. The only actions a creature can take in this form are the Dash action or to revert to its normal form. Reverting takes 1 minute, during which time a creature is incapacitated and can't move. Until the spell ends, a creature can revert to cloud form, which also requires the 1-minute transformation.

If a creature is in cloud form and flying when the effect ends, the creature descends 60 feet per round for 1 minute until it lands, which it does safely. If it can't land after 1 minute, the creature falls the remaining distance.

WIND WALL

3rd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a tiny fan and a feather of exotic origin)

Duration: Concentration, up to 1 minute

A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.



MONSTER STATISTICS

A monster's statistics, sometimes referred to as its stat block, provide the essential information that you need to run the monster.

SIZE

A monster can be Tiny, Small, Medium, Large, Huge, or Gargantuan. The Size Categories table shows how much space a creature of a particular size controls in combat. See the Movement and Position section for more information on creature size and space.

SIZE CATEGORIES

SIZE	SPACE	EXAMPLES
Tiny	2 1/2 by 2 1/2 ft.	Imp, sprite
Small	5 by 5 ft.	Giant rat, goblin
Medium	5 by 5 ft.	Orc, werewolf
Large	10 by 10 ft.	Hippogriff, ogre
Huge	15 by 15 ft.	Fire giant, treant
Gargantuan	20 by 20 ft. or larger	Kraken, purple worm

TYPE

A monster's type speaks to its fundamental nature. Certain spells, magic items, class features, and other effects in the game interact in special ways with creatures of a particular type. For example, an arrow of slaying (dragon) deals extra damage not only to dragons but also other creatures of the dragon type, such as dragon turtles and wyverns.

The game includes the following monster types, which have no rules of their own.

Aberrations are utterly alien beings. Many of them have innate magical abilities drawn from the creature's alien mind rather than the mystical forces of the world. The quintessential aberrations are aboleths, and slaadi.

Beasts are nonhumanoid creatures that are a natural part of the fantasy ecology. Some of them have magical powers, but most are unintelligent and lack any society or language. Beasts include all varieties of ordinary animals, dinosaurs, and giant versions of animals.

Celestials are creatures native to the Upper Planes. Many of them are the servants of deities, employed as messengers or agents in the mortal realm and throughout the planes. Celestials are good by nature, so the exceptional celestial who strays from a good alignment is a horrifying rarity. Celestials include angels, couatls, and pegasi.

Constructs are made, not born. Some are programmed by their creators to follow a simple set of instructions, while others are imbued with sentience and capable of independent thought. Golems are the iconic constructs.

Dragons are large reptilian creatures of ancient origin and tremendous power. True dragons, including the good metallic dragons and the evil chromatic dragons, are highly intelligent and have innate magic. Also in this category are creatures distantly related to true dragons, but less powerful, less intelligent, and less magical, such as wyverns and pseudodragons.

Elementals are creatures native to the elemental planes. Some creatures of this type are little more than animate masses of their respective elements, including the creatures simply called elementals. Others have biological forms infused with elemental energy. The races of genies, including djinn and efreet, form the most important civilizations on the elemental planes.

Fey are magical creatures closely tied to the forces of nature. They dwell in twilight groves and misty forests. In some worlds, they are closely tied to the Feywild, also called the Plane of Faerie. Some are also found in the Outer Planes. Fey include dryads, pixies, and satyrs.

Fiends are creatures of wickedness that are native to the Lower Planes. A few are the servants of deities, but many more labor under the leadership of archdevils and demon princes. Evil priests and mages sometimes summon fiends to the material world to do their bidding. If an evil celestial is a rarity, a good fiend is almost inconceivable. Fiends include demons, devils, hell hounds, rakshasas, and yugoloths.

Giants tower over humans and their kind. They are humanlike in shape, though some have multiple heads (ettins) or deformities (fomorian). The six varieties of true giant are hill giants, stone giants, frost giants, fire giants,

cloud giants, and storm giants. Besides these, creatures such as ogres and trolls are giants.

Humanoids are the main peoples of a fantasy gaming world, both civilized and savage, including humans and a tremendous variety of other species. They have language and culture, few if any innate magical abilities (though most humanoids can learn spellcasting), and a bipedal form.

Monstrosities are monsters in the strictest sense--frightening creatures that are not ordinary, not truly natural, and almost never benign. Some are the results of magical experimentation gone awry (such as owlbears), and others are the product of terrible curses (including minotaurs). They defy categorization, and in some sense serve as a catch-all category for creatures that don't fit into any other type.

Oozes are gelatinous creatures that rarely have a fixed shape. They are mostly subterranean, dwelling in caves and dungeons and feeding on refuse, carrion, or creatures unlucky enough to get in their way. Black puddings and gelatinous cubes are among the most recognizable oozes.

Plants in this context are vegetable creatures, not ordinary flora. Most of them are ambulatory, and some are carnivorous. The quintessential plants are the shambling mound and the treant. Fungal creatures such as the gas spore and the myconid also fall into this category.

Undead are once-living creatures brought to a horrifying state of undeath through the practice of necromantic magic or some unholy curse. Undead include walking corpses, such as vampires and zombies, as well as bodiless spirits, such as ghosts and specters.

TAGS

A monster might have one or more tags appended to its type, in parentheses. For example, an orc has the humanoid (orc) type. The parenthetical tags provide additional categorization for certain creatures. The tags have no rules of their own, but something in the game, such as a magic item, might refer to them. For instance, a spear that is especially effective at fighting demons would work against any monster that has the demon tag.

ALIGNMENT

A monster's alignment provides a clue to its disposition and how it behaves in a roleplaying or combat situation. For example, a chaotic evil monster might be difficult to reason with and might attack characters on sight, whereas a neutral monster might be willing to negotiate.

The alignment specified in a monster's stat block is the default. Feel free to depart from it and change a monster's alignment to suit the needs of your campaign. If you want a good-aligned green dragon or an evil storm giant, there's nothing stopping you.

Some creatures can have any alignment. In other words, you choose the monster's alignment. Some monster's alignment entry indicates a tendency or aversion toward law, chaos, good, or evil. For example, a berserker can be any chaotic alignment (chaotic good, chaotic neutral, or chaotic evil), as befits its wild nature.

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 monster that wears armor or carries a shield has an Armor Class (AC) that takes its armor, shield, and Dexterity into account. Otherwise, a monster's AC is based on its Dexterity modifier and natural armor, if any. If a monster has natural armor, wears armor, or carries a shield, this is noted in parentheses after its AC value.

HIT POINTS

A monster usually dies or is destroyed when it drops to 0 hit points.

A monster's hit points are presented both as a die expression and as an average number. For example, a monster with 2d8 hit points has 9 hit points on average ($2 \times 4\frac{1}{2}$).

A monster's size determines the die used to calculate its hit points, as shown in the Hit Dice by Size table.

HIT DICE BY SIZE

Monster Size	Hit Die	Avg HP per Die
Tiny	d4	2 1/2
Small	d6	3 1/2
Medium	d8	4 1/2
Large	d10	5 1/2
Huge	d12	6 1/2
Gargantuan	d20	10 1/2

A monster's Constitution modifier also affects the number of hit points it has. Its Constitution modifier is multiplied by the number of Hit Dice it possesses, and the result is added to its hit points. For example, if a monster has a Constitution of 12 (+1 modifier) and 2d8 Hit Dice, it has $2d8 + 2$ hit points (average 11).

SPEED

A monster's speed tells you how far it can move on its turn.

All creatures have a walking speed, simply called the monster's speed. Creatures that have no form of ground-based locomotion have a walking speed of 0 feet. Some

creatures have one or more of the following additional movement modes.

BURROW

A monster that has a burrowing speed can use that speed to move through sand, earth, mud, or ice. A monster can't burrow through solid rock unless it has a special trait that allows it to do so.

CLIMB

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

FLY

A monster that has a flying speed can use all or part of its movement to fly. Some monsters have the ability to hover, which makes them hard to knock out of the air. Such a monster stops hovering when it dies.

SWIM

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

ABILITY SCORES

Every monster has six ability scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma) and corresponding modifiers.

SAVING THROWS

The Saving Throws entry is reserved for creatures that are adept at resisting certain kinds of effects. For example, a creature that isn't easily charmed or frightened might gain a bonus on its Wisdom saving throws. Most creatures don't have special saving throw bonuses, in which case this section is absent.

