TALES OF THE VALIANT

PLAYER'S GUIDE

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KOBOLD Press

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A wizard and his rogue companion investigate a lich's lair when the rogue spots the lair's master returning astride a massive dragon in this art by Hugh Pindur.
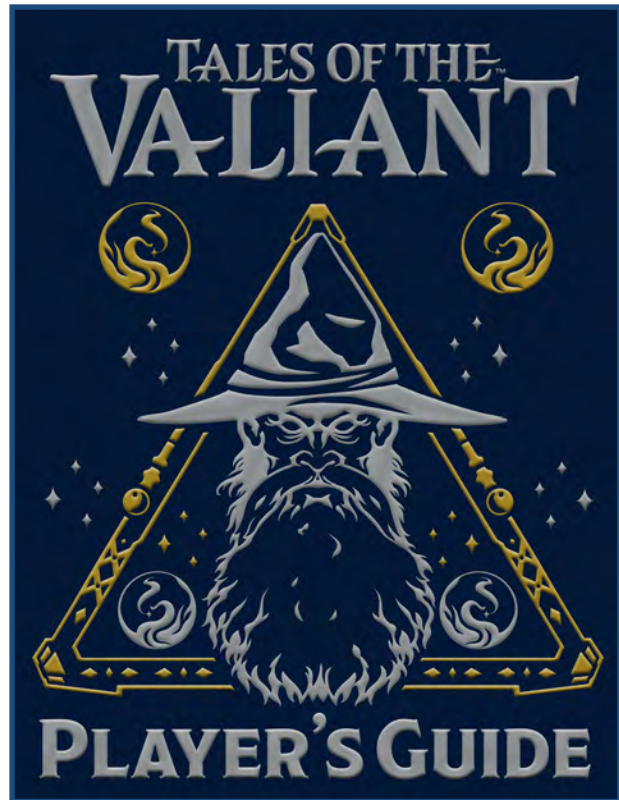
On The Limited Edition Cover
A wizard's head floats in a magical triangle, surrounded by arcane symbols in this art by Addison Rankin.

INTRODUCTION

Welcome to the Labyrinth, infinite worlds linked by twisting corridors of magic. Here, you find realms like Midgard, Hades, the Dreadful Domains, and homebrew creations tied together by the mysterious will of the Maze. These countless worlds rarely resemble one another on the surface, but share a unifying truth—heroes shape them.

WHAT IS TALES OF THE VALIANT?

The **Tales of the Valiant**™ game is an action-oriented roleplaying game (RPG) that pits a group of heroic adventurers against supernatural dangers. One player, called the **game master** (GM), along with a group of other players, who adopt roles as **player characters** (PCs), explore fantastic locations and embark on adventurous quests.

WHAT IS A ROLEPLAYING GAME?

A **roleplaying game** is a cooperative story-making game, sometimes called a tabletop game. You usually gather around a table and use paper and dice to play. Most RPGs have one player who serves as the GM, while the other players take on the roles of PCs.

ROLE OF THE GAME MASTER

The GM's role is to create the game's framework and keep the story moving. The GM describes what the world looks like, introduces obstacles for PCs to overcome, and portrays all the **nonplayer characters** (NPCs) who challenge or interact with the PCs.

The GM either invents the world and events of the game from scratch or uses the elements of a pre-written adventure called a "module" to set the scene for players each time they play.

ROLE OF A PLAYER

A player's role is to portray their PC well. Imagine seeing the world through the character's eyes and reacting as they would to the situations presented by the GM. When interacting with characters portrayed by the GM or other PCs, a player's voice serves as the character's voice.

Using This Book

This book contains the basic information you need to play a **Tales of the Valiant** tabletop game. It provides instructions for creating PCs, explains how to resolve challenges, and contains tools for playing in fantasy worlds.

In addition to this book, a GM also needs the *Monster Vault* for monsters to use as opponents for PCs. The *Game Master's Guide* adds additional elements for the game master's toolkit.

WHAT'S IN THE BOOK?

Chapter 1: Character Creation & Leveling describes how to create a PC and how to level up that PC as you complete adventures and gain experience.

Chapter 2: Classes presents class options available to PCs.

Chapter 3: Lineages & Heritages describes lineage and heritage options available to PCs.

Chapter 4: Backgrounds & Talents gives background and talent options available to PCs.