A saving throw bonus is the sum of a monster's relevant ability modifier and its proficiency bonus, which is determined by the monster's challenge rating (as shown in the Proficiency Bonus by Challenge Rating table).

SKILLS

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

A skill bonus is the sum of a monster's relevant ability modifier and its proficiency bonus, which is determined by the monster's challenge rating (as shown in the Proficiency

PROFICIENCY BONUS BY CHALLENGE RATING

CHALLENGE	PROFICIENCY BONUS
0	+2
1/8	+2
1/4	+2
1/2	+2
1	+2
2	+2
3	+2
4	+2
5	+3
6	+3
7	+3
8	+3
9	+4
10	+4
11	+4
12	+4
13	+5
14	+5
15	+5
16	+5
17	+6
18	+6
19	+6
20	+6
21	+7
22	+7
23	+7
24	+7
25	+8
26	+8
27	+8
28	+8
29	+9
30	+9

Bonus by Challenge Rating table). Other modifiers might apply. For instance, a monster might have a larger-than-expected bonus (usually double its proficiency bonus) to account for its heightened expertise.

ARMOR, WEAPON, AND TOOL PROFICIENCIES

Assume that a creature is proficient with its armor, weapons, and tools. If you swap them out, you decide whether the creature is proficient with its new equipment.

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 monster's passive Wisdom (Perception) score, as well as any special senses the monster might have. Special senses are described below.

BLINDSIGHT

A monster with blindsight can perceive its surroundings without relying on sight, within a specific radius.

Creatures without eyes, such as grimlocks and gray oozes, typically have this special sense, as do creatures with echolocation or heightened senses, such as bats and true dragons.

If a monster is naturally blind, it has a parenthetical note to this effect, indicating that the radius of its blindsight defines the maximum range of its perception.

DARKVISION

A monster with darkvision can see in the dark within a specific radius. The monster can see in dim light within the radius as if it were bright light, and in darkness as if it were dim light. The monster can't discern color in darkness, only shades of gray. Many creatures that live underground have this special sense.

TREMORSENSE

A monster with tremorsense can detect and pinpoint the origin of vibrations within a specific radius, provided that the monster and the source of the vibrations are in contact with the same ground or substance.

Tremorsense can't be used to detect flying or incorporeal creatures. Many burrowing creatures, such as ankhegs, have this special sense.

TRUESIGHT

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

LANGUAGES

The languages that a monster can speak are listed in alphabetical order. Sometimes a monster can understand a language but can't speak it, and this is noted in its entry. A "--" indicates that a creature neither speaks nor understands any language.

TELEPATHY

Telepathy is a magical ability that allows a monster to communicate mentally with another creature within a specified range. The contacted creature doesn't need to share a language with the monster to communicate in this way with it, but it must be able to understand at least one language. A creature without telepathy can receive and respond to telepathic messages but can't initiate or terminate a telepathic conversation.

A telepathic monster doesn't need to see a contacted creature and can end the telepathic contact at any time. The contact is broken as soon as the two creatures are no longer within range of each other or if the telepathic monster contacts a different creature within range. A telepathic monster can initiate or terminate a telepathic conversation without using an action, but while the monster is incapacitated, it can't initiate telepathic contact, and any current contact is terminated.

A creature within the area of an *antimagic field* or in any other location where magic doesn't function can't send or receive telepathic messages.

CHALLENGE

A monster's challenge rating tells you how great a threat the monster is. An appropriately equipped and well-rested party of four adventurers should be able to defeat a monster that has a challenge rating equal to its level without suffering any deaths. For example, a party of four 3rd-level characters should find a monster with a challenge rating of 3 to be a worthy challenge, but not a deadly one.

Monsters that are significantly weaker than 1st-level characters have a challenge rating lower than 1. Monsters with a challenge rating of 0 are insignificant except in large numbers; those with no effective attacks are worth no experience points, while those that have attacks are worth 10 XP each.

Some monsters present a greater challenge than even a typical 20th-level party can handle. These monsters have a challenge rating of 21 or higher and are specifically designed to test player skill.

EXPERIENCE POINTS

The number of experience points (XP) a monster is worth is based on its challenge rating. Typically, XP is awarded for defeating the monster, although the GM may also award XP for neutralizing the threat posed by the monster in some other manner. Unless something tells you otherwise, a monster summoned by a spell or other magical ability is worth the XP noted in its stat block.

SPECIAL TRAITS

Special traits (which appear after a monster's challenge rating but before any actions or reactions) are characteristics that are likely to be relevant in a combat encounter and that require some explanation.

INNATE SPELLCASTING

A monster with the innate ability to cast spells has the Innate Spellcasting special trait. Unless noted otherwise, an innate spell of 1st level or higher is always cast at its lowest possible level and can't be cast at a higher level. If a monster has a cantrip where its level matters and no level is given, use the monster's challenge rating.

An innate spell can have special rules or restrictions. For example, a creature may be able to innately cast the *levitate* spell, but if the spell has a "self only" restriction this means that the spell affects only the creature casting it.

A monster's innate spells can't be swapped out with other spells. If a monster's innate spells don't require attack rolls, no attack bonus is given for them.

SPELLCASTING

A monster with the Spellcasting class feature has a spellcaster level and spell slots, which it uses to cast its spells of 1st level and higher. The spellcaster level is also used for any cantrips included in the feature.

The monster has a list of spells known or prepared from a specific class. The list might also include spells from a feature in that class, such as the Divine Domain feature of the cleric or the Druid Circle feature of the druid. The monster is considered a member of that class when attuning to or using a magic item that requires membership in the class or access to its spell list.

A monster can cast a spell from its list at a higher level if it has the spell slot to do so. For example, a mage with the 3rd-level *lightning bolt* spell can cast it as a 5th-level spell by using one of its 5th-level spell slots.

EXPERIENCE POINTS BY CHALLENGE RATING

CHALLENGE	XP
0	0 or 10
1/8	25
1/4	50
1/2	100
1	200
2	450
3	700
4	1,100
5	1,800
6	2,300
7	2,900
8	3,900
9	5,000
10	5,900
11	7,200
12	8,400
13	10,000
14	11,500
15	13,000
16	15,000
17	18,000
18	20,000
19	22,000
20	25,000
21	33,000
22	41,000
23	50,000
24	62,000
25	75,000
26	90,000
27	105,000
28	120,000
29	135,000
30	155,000

You can change the spells that a monster knows or has prepared, replacing any spell on its spell list with a spell of the same level and from the same class list. If you do so, you might cause the monster to be a greater or lesser threat than suggested by its challenge rating.

PSIONICS

A monster that casts spells using only the power of its mind has the psionics tag added to its Spellcasting or Innate Spellcasting special trait. This tag carries no special rules of its own, but other parts of the game might refer to it. A monster that has this tag typically doesn't require any components to cast its spells.

ACTIONS

When a monster takes its action, it can choose from the options in the Actions section of its stat block or use one of the actions available to all creatures, such as the Dash or Hide action.

MELEE AND RANGED ATTACKS

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

Creature vs. Target. The target of a melee or ranged attack is usually either one creature or one target, the difference being that a "target" can be a creature or an object.

Hit. Any damage dealt or other effects that occur as a result of an attack hitting a target are described after the "Hit" notation. You have the option of taking average damage or rolling the damage; for this reason, both the average damage and the die expression are presented.

Miss. If an attack has an effect that occurs on a miss, that information is presented after the "Miss:" notation.

MULTIATTACK

A creature that can make multiple attacks on its turn has the Multiattack action. A creature can't use Multiattack when making an opportunity attack, which must be a single melee attack.

AMMUNITION

A monster carries enough ammunition to make its ranged attacks. You can assume that a monster has 2d4 pieces of ammunition for a thrown weapon attack, and 2d10 pieces of ammunition for a projectile weapon such as a bow or crossbow.

REACTIONS

If a monster can do something special with its reaction, that information is contained here. If a creature has no special reaction, this section is absent.

GRAPPLE RULES FOR MONSTERS

Many monsters have special attacks that allow them to quickly grapple prey. When a monster hits with such an attack, it doesn't need to make an additional ability check to determine whether the grapple succeeds, unless the attack says otherwise.

A creature grappled by the monster can use its action to try to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check against the escape DC in the monster's stat block. If no escape DC is given, assume the DC is 10 + the monster's Strength (Athletics) modifier.

LIMITED USAGE

Some special abilities have restrictions on the number of times they can be used.

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

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

For example, "Recharge 5-6" means a monster can use the special ability once. Then, at the start of the monster's turn, it regains the use of that ability if it rolls a 5 or 6 on a d6.