Chapter 5: Equipment & Magic Items lists equipment available to PCs and explains rules for using it. It also contains magic items that PCs can find during their adventures.

Chapter 6: Playing the Game details how the game works, breaking down rules and elements for play.

Chapter 7: Spellcasting provides rules for using magic and a selection of spells.

Appendix A: Conditions lists the conditions that can affect PCs and monsters.

Appendix B: Gods & Pantheons presents various gods and pantheons PCs can worship—especially clerics and paladins.

Appendix C: Creature Statistics contains a selection of stat blocks that PCs are likely to use, such as mounts, familiars, and Beast forms for the druid's Wild Shape class feature.

How to Play

Gameplay incorporates the following elements.

COLLABORATIVE STORYTELLING

As with most roleplaying games, the **Tales of the Valiant** game isn't very concerned about winning and losing. The goal is to work together to create an exciting story.

The GM creates and introduces the basic story and rules, then the PCs interact with those elements.

Players can make choices that push the story in new directions. The GM then introduces new ideas, scenes, and characters as a response to those choices. The PCs interact with those new elements and things keep rolling in this back-and-forth way throughout the game.

As an example, let's say the GM starts the game in a fantasy tavern. The GM describes what the tavern looks like, who else is there, and any other interesting details. Then, the GM could ask the players to describe what their PCs are doing in the tavern and what they want to do next. The GM sets up the situation, and the players make choices to decide where the story goes.

Perhaps a PC decides to talk to the innkeeper and the GM (speaking as the innkeeper) offers a reward to kill a mysterious monster in the basement. If the PCs decide to go to the basement, the GM then describes the new scene with details about the basement and the creature lurking within it.

Perhaps those same PCs don't talk to the innkeeper. Instead, they decide to get to know one another over an ale. In this version, the PCs talk in character until they decide to do something else…or until the GM introduces something to change the story, like interjecting with a description of a commotion outside.

Both instances are examples of the kind of back and forth that forms the heart of a roleplaying game.

THE DICE

Most gameplay happens through talking and shared imagination. However, when outcomes get uncertain, the game uses dice to resolve combat and risky actions.

This system uses several different types of polyhedral dice: **four**-sided (d4), **six**-sided (d6), **eight**-sided (d8), **ten**-sided (d10), **twelve**-sided (d12), and **twenty**-sided dice (d20). It's best if each player has a set of dice that includes at least one of each type.

Dice represent the element of chance. A die roll is almost always combined with a creature's abilities, combining chance and skill.

In many cases, you roll only one die. Sometimes, you'll see something like "**2d4 + 2**." In that case, roll **two** four-sided (**d4**) dice, add them together, and then add **2 more** to get your final result.

Occasionally, you might need to roll "percentile dice." To do that, grab two d10s. Designate one to represent the **tens** digit and the other to represent the **ones** digit. Then roll both at the same time. So, if you roll a **5** on the tens-digit die and a **2** on the ones-digit die, your number rolled is **52.** If you roll **0 (zero)** on both dice, read it as **100.**

CORE MECHANIC: ROLLING A D20

Almost every mechanic in the game comes down to one basic process:

1. Roll a d20 (called making a check). Higher numbers are better than lower numbers.
2. Add any bonuses or penalties.
3. Compare the total result to a target number that the GM decides.

If your total equals or exceeds the target number, you succeed! If your result is lower than the target, you fail.

OTHER TOOLS YOU NEED

In addition to this book and a set of dice, each player needs a printed or digital character sheet. That's all you need. Other stuff like maps, miniatures, tokens, or digital note-taking platforms can improve the game experience, but you can start with the basics.

Fantasy in a Nutshell

A **Tales of the Valiant** game exists within the Labyrinth, the connected maze of infinite fantasy worlds. It's compatible with any published fantasy setting or world you create. The game does come with a few assumptions, though.

1. FANTASY WORLDS HAVE MAGIC

Magic is a core principle of the fantasy genre. Your setting might have a spin on how magic works, but it should be present, and the PCs should be able to access it.

RULES TO REMEMBER

While this book is full of rules and details, here are a few highlights to get playing quickly!

1. SPECIFIC BEATS GENERAL

If a feature, ability, spell, or any specific rule contradicts a general rule of the game, the specific rule wins.