Recharge after a Short or Long Rest. This notation means that a monster can use a special ability once and then must finish a short or long rest to use it again.

EQUIPMENT

A stat block rarely refers to equipment, other than armor or weapons used by a monster. A creature that customarily wears clothes, such as a humanoid, is assumed to be dressed appropriately.

You can equip monsters with additional gear and trinkets however you like, and you decide how much of a monster's equipment is recoverable after the creature is slain and whether any of that equipment is still usable. A battered suit of armor made for a monster is rarely usable

by someone else, for instance. If a spellcasting monster needs material components to cast its spells, assume that it has the material components it needs to cast the spells in its stat block.

LEGENDARY CREATURES

A legendary creature can do things that ordinary creatures can't. It can take special actions outside its turn, and it might exert magical influence for miles around.

If a creature assumes the form of a legendary creature, such as through a spell, it doesn't gain that form's legendary actions, lair actions, or regional effects.

LEGENDARY ACTIONS

A legendary creature can take a certain number of special actions--called legendary actions--outside its turn. Only one legendary action option can be used at a time and only at the end of another creature's turn. A creature regains its spent legendary actions at the start of its turn. It can forgo using them, and it can't use them while incapacitated or

otherwise unable to take actions. If surprised, it can't use them until after its first turn in the combat.

A LEGENDARY CREATURE'S LAIR

A legendary creature might have a section describing its lair and the special effects it can create while there, either by act of will or simply by being present. Such a section applies only to a legendary creature that spends a great deal of time in its lair.

LAIR ACTIONS

If a legendary creature has lair actions, it can use them to harness the ambient magic in its lair. On initiative count 20 (losing all initiative ties), it can use one of its lair action options. It can't do so while incapacitated or otherwise unable to take actions. If surprised, it can't use one until after its first turn in the combat.

REGIONAL EFFECTS

The mere presence of a legendary creature can have strange and wondrous effects on its environment, as noted in this section. Regional effects end abruptly or dissipate over time when the legendary creature dies.



MONSTERS AND NPCs

The following monsters and NPCs appear in *The Serpent Amphora*.

ARCANIST, HUMAN

Medium humanoid (human), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 16 (3d8+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	16 (+3)	13 (+1)	12 (+1)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses passive Perception 11

Languages Ancient Ledeon, Asaatth, Calastian, Zathiske

Challenge 2 (450 XP)

Spellcasting. The arcanist is a 3rd-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (2 slots): *misty step*, *suggestion*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target *Hit:* 4 (1d4 + 2) piercing damage.

ASAATTHI BANDIT

Medium humanoid (asaatthi), any alignment

Armor Class 13 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses Passive Perception 10

Languages Asaatth and any one language (usually Ledeon or Veshian)

Challenge 1/8 (25 XP)

Asaatthi Resistance. The asaatthi has advantage on saving throws against poison.

Asaatthi Weapon Training. The asaatthi is proficient with the falchion, scimitar, and war fan.

Reptilian Mind. The asaatthi has advantage on saving throws against being charmed.

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80 ft./320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

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

ASAATTH BLADE

Medium humanoid (snakefolk, titanspawn), lawful evil

Armor Class 16 (scale mail)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	13 (+1)	10 (+0)	10 (+0)

Skills Acrobatics +4, Perception +2

Damage Resistances poison

Senses darkvision 60 ft.; passive Perception 12

Languages Asaatth, Titan Speech

Challenge 1/2 (100 XP)

Asaatthi Resistances. The asaath has advantage on saving throws against being charmed or poisoned.

Spellcasting. The asaath blade is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): mage hand, poison spray, true strike
1st level (2 slots): magic missile, silent image

ACTIONS

Multiattack. The asaath blade makes one scimitar attack and one bite attack.

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

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

ASAATTH WITCHBLADE

Medium humanoid (snakefolk, titanspawn), lawful evil

Armor Class 16 (scale mail)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	16 (+3)	17 (+3)	10 (+0)	12 (+1)

Skills Acrobatics +5, Perception +2

Damage Resistances poison

Senses darkvision 60 ft.; passive Perception 12

Languages Asaatth, Titan Speech, plus one other

Challenge 2 (450 XP)

Asaatthi Resistances. The asaath has advantage on saving throws against being charmed or poisoned.

Spellcasting. The asaath witchblade is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *acid splash*, *mage hand*, *poison spray*, *true strike*

1st level (4 slots): *grease*, *magic missile*, *silent image*, *shield*

2nd level (3 slots): *enhance ability*, *spider climb*, *twisting thrust*

3rd level (3 slots): *bestow curse*, *hypnotic pattern*

ACTIONS

Multiattack. The asaath witchblade makes two scimitar attacks and one bite attack, or it makes two shortbow attacks.

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

Scimitar. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Shortbow. *Ranged Weapon Attack.* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing.

BANDIT, HUMAN

Medium humanoid (human), any alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	13 (+1)	11 (+0)	11 (+0)	11 (+0)

Senses Passive Perception 10

Languages any one language (usually Ledean or Veshian)

Challenge 1/8 (25 XP)

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

BANDIT CAPTAIN, HUMAN

Medium humanoid (human), any alignment

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Saving Throws Str +5, Dex +5, Wis +3

Skills Athletics +5, Deception +4

Senses Passive Perception 11

Languages Any two languages (Calastian, Zathisk)

Challenge 2 (450 XP)

Actions

Multiattack. The captain makes three melee attacks: two with their scimitar and one with their dagger. Or the captain makes two ranged attacks with their daggers.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Reactions

Parry. The captain adds 2 to their AC against one melee attack that would hit them. To do so, the captain must see the attacker and be wielding a melee weapon.

BARBED DEVIL

Medium fiend (devil), lawful evil

Armor Class 15 (Natural Armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Saving Throws STR +6, CON +7, WIS +5, CHA +5

Skills Deception +5, Insight +5, Perception +8

Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception 18

Languages Infernal, Telepathy 120 ft.

Challenge 5 (1,800 XP)

Barbed Hide. At the start of each of its turns, the barbed devil deals 5 (1d10) piercing damage to any creature grappling it.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Actions

Multiattack. The devil makes three melee attacks: one with its tail and two with its claws. Alternatively, it can use Hurl Flame twice.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Tail. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Hurl Flame. Ranged Spell Attack: +5 to hit, range 150 ft., one target. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

BARD, HUMAN

Medium humanoid (human), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	13 (+1)	11 (+0)	14 (+2)	16 (+3)

Senses Passive Perception 12

Skills History +4, Performance +7

Languages any two languages (usually including Ledeian or Veshian)

Challenge 2 (450 XP)

Bardic Inspiration (3/Day): As a bonus action on their turn, the bard can grant an inspiration die to a creature within 60 feet of them, who can hear the bard. Once within the next 10 minutes, that creature may spend that inspiration die to roll 1d6 and add the result to one ability check, attack roll, or saving throw they make.

Jack of All Trades. When the bard makes an ability check that does not include their proficiency bonus, they may add a +1 bonus to the roll.

Song of Rest. When the bard performs during a short rest, they and any of their allies who hear them gain an additional 1d6 hit points at the end of the rest.

Spellcasting. The bard is a 3rd-level spellcaster. Their spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The bard knows the following bard spells:

Cantrips (at will): *filch*, *vicious mockery*

1st level (4 slots): *cure wounds*, *detect magic*, *identify*, *multiply missile*

2nd level (2 slots): *mass true strike*, *shatter*

Actions

Rapier. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Light Crossbow. Ranged Weapon Attack: +4 to hit, range 80 ft./320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Reactions

Cutting Words. When a creature within 60 feet of the bard makes an attack roll, ability check, or a damage roll, the bard can expend one use of Bardic Inspiration and roll 1d6 subtracting the result from the target's roll.

CHARFIEND

Medium fiend (titanspawn), chaotic evil

Armor Class 13 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 40 ft.

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

Skills Perception +2

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft.; passive Perception 12

Languages Infernal, Titan Speech

Challenge 1 (200 XP)

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

Stench. Any creature other than a charfiend that starts its turn within 5 feet of the charfiend 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 charfiends for 1 hour.

Unholy Aura. The charfiend exudes an aura of unholy power in a 20-foot radius. Fiends, titanspawn, and undead within the aura (including the charfiend) can roll a d4 and add the number rolled to any attack roll or saving throw. A creature cannot benefit from the unholy aura of more than one charfiend at a time.

ACTIONS

Multiattack. The charfiend makes two attacks, one with its bite and one with its claws.

Bite. *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage. **Claws.** *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

COMMONER, HALFLING

Medium humanoid (halfling), any alignment

Armor Class 11

Hit Points 4 (1d8)

Speed 25 ft.

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

Senses Passive Perception 10

Languages Calastian, Zathiske

Challenge 0 (10 XP)

Lucky. When the halfling rolls a 1 on an attack roll, ability check, or saving throw, they can reroll the die and must use the new roll.

Brave. The halfling has advantage on saving throws against being frightened.

Halfling Combat Training. Halflings are proficient with blowgun, dart, sling, and spear.

Halfling Nimbleness. The halfling can move through the space of any creature that is Medium or larger.

Halfling Stealth. The halfling can attempt to hide even when obscured only by a creature that is at least Medium size.

ACTIONS

Blowgun. *Ranged Weapon Attack:* +3 to hit, range 25/100 ft., one target. *Hit:* 2 (1+ 1) piercing damage

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

COMMONER, HUMAN

Medium humanoid (human), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	11 (+0)	11 (+0)	11 (+0)	11 (+0)

Senses Passive Perception 10

Languages Calastian, Zathiske

Challenge 0 (10 XP)

Actions

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

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.

GIANT BADGER

Medium beast, unaligned

Armor Class 10

Hit Points 13 (2d8 + 4)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses Darkvision 30 ft., Passive Perception 11

Languages --

Challenge 1/4 (50 XP)

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

Actions

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

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

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

GIANT CENTIPEDE

Small beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 4 (1d6 + 1)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Senses Blindsight 30 ft., Passive Perception 8

Languages --

Challenge 1/4 (50 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

GIANT CONSTRICTOR SNAKE

Huge beast, unaligned

Armor Class 12

Hit Points 60 (8d12 + 8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +2

Senses Blindsight 10 ft., Passive Perception 12

Languages --

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

GIANT EAGLE

Large beast, neutral good

Armor Class 13

Hit Points 26 (4d10 + 4)

Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	8 (-1)	14 (+2)	10 (+0)

Skills Perception +4

Senses Passive Perception 14

Languages Giant Eagle, understands Common and Auran but can't speak them

Challenge 1 (200 XP)

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The eagle makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

GIANT FIRE BEETLE

Small beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 4 (1d6 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Senses Blindsight 30 ft., Passive Perception 8

Languages --

Challenge 0 (10 XP)

Illumination. The beetle sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

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

GIANT POISONOUS SNAKE

Medium beast, unaligned

Armor Class 14

Hit Points 11 (2d8 + 2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2

Senses Blindsight 10 ft., Passive Perception 12

Languages --

Challenge 1/4 (50 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

GIANT RAT

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses Darkvision 60 ft., Passive Perception 10

Languages --

Challenge 1/8 (25 XP)

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

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

Actions

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

GIANT RAT, DISEASED

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses Darkvision 60 ft., Passive Perception 10

Languages --

Challenge 1/8 (25 XP)

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

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

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).

GIANT SCORPION

Large beast, unaligned

Armor Class 15 (Natural Armor)

Hit Points 52 (7d10 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	1 (-5)	9 (-1)	3 (-4)

Senses Blindsight 60 ft., Passive Perception 9

Languages --

Challenge 3 (700 XP)

Actions

Multiattack. The scorpion makes three attacks: two with its claws and one with its sting.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The scorpion has two claws, each of which can grapple only one target.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

GIANT WOLF SPIDER

Medium beast, unaligned

Armor Class 13

Hit Points 11 (2d8 + 2)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	3 (-4)	12 (+1)	4 (-3)

Skills Perception +3, Stealth +7

Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 13

Languages --

Challenge 1/4 (50 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: +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

GUARD, HALFLING

Medium humanoid (halfling), any alignment

Armor Class 17 (Chain Shirt, Shield)

Hit Points 11 (2d8 + 2)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	13 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses Passive Perception 12

Languages Choose Calastian, Ledean, or Veshian and one language

Challenge 1/8 (25 XP)

Brave. The halfling has advantage on saving throws against being frightened.

Halfling Combat Training. Halflings are proficient with blowgun, dart, sling, and spear.

Halfling Nimbleness. The halfling can move through the space of any creature that is Medium or larger.

Halfling Stealth. The halfling can attempt to hide even when obscured only by a creature that is at least Medium size.

Lucky. When the halfling rolls a 1 on an attack roll, ability check, or saving throw, they can reroll the die and must use the new roll.

Actions

Blowgun. Ranged Weapon Attack: +4 to hit, range 25/100 ft., one target. *Hit:* 3 (1+ 2) piercing damage

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

GUARD, HUMAN

Medium humanoid (human), any alignment

Armor Class 16 (Chain Shirt, Shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	11 (+0)	12 (+1)	11 (+0)

Skills Perception +3

Senses Passive Perception 13

Languages Any one language

Challenge 1/8 (25 XP)

Actions

Spear. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

MURDER SPRITE

Tiny fey (titanspawn), neutral evil

Armor Class 14

Hit Points 14 (4d4 + 4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	12 (+1)	8 (-1)	11 (+0)	8 (-1)

Skills Perception +2, Stealth +6

Senses darkvision 60 ft.; passive Perception 12

Languages Sylvan, Titan Speech

Challenge 1/4 (50 XP)

ACTIONS

Blood Drain. Melee Weapon Attack. +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 2 (1d4) poison damage, and the murder sprite attaches to the target. While attached, the sprite doesn't attack. Instead, at the start of each of the sprite's turns, the target loses 3 (1d4 + 1) hit points due to blood loss. The murder sprite can detach itself by spending 5 feet of its movement. It does so after it drains 7 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the sprite.

NOBLE, HUMAN

Medium humanoid (human), any alignment

Armor Class 15 (Breastplate)

Hit Points 11 (2d8+2)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Persuasion +5

Senses Passive Perception 12

Languages Any two languages

Challenge 1/8 (25 XP)

Actions

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

Reactions

Parry. The noble adds 2 to their AC against one melee attack that would hit them. To do so, the noble must see the attacker and be wielding a melee weapon.

PRIEST, HUMAN

Medium humanoid (human), any alignment

Armor Class 13 (Chain shirt)

Hit Points 27 (5d8 +5)

Speed 30 ft.

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

Skills Medicine +7, Persuasion +4, Religion +5

Senses Passive Perception 13

Languages Any two languages (Calastian, Zathisk)

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause their melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *cure wounds, guiding bolt, sanctuary*

2nd level (3 slots): *lesser restoration, spiritual weapon*

3rd level (2 slots): *dispel magic, spirit guardians*

Actions

Shortsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

RED WITCH (SLITHERIN)

Medium humanoid (titanspawn), lawful evil

Armor Class 12 (15 with mage armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	16 (+3)	12 (+1)	10 (+0)

Skills Acrobatics +4, Arcana +5, Stealth +4

Senses darkvision 60 ft.; passive Perception 11

Languages Slitherin, Titan Speech, plus any two other tongues

Challenge 1 (200 XP)

Contortionist. The slitherin has advantage on Dexterity checks to escape from bonds or being grappled, as well as to squeeze through tight spaces.

Disease Resistance. The slitherin has advantage on saving throws against disease.

Rodent Empathy. The slitherin can converse with rodents through body language and simple sounds, communicating simple ideas to such beasts.

Spellcasting. The Red Witch is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, or +5 to hit with spell attacks). The Red Witch has the following wizard spells prepared:

Cantrips (at will): chill touch, filch*, minor illusion

1st level (4/day): color spray, mage armor, magic missile, silent image

2nd level (2/day): acid arrow, blindness/deafness

ACTIONS

Bite. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d3 + 2) piercing damage.

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

RIDING HORSE

Large beast, unaligned

Armor Class 10

Hit Points 13 (2d10 + 2)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses Passive Perception 10

Languages --

Challenge 1/4 (50 XP)

ACTIONS

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

SCOUT, HALFLING

Medium humanoid (halfling), any alignment

Armor Class 14 (Leather Armor)

Hit Points 16 (3d8 + 3)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	13 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +7, Survival +5

Senses Passive Perception 15

Languages Choose Calastian, Ledean, or Veshian and any one language

Challenge 1/2 (100 XP)

Brave. The halfling has advantage on saving throws against being frightened.