2. ALWAYS ROUND DOWN

When you end up with a fraction, round down. For example, if you have 15 hit points (HP) and a feature tells you to add half your hit points, halve 15 and round down to add 7 HP.

3. EITHER ADVANTAGE OR DISADVANTAGE—NOT BOTH

When things go your way, you get **ADVANTAGE**. When things go against you, you get **DISADVANTAGE**. This is a basic rule of the game, covered in more depth in the **Advantage and Disadvantage** section in **Chapter 6**. A rule that players sometimes miss around these ideas is that multiple instances of advantage and disadvantage cancel each other out.

For example, if you have one source of advantage and two sources of disadvantage, don't try to match them up and roll with disadvantage. All instances cancel each other out, and you make a standard roll.

4. ONLY ROLL WHEN PROMPTED

Only roll dice when the GM calls for it. Until then, players describe their PCs' actions and the GM describes how the world reacts through conversation and roleplay. If anything uncertain occurs, the GM breaks this flow to call for a roll. Players can suggest that they make a check or ask for a roll when it might help, but don't make the roll until the GM agrees that a roll is called for.

5. THE GM HAS FINAL SAY

Occasionally, the rules might not be a perfect fit. In these moments, the GM must make a call on how to proceed. Players can (and should!) offer suggestions and weigh in with their understanding of the rules. But ultimately, try to support and trust the GM on judgment calls during play, and save rule arguments or deep discussion for quieter moments away from the table.

6. FUN IS COLLABORATIVE

The fun of a **Tales of the Valiant** game relies on collaboration. Players work together to create the stories of this game and your number one job is to contribute to the fun had by the entire group. Contributing to the fun takes many different forms depending on the needs of the game and your group, but in general it involves listening to, sharing the spotlight with, and generally supporting the other players at your table.

2. HEROIC ADVENTURE ABOUNDS

Fantasy stories are usually about heroes. And the heroes are your PCs! They need opportunities to defeat foes, make decisions with consequences, and solve problems with their actions.

3. FANTASTIC PLACES AWAIT

Fantasy worlds are full of unusual locales, cultures, and creatures. *Your* games should have interesting corners to explore and wonders to uncover.

4. LARGER FORCES PLOT

Villainous empires, friendly guild factions, and other large organizations challenge the heroes to grow. These power structures often form the cornerstone of a campaign (a long game that runs across many sessions) and make compelling adventures.

5. CONFLICT IS KEY

The fantasy genre often tells stories about standing up and winning against impossible odds. Good roleplaying adventures provide a framework for PCs to overcome challenges through cunning, might, and magic.

Safety Tools

Safety tools are rules to ensure players feel safe and comfortable, even when their characters don't. At minimum, safety tools are composed of two parts: a discussion around what players don't want in the game and an agreement for what happens if an uncomfortable or hurtful element comes up. These tools help everyone stay in the fun and feel empowered to speak about their needs and wants.

DISCUSSION AROUND WANTS

The first part of establishing safety tools is talking with the other players before gameplay starts. A good time to bring this up is when the group is together to make characters.

Everyone can address a concern. The GM is a good leader for safety discussions, but keeping things safe and fun is everyone's shared responsibility.

Some players might not feel comfortable to discuss what helps them feel safe in a group from the beginning. When you do have this talk, make it clear that players can speak directly with the GM to bring up any additional concerns. All players need to honor that desire for privacy.

During this conversation, have each player (including the GM) clarify themes or elements they absolutely don't want to see in the game. These elements could be something specific and focused, such as "spiders" or something broad, such as "disease." No one needs to justify their choices. Having the opinion is enough for it to matter.

Avoid (and gently discourage) jokes at this stage. You want everyone to speak freely, and people speak more freely when they don't need to defend their opinions. If a topic comes up that you don't understand, ask specific questions to make it clear for everyone.