Halfling Combat Training. Halflings are proficient with blowgun, dart, sling, and spear.

Halfling Nimbleness. The halfling can move through the space of any creature that is Medium or larger.

Halfling Stealth. The halfling can attempt to hide even when obscured only by a creature that is at least Medium size.

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Lucky. When the halfling rolls a 1 on an attack roll, ability check, or saving throw, they can reroll the die and must use the new roll.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

Blowgun. Ranged Weapon Attack: +4 to hit, range 25/100 ft., one target. *Hit:* 4 (1+3) piercing damage.

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

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

SCOUT, GANJUS ELF

Medium humanoid (Ganjus elf), any alignment

Armor Class 14 (Leather Armor)

Hit Points 16 (3d8 + 3)

Speed 35 ft.

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

Skills Nature +4, Perception +6, Stealth +6, Survival +6

Senses Darkvision 30 ft., Passive Perception 16

Languages Elvish and any one language

Challenge 1/2 (100 XP)

Fey Ancestry. The elf has advantage on saving throws against being charmed, and magic can't put them to sleep.

Ganjus Combat Training. The elf has proficiency with the longbow, quarterstaff, shortbow, and spear.

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Meditation. Elves need no sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, the elf remains aware of their surroundings but have disadvantage on Wisdom (Perception) checks. After meditating, the elf benefits as if they had 8 hours of sleep and can then undertake other light activity while finishing a long rest.

Natural Stealth. The elf can attempt to hide even when they are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Tattoo Mystic. Elves have proficiency with tattooist's supplies and can activate one magic tattoo they possess one extra time per day without completing a rest, provided that tattoo can be used again after they complete a short or long rest.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

SCOUT, HUMAN

Medium humanoid (human), any alignment

Armor Class 13 (Leather Armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	12 (+1)	14 (+2)	12 (+1)

Skills Nature +5, Perception +6, Stealth +6, Survival +6

Senses passive Perception 16

Languages any one language

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

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 all 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.

SLITHERIN

Medium humanoid (titanspawn), any alignment

Armor Class 12 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	13 (+1)	10 (+0)	10 (+0)	7 (-2)

Skills Acrobatics +3, Stealth +3

Senses darkvision 60 ft.; passive Perception 10

Languages Slitherin, Titan Speech

Challenge 1/4 (50 XP)

Contortionist. The slitherin has advantage on Dexterity checks to escape from bonds or being grappled, as well as to squeeze through tight spaces.

Disease Resistance. The slitherin has advantage on saving throws against disease.

Rodent Empathy. The slitherin can converse with rodents through body language and simple sounds, communicating simple ideas to such beasts.

ACTIONS

Multiattack. The slitherin makes one bite attack and one shortsword attack.

Bite. *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d3 + 1) piercing damage.

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

Shortbow. *Ranged Weapon Attack.* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

DISEASED (SLITHERIN)

Medium humanoid (titanspawn), any evil

Armor Class 13 (leather armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	15 (+2)	14 (+2)	12 (+1)	5 (-3)

Skills Acrobatics +4, Medicine +3, Stealth +4

Senses darkvision 60 ft.; passive Perception 11

Languages Slitherin, Titan Speech

Challenge 1/2 (100 XP)

Contortionist. The slitherin has advantage on Dexterity checks to escape from bonds or being grappled, as well as to squeeze through tight spaces.

Disease Carrier. The Diseased slitherin is immune to the effects of disease. However, it can still contract diseases and be a carrier, exposing others to the disease's ravages.

Rodent Empathy. The slitherin can converse with rodents through body language and simple sounds, communicating simple ideas to such beasts.

ACTIONS

Multiattack. The slitherin makes two attacks: one bite and one claw, or one bite and one shortsword.

Bite. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d3 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 3 (1d6) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

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

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

Light Crossbow. *Ranged Weapon Attack.* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

SPIDER-EYE GOBLIN

Small monstrosity (titanspawn), neutral evil

Armor Class 15 (natural armor)

Hit Points 13 (3d6 + 3)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	12 (+1)	8 (-1)	11 (+0)	6 (-2)

Skills Perception +4, Stealth +5

Damage Resistances poison

Senses darkvision 60 ft.; passive Perception 14

Languages Spider-Eye Goblin (Goblin dialect), Titan Speech

Challenge 1/2 (100 XP)

Keen Sight. The spider-eye goblin has advantage on Wisdom (Perception) checks that rely on sight.

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

ACTIONS

Multiattack. The spider-eye goblin makes two claw attacks. If both claws hit, the goblin can then make one bite attack against that target.

Claw. Melee Weapon Attack. +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d3 + 1) slashing damage.

Bite. Melee Weapon Attack. +3 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 2 (1d4) poison damage on a failed save, or half as much damage on a successful one. If this 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.

Dart. Ranged Weapon Attack. +3 to hit, range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

SPY, HUMAN

Medium humanoid (human), any alignment

Armor Class 13

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	11 (+0)	13 (+1)	15 (+2)	17 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +5, Stealth +5

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. On each of their turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The spy makes two melee attacks.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

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

TRIBAL WARRIOR, HALFLING

Medium humanoid (halfling), any alignment

Armor Class 12 (Hide Armor)

Hit Points 11 (2d8 + 2)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	13 (+1)	8 (-1)	11 (+0)	8 (-1)

Senses Passive Perception 10

Languages Choose Calastian, Ledean, or Veshian and one language

Challenge 1/8 (25 XP)

Lucky. When the halfling rolls a 1 on an attack roll, ability check, or saving throw, they can reroll the die and must use the new roll.

Brave. The halfling has advantage on saving throws against being frightened.

Halfling Combat Training. Halflings are proficient with blowgun, dart, sling, and spear.

Halfling Nimbleness. The halfling can move through the space of any creature that is Medium or larger.

Halfling Stealth. The halfling can attempt to hide even when obscured only by a creature that is at least Medium size.

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

Actions

Blowgun. *Ranged Weapon Attack:* +3 to hit, range 25/100 ft., one target. *Hit:* 2 (1+1) piercing damage

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

TRIBAL WARRIOR, HUMAN

Medium humanoid (human), any alignment

Armor Class 13 (Hide Armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	9 (-1)	12 (+1)	9 (-1)

Senses Passive Perception 11

Languages Any one language

Challenge 1/8 (25 XP)

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

Actions

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack

VETERAN, ORC

Medium humanoid (orc), any alignment

Armor Class 17 (Splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	15 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses Darkvision 30 ft., Passive Perception 12

Languages Orcish and any one language (Calastian)

Challenge 3 (700 XP)

Aggressive. As a bonus action, the orc moves up to their speed toward a hostile creature they can see.

Menacing. You have proficiency in the Intimidation skill.

Orcish Combat Training. The orc has proficiency with the battleaxe, greataxe, handaxe, and lance.

Savage Attacks. When the orc scores a critical hit with a melee weapon attack, they can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Actions

Multiattack. The veteran makes two longsword attacks. If they have a shortsword drawn, they can also make a shortsword attack.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 +4) slashing damage.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

WERERAT

Medium humanoid (human, shapechanger), lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Senses Darkvision 60 ft., Passive Perception 12

Languages Common (can't speak in rat form)

Challenge 2 (450 XP)

Shapechanger. The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Actions

Multiattack (Humanoid or Hybrid Form Only). The wererat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

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

Hand Crossbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

WITCH TOTEM

Tiny construct (titanspawn), any evil

Armor Class 13 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	12 (+1)	8 (-1)	11 (+0)	6 (-2)

Skills Stealth +5

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft.; passive Perception 9

Languages Titan Speech (can't speak)

Challenge 1/4 (50 XP)

Forest Camouflage. While it is in forest terrain and remains motionless, a witch totem is invisible.

Regeneration. The witch totem regains 1 hit point at the start of its turn. If the totem takes acid or fire damage, this trait doesn't function at the start of its next turn. The witch totem is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Traceless Passage. The witch totem can't be tracked except by magical means. It leaves behind no tracks or other traces of its passage.

ACTIONS

Claws. *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d3 + 1) slashing damage.

Dart. *Ranged Weapon Attack.* +3 to hit, range 10/30 ft., one target. *Hit:* 1 piercing damage plus 3 (1d6) poison damage.

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 of its creator but can't speak

Challenge 1/4 (50 XP)

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

ACTIONS

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

HIELAA, HAG OF THE DAR AL ANNOT

One of the foremost operatives of the sinister Dar al Annot in the Hornsaw Forest, Hielaa is a horrible crone, cunning and utterly ruthless. This huge crone's skin is a dusky gray, like that of a storm cloud, and her yellow eyes flash like lightning. Her face is dominated by an inhumanly long, tapered nose; long white hair balloons out around her head like a lion's mane, swirling as if constantly ruffled by a chaotic wind. In the recent past, Hielaa was responsible for losing an artifact sacred the Dar al Annot and now works furiously to get it back.

Cackling Storm Crone. Hielaa refuses to engage her enemies in melee when her abilities can prevent them from ever touching her, remaining in flight, with gusting winds around her to disrupt missile attacks. In fact, she dislikes touching the ground entirely, doing so only out of necessity.

HIELAA

Large fey (titanspawn), chaotic evil

Armor Class 14 (natural armor) (16 with *barkskin*)

Hit Points 136 (13d10 + 65)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	21(+5)	12 (+1)	18 (+4)	11 (+0)

Skills Medicine +7, Nature +4, Perception +7

Damage Resistances cold, thunder

Damage Immunities lightning

Senses darkvision 60 ft.; passive Perception 17

Languages Ancient Ledeau, Druidic, Ledeau, Giantish, Sylvan, Titan Speech

Challenge 8 (3,900 XP)

Horrific Appearance. Any humanoid that starts their turn within 30 feet of Hielaa and can see her true form must make a DC 15 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of their turns, with disadvantage if Hielaa is within line of sight, ending the effect on themselves on a success. If a creature's saving throw is successful or the effect ends for them, the creature is immune to Hielaa's Horrific Appearance for the next 24 hours. Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert their eyes and avoid making the initial saving throw. Until the start of their next turn, a creature that averts their eyes has disadvantage on attack rolls against Hielaa.

Lightning Shroud. When Hielaa hits with any weapon, the weapon deals an additional 9 (2d8) lightning damage (included in the attack). At the start of each of her turns, Hielaa deals 9 (2d8) lightning damage to any creature grappling her.



Spellcasting. Hielaa is a 12th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, or +7 to hit with spell attacks). Hielaa has the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance, poison spray, resistance*

1st level (4/day): *charm person, cure wounds, fog cloud, speak with animals*

2nd level (3/day): *animal messenger, barkskin, enhance ability, gust of wind*

3rd level (3/day): *call lightning, chill wind*, protection from energy, wind wall*

4th level (3/day): *blight, ice storm, stoneskin*

5th level (2/day): *screaming*

6th level (1/day): *wind walk*

ACTIONS

Multiattack. Hielaa makes two claw attacks or uses Lightning Blast twice.

Claw. Melee Weapon Attack. +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 4) slashing damage plus 9 (2d8) lightning damage.

Lightning Blast. Ranged Spell Attack. +7 to hit, range 120 ft., one target. *Hit:* 25 (6d6 +4) lightning damage, and the target cannot take reactions until the start of its next turn.

Illusory Appearance. Hielaa covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if Hielaa takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, Hielaa could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 14 Intelligence (Investigation) check to discern that Hielaa is disguised.

PRE-GENERATED PLAYER CHARACTERS

These player characters have been provided for your party to use in this adventure. They are based on the characters depicted in the prologue of the **Scarred Lands** novel *Vigilant: Through Shadows and Dreams* book one.

Aside from the characters' basic capabilities, there is an entry for each character to reflect their abilities at 2nd level. This should be applied as directed in the story.

KANE LENAHR, LEVEL 1 RANGER

Medium humanoid (he/him human of Ledean/Elzan mixed heritage, neutral good)

Armor Class 14 (leather armor)

Hit Points 10 (1d10)

Speed 30 ft.

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

Saving Throws STR +4 DEX +5

Skills Animal Handling +4, Nature +2, Perception +4, Stealth +5, Survival +4

Senses Passive Perception 14

Languages Ledean, Shelzari, Calastian, limited Veshian

Proficiency Bonus +2

Armor Proficiencies Light, medium, shields

Weapon Proficiencies simple, martial

Favored Enemy. Titanspawn favored enemy. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

Natural Explorer. Titan-Scarred favored terrain. When you make an Intelligence or Wisdom check

related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
 - Your group can't become lost except by magical means.
 - Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
 - 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.
- Sharpshooter.** Attacking at long range doesn't impose disadvantage on your ranged attack rolls.
- Your ranged weapon attacks ignore half cover and three-quarters cover.
 - Before you make an attack roll with a ranged weapon that you are proficient with, you can choose to take -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

Actions

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 +3) piercing damage.

Longsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 2) slashing damage.

Unarmed Strike. Melee Attack: +4 to hit, reach 5ft, one target. **Hit:** 4 (1d4+2) bludgeoning damage.

At Level 2

When Kane reaches level 2 he gains the following abilities:

Hit Dice: You now have two hit dice

Hit Points: Your hit points increase to 16

Fighting Style: Archery. You gain a +2 bonus to attack rolls you make with ranged weapons.

Spellcasting. Spellcasting ability WIS. Spell save DC 12. Spell attack bonus +4

Known Spells (2 first level spell slots).
cure wounds, detect poison and disease

Background Folk Hero

Defining Moment: I stood alone to defend my farm against titanspawn until help arrived.

Personality Trait If someone is in trouble, I'm always ready to help. I have a strong sense of fair play and always try to find the most equitable solution to arguments.

Ideal Respect. People deserve to be treated with dignity.

Bonds I protect those who cannot protect themselves.

Flaws Though the Calastian occupiers of New Venir would punish my mother and me if they learned my brother joined the Veshian Vigil, I am proud and struggle to keep the secret.

Character Backstory

I grew up in the little town of Trela in the northeast corner of the country of New Venir. It is a trading town on the Eni river near the borders of Lageni and the Blood Steppes. Living so close to the Steppes is dangerous, but I am not afraid (at least not very afraid) of the titanspawn and beasts that live there.

When I was a young child, my father was killed by slitherin who served the titan Gaurak. Two years ago, my older brother left home to travel north and join the Veshian Vigil. I currently live with my mother on a small farm in town. I really want to follow in my brother's footsteps. I am training as a ranger and want to be a great archer like my father. I know the nearby area of the Blood Steppes quite well, despite my mother's reluctance to let me go hunting there. She doesn't want what happened to my father to happen to me, so I always hunt with other villagers.

Physical Features Age: 18, Height: 6 feet, 0 inches, Faith: Madriel, Skin: Ruddy, Eyes: Blue, Hair: Auburn

New Favored Terrain: Titan-Scarred

The titans have touched every inch of Scarn, but in some places their fury and their viscera have so twisted the land it has become unnatural. Veshian Vigilants often focus their training on the dangers of these challenging regions.

Titan-scarred describes regions specifically warped, poisoned, or otherwise twisted by the energy (or flesh) of a titan, places that commonly give rise to monstrosities and twist any beings living there; places like the Blood Steppes, Bloodrain Woods, Devil's March, Festering Fields, Hornsaw Forest, Mourning Marshes, Spires of Gaurak, or areas directly around a titanic source of power. Despite the Blood Sea's extensive contamination by Kadum, it falls outside this category, being more the purview of Seawitches.

Titan Corrupted terrain as favored terrain does not grant bonuses in similar terrain that is not corrupted (e.g. understanding the Hornsaw and Bloodrain forests provides no advantage in the Ganjus forest) and those advantages end if the region is cleansed of corruption (as the Veshian Vigilants hope to someday do in the Mourning Marshes).

JULIANA, LEVEL 1 DRUID

Medium humanoid (she/her Ganjus (Broadreach) elf, neutral good)

Armor Class 14 (leather armor)

Hit Points 9 (1d8+1)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	10 (+0)	16 (+3)	10 (+0)

Saving Throws INT +2 WIS +5

Skills Insight +5, Medicine +5, Nature +2, Perception +5, Religion +2, Stealth +5

Senses Darkvision 30ft, Passive Perception 15

Languages Elven, Druidic, Ledean, Calastian

Proficiency Bonus +2

Armor Proficiencies: Light, medium, shields (druids will not wear armor or use shields made of metal)

Weapon Proficiencies: Longbows, clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, shortbows, sickles, slings, and spears.

Tools: Herbalism kit

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Meditation. Elves need no sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, you remain aware of your surroundings but also drift in a state of reverie, so you have disadvantage on Wisdom (Perception) checks. After meditating, you benefit as if you had 8 hours of sleep. You can then undertake other light activity while finishing a long rest.

Tattoo Mystic. You have proficiency with tattooist's supplies. You can activate one magic tattoo you possess one extra time per day without completing a rest, provided that tattoo can be used again after you complete a short or long rest.

Spellcasting Spellcasting ability WIS. Spell save DC 13. Spell attack bonus +5

Cantrips (at will) *druidcraft, shillelagh*

Prepared Spells (2 first level spell slots). *cure wounds, detect poison and disease [ritual, concentrate], entangle [concentrate], speak with animals [ritual]*

Actions

Shillelagh. *Melee spell attack:* +5 to hit, reach 5 ft, one target. Hit: 7 (1d8 +3) magic bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. Hit: 7 (1d8 +3) piercing damage.

At Level 2

When Juliana reaches level 2 she gains the following abilities:

Hit Dice: You now have two hit dice

Hit Points: Your hit points increase to 15

Druid Circle: Circle of the Jordeh

Druid's Companion. You gain an awakened tree companion (see stat block below.)

The companion obeys your commands as best as it can. It takes its turn on your initiative, although it doesn't take an action unless you command it to, except as noted below. If not explicitly directed, it moves each turn to remain as close as possible to you, taking the Dash or Disengage action as needed to stay with you. On your turn, you can command the tree where to move (no action required by you). You can use your action to command it to take the Attack, Dash, Disengage, Dodge, or Help action.

While traveling through forest terrain with only your companion, you can move stealthily at a normal pace. If your companion dies, you can obtain another one by spending 8 hours magically bonding with another awakened tree that isn't hostile to you.

Spellcasting. You now have 3 1st-level spell slots.

Wild Shape. You can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest.

You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that

are part of a spell, such as call lightning, that you've already cast.

- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

AWAKENED TREE COMPANION

Medium plant, unaligned

Armor Class 12 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	15 (+2)	8 (-1)	10 (+0)	5 (-3)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses passive Perception 10

Languages Druidic, Elvish

Challenge 1/4 (50 XP)

False Appearance: While the tree remains motionless, it is indistinguishable from a normal tree.

ACTIONS

Slam: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

Background Acolyte

Trait: I idolize a hero of my people: Lilliandel, an elf who fought against the titan Mormo in the Divine War and my ancestor. I constantly refer to her deeds and live by her example.

Ideal: Charity. I always try to help those in need, no matter what the personal cost.

Bond: I will do anything to cleans the Hornsaw forest of Mormo's corruption.

Flaw: I believe that true followers of Denev like myself are the only ones who can heal Scarn's wounds. Some consider me arrogant because of this, but I don't care.

Character Backstory: My parents fled the Broadreach forest before I was born, before it drowned in Mormo's blood and became the Hornsaw. I grew up among the elves of the Ganjus forest, but our family always hoped someday to return to a purified and reclaimed Broadreach.

Several weeks ago, a group of elves announced an expedition to the Hornsaw to spy on Mormo's followers. While still young (for an elf) and inexperienced, I earned a place among them. We had hoped to travel easily via an old teleport circle within the Hornsaw, but the casting went awry. I was separated from my group and appeared alone in a different forest: Geleeda's Grove. Of my companions I could find no sign. I evaded the loathsome creatures that inhabit those haunted woods and followed the Eni river north, hoping eventually to make it back to the Ganjus.

A few days ago, I arrived in the village of Trela, shortly before their annual spring celebration. I've decided to stay for the festival—I have a long road ahead of me, and the rest will do me good.

Physical Features Age 110, Faith: Denev

JYLLA, LEVEL 1 ROGUE

Small humanoid (she/her halfling, chaotic good)

Armor Class 14 (leather armor)

Hit Points 9 (1d8+1)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	12 (+1)	10 (+0)	13 (+1)

Saving Throws DEX +5 INT +3 (Advantage against being frightened)

Skills Acrobatics +5, Deception +3, Performance +3, Persuasion +3, Sleight of Hand +5, Stealth +7
Senses Passive Perception 10

Languages Ledeau, Calastian, Thieves' Cant

Proficiency Bonus +2

Armor Proficiencies light

Weapon Proficiencies simple, hand crossbows, longswords, rapiers, shortswords, blowguns, darts, slings, and spears.

Tool Proficiencies Thieves' Tools, Disguise Kit, Dice Set

Lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Halfling Stealth. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Sneak Attack. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Actions

Rapier. Melee attack: +5 to hit, reach 5 ft, one target. Hit: 7 (1d8 +3) slashing or piercing damage.

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 7 (1d6 +3) piercing damage.

At Level 2

When Jylla reaches level 2 she gains the following ability:

Hit Dice: You now have two hit dice

Hit Points: Your hit points increase to 15

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used to take the Dash, Disengage, or Hide action.

Background Criminal / Spy

Trait: I'd rather make a new friend than a new enemy. Knowing the risks of a situation never helps, so don't tell me the odds, 'kay?

Ideal: Redemption. There's a spark of good in everyone. Yeah, even me. Even you! Probably.

Bond: I met a Shadow Dancer when I was a kid and she was ah-mazing. I want to be just like her someday.

Flaw: When I see something valuable, I can't help but plan how I'd steal it. I also talk ridiculously fast, which I don't see as a flaw, but some people have a hard time keeping up with me.

Character Backstory: I grew up in the Heteronomy of Virduk, home of most of the Calastian Empire's free halflings—if you can call abject poverty being free. We used to have a homeland somewhere up north, but it was destroyed ages ago. During the War, I guess.

I ran with a gang in Three Moons. Used to spy on the city guards, be the lookout for crews on jobs. Then one day I got caught. I think someone set me up, but I could never prove it. I managed to escape the authorities, but having my face plastered on wanted posters ruined my career.

I fled east to New Venir. No wanted posters there, but it's probably only a matter of time. I kept heading west 'til I reached this hick town, Trela—just in time for the carnival. I figure I'll stick around for it. And I've got my eye on this townie archer—Kane. Not sure if I want to rob him or something else. He's awfully cute—for a human.

I'm crazy devoted to Drendari, the goddess of Shadows. I know, not the halfling god. Well, screw him—Hwyrdd's never helped me, but Drendari and her shadows have gotten me out of more scrapes than I can count. I plan to find the Shadow Dancers and join them someday.

Physical Features Age 19, Faith: Drendari

HULDA, LEVEL 1 BARBARIAN

Medium humanoid (she/her orc, chaotic neutral)

Armor Class 15 (unarmored defense)

Hit Points 15 (1d12+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	8 (-1)

Saving Throws STR +6, CON +5

Skills Acrobatics +4, Athletics +6, Intimidation +1, Stealth +4, Survival +2

Senses Darkvision 60ft, Passive Perception 10

Languages Orcish, Ledeana

Proficiency Bonus +2

Armor Proficiencies light armor, medium armor, shields

Weapon Proficiencies simple weapons, martial weapons, battleaxe, greataxe, handaxe, lance

Tool Proficiencies dice game set, vehicles (land)

Aggressive. As a bonus action, you can move up to your speed towards a hostile creature you can see.

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 critical hits.

Rage. Two / long rest. As a bonus action you can enter a rage for up to 1 minute (10 rounds). Your rage ends early if you are knocked unconscious or your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.

You gain advantage on STR checks and STR saving throws (but not on STR attacks)

When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian. +2 at level 1.

You have resistance to bludgeoning, piercing, and slashing damage.

Unarmored Defense. When you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Actions

Battleaxe. *Melee attack:* +6 to hit, range 5ft, one target. *Hit:* 10 (1d12+4) slashing damage.

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

At Level 2

When Hulda reaches level 2 she gains the following abilities:

Hit Dice: You now have two hit dice

Hit Points: Your hit points increase to 25

Danger Sense. you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger.

You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Reckless Attack. you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Background Soldier

Trait: I can stare down a hellhound without flinching, and I face problems head-on. Simplicity is good strategy.

Ideal: Independence. Blindly following orders will get you killed.

Bond: If you've had my back, I'll kill anyone who takes a shot at yours.

Flaw: They're only "bad ideas" if you're not incredible enough to pull them off.

Character Backstory: My father's a warlord on the Plains of Lede with a big tribe, a bunch of wives, and a whole pack of kids, including me. My eldest brothers had it in for me from the start. They beat me, teased me, and treated me like a runt. It all just made me tougher.

Before long I could beat any of them in a fight, and I became Dad's favorite. Then *someone*, three guesses who, started a rumor that my mom was part human. People started asking if I was fit to lead the tribe. My brothers ganged up on me and drove me out. I dunno if my father knew about it, but he didn't stop them.

Well, I went south, looking for ways to make my own name, and ended up in Trela. They're having some festival with contests for me to win and a feast for me to eat. After that, I'll get back to building a legend for myself that I can take home and cram down my brothers' throats with my boot when I take over for Dad.

Physical Features Age 21, Faith: Enkili, I guess

BLOCHLOK THUNDERSTONE, LEVEL 1 SORCERER (TITANIC CORRUPTION: LETHENE)

Medium humanoid (he/him human of Ledean heritage, chaotic good)

Armor Class 16 (Visible Corruption)

Hit Points 9 (1d6+2+1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	12 (+1)	10 (+0)	16 (+3)

Saving Throws CON +4, CHA +5 resistance to lightning and thunder damage

Skills Arcana +3, Deception +5, History +3, Persuasion +5

Senses Passive Perception 10

Languages Ledean, Veshian, Shelzari, Titan Speech

Proficiency Bonus +2

Armor Proficiencies none

Weapon Proficiencies daggers, darts, slings, quarterstaves, light crossbows

Tool Proficiencies set of artisan tools

Sorcerous Origin: Titanic Corruption (Lethene)

Friend in Every Town. No matter where you go on Scarn, odds are you know someone local or someone who's also passing through. You can usually count on a space to sleep or a bite to eat for a night or two for you and your friends.

Mark of Titanspawn. You are considered to be titanspawn for any spell, class feature, or effect that specifically targets or affects titanspawn.

Visible Corruption: When you aren't wearing armor, your AC equals 13 + your Dexterity modifier. Additionally, your hit point maximum increases by 1, and it increases by 1 again whenever you gain a level in this class.

Titanic Connection: You can speak, read, and write Titan Speech. Whenever you make a Charisma check when interacting with titanspawn, your proficiency bonus is doubled if it applies to the check.

Minor Gift: Storm Child. You have resistance to lightning and thunder damage. You can spend 2 sorcery points to cast *levitate* without spending a spell slot.

Spellcasting

Spell casting ability CHA. Spell save DC 13. Spell attack bonus +5

Spell Focus You can use an arcane focus as a spellcasting focus for your sorcerer spells.

Cantrips (at will) *filch*, *fire bolt*, *prestidigitation*, *shocking grasp*

Spells Known (2 first level spell slots)
detect magic [concentrate], *thunderwave*

Actions

Dagger. *Melee attack:* +5 to hit, range 5ft, one target. *Hit:* 5 (1d4+3) piercing damage, thrown (range 20/60).

Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 +3) piercing damage.

At Level 2

When Blochlok reaches level 2 he gains the following abilities:

Hit Dice: You now have two hit dice

Hit Points: Your hit points increase to 16

Font of Magic. You have 2 sorcery points. You regain all spent sorcery points when you finish a long rest.

Flexible Casting. You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels.

Creating Spell Slots. You can transform 2 unexpended sorcery points into one 1st level spell slot as a bonus action on your turn.

Any spell slot you create with this feature vanishes when you finish a long rest.

Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

Spells Known You now have 3 first level spell slots. You learn *shield* in addition to your previously known spells.

Background: Drifter / Urban Resident (Mullis Town)

Trait: I'm driven by a wanderlust that has led me away from home. I do try to periodically return for visits.

Ideal: Nothing should fetter the infinite possibility that is all existence.

Bond: I've been searching my whole life for the answer to a certain question.

Flaw: I speak without really thinking through my words, invariably insulting others.

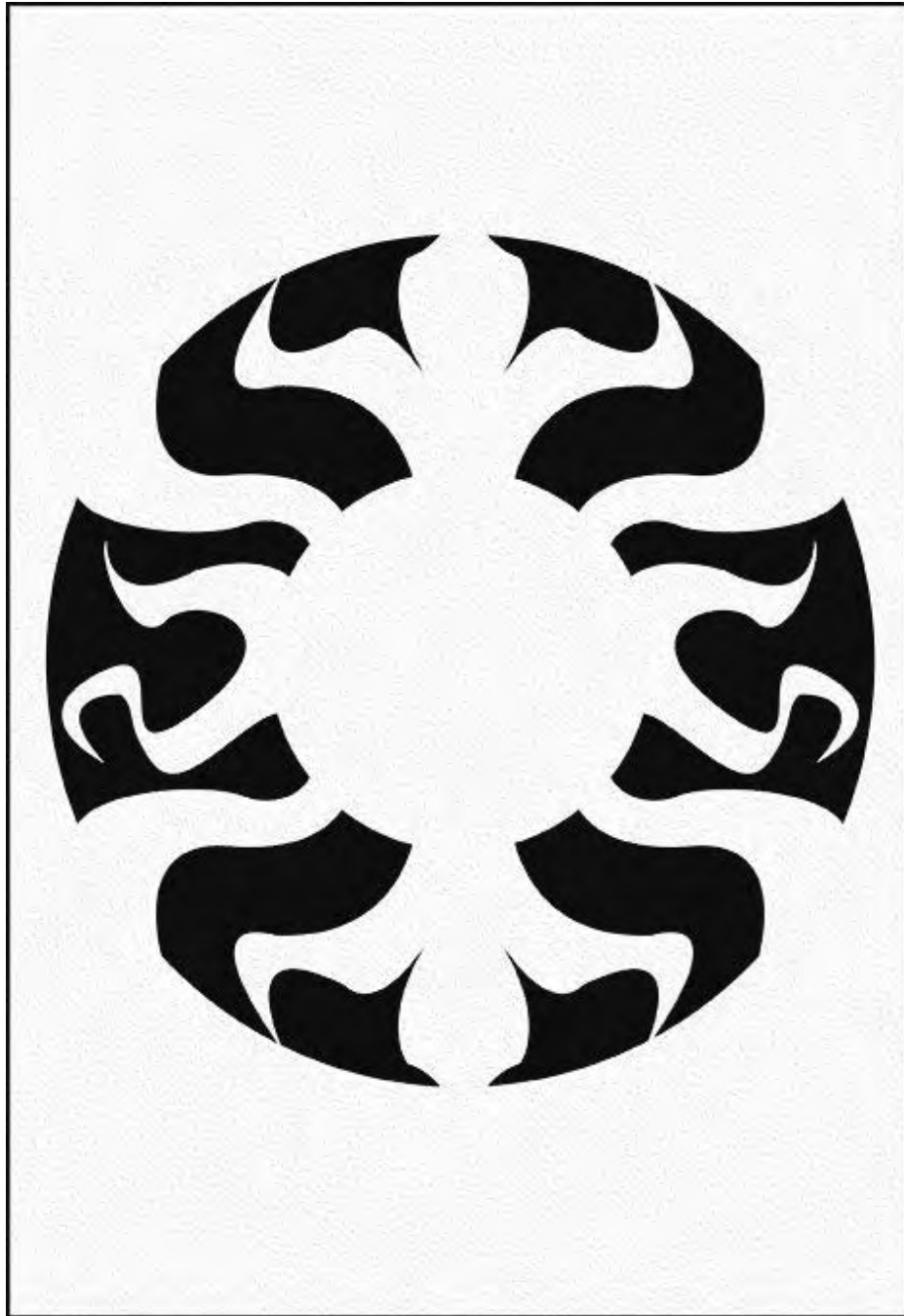
Character Backstory: At puberty, I manifested magical ability and an affinity to lightning and thunder. According to my parents, on the day I was born there was a terrible, unnatural-seeming storm. My parents think it's the source of my strange powers. My mother told me I was blessed by Enkili. Other people whispered that it was something else, especially after strange marks appeared on my skin, like patterns of veins. My mother called them my "lightning," further proof that I was chosen by the storm goddess Enkili. But when we sought out a priest of Enkili, he said that I wasn't blessed, but touched by Enkili's mother, the titan Lethene—cursed.

I left home to travel and find out about what I am. I'm heading in the general direction of the Library of Lokil, as I've heard they know many secrets and may help me answer my questions.

I recently arrived in the town of Trela and have decided to stay for their celebration of the Carnival of Flowers. I've always enjoyed that festival, and on this journey, I can use any coin I earn performing tricks for the children. If nothing else, I'll get a free meal out of it.

Note: Blochlok and Hulda may have travelled south together with traders who travel up and down the Eni River.

Physical Features Age 25, Faith: Enkili



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