Topics that players don't want to see in-game are called **lines**. Topics that players are okay with mentioning "offstage" (but not playing out) or topics they're cautious about are called **veils**. Usually, discussing and noting everyone's lines and veils is enough. However, if the intent is to run a gritty or horror-based game, include a checklist of potential themes for players to review in addition to discussion. A checklist should cover:

- Descriptions of physical violence (including harm to children, animals, and sexual assault)
- Consensual sexual content
- Themes of mental and physical health
- Real-world religion and fantasy portrayal based on real-world religions
- Representations of real-world social or cultural discrimination and oppression
- Any other topics players bring up

AGREEMENTS AROUND LINES

Once the group has a list of lines and veils, establish what happens when the action comes close to a line or a veil. (Note that you might not get a full list the first time; be prepared to do a second version after everyone has had time to think and feel about it.) You also need a guideline for what happens if a line or veil pops up unexpectedly.

Discuss how that will work. Options for someone to indicate a concern include a specified verbal cue ("Let's take five"), color-coded cards (red for stop, green for go, and yellow for slow down), or silent hand signals to check in.

If someone crosses a line or veil, stop the game for a minute. Check in with the group to see what they need. Does anyone need to talk about it? Is it enough to just fade to black and move on, no questions asked? Do you need to end the session? Do you rewind the action and run it a different way? All of these are good potential options, but stay in communication to find out which one is helpful in the moment. You probably won't know what is most helpful ahead of time, but if you talk about the options before it happens, everyone has a playbook for when it does.

Sometimes, talk around lines and veils is heavy and austere, but it doesn't need to be. You're looking out for each other. Take it seriously and help everyone stay in a mode where they can have a good time.

1 CHARACTER CREATION & LEVELING

The first step to play is creating your player character (PC). Character creation involves making rules choices that define who your character is and what your character is good at, as well as creative choices about your character's history and personality.

This chapter contains exact steps and options to create your character. If this is your first time, work with your game master (GM) to choose options that make a good play experience. This chapter also contains instructions for leveling your character as you continue play.

STEP-BY-STEP CHARACTER CREATION

This section outlines the steps needed to create your character.

STEP 0. GATHER MATERIALS

Make sure these basic tools are handy to record your character choices:

- Pencil.
- Blank character sheet. If needed, review the Elements of a Character Sheet section for a breakdown of what information goes where.
- Scratch paper.
- Dice (see About Those Dice sidebar).

STEP 1. CREATE A CHARACTER CONCEPT

It can help to think about what kind of character you want to play before you start picking from lists. Do you want to cast magic spells? Do you want to be good at swinging a sword? Do you want to play as a human or some more fantastical lineage?

Talk to the other players about your ideas if they're around. Hearing what they have in mind can help focus your choices or inspire you to create a concept that works well with other characters. For example, if all the other PCs are rough-and-tumble warriors, you might want to make a cleric so you can patch them up with healing magic!

STEP 2. CHOOSE A CLASS

Choosing your character's class is the most important factor in bringing your concept into the game. A character's class is sort of like their job. Each class covers a different set of capabilities and responsibilities.

Your character class gives you class features—cool things your character can do—at 1st level as described in its features table (see **Chapter 2: Classes**). The class features table lists features you gain access to as your character levels up.

Your character class also gives you PROFICIENCIES, a game term that describes what kinds of equipment you are trained to use (such as armor, weapons, and tools) and what kinds of challenges you are best at handling (skills and saves).

Choosing your class can also help you make a number of other decisions as well. See the **Class Options at a Glance** table in **Chapter 2** for a brief summary and comparison of each class.

STEP 3. DETERMINE ABILITY SCORES

At their core, characters are defined by six ABILITIES:

- **Strength** (**STR**), representing your physical might.
- **Dexterity** (**DEX**), representing your agility and reaction time.
- **Constitution** (**CON**), representing your endurance and physical fortitude.
- **Intelligence** (**INT**), representing your ability to acquire and apply knowledge.
- **Wisdom** (**WIS**), representing your intuition and mental fortitude.
- **Charisma** (**CHA**), representing your self-confidence and your ability to influence others.

Each ability is assigned a number, called an ABILITY SCORE. Ability scores represent your various physical and mental abilities. Higher numbers in a score mean your character is better with that ability.

As you level up, you can increase these scores, but a PC can never have an ability score higher than 20. An average person has 10 in every ability score, so these numbers emphasize how powerful adventurers are!

THREE WAYS TO SCORE

There are three methods to determine your starting ability scores. No method is "better" than another, but some people like one way more, so we include them all to appeal to different kinds of players.

METHOD 1: ROLLING

This is the classic, providing surprises and maybe a tough choice. It helps make a character you adapt to, instead of you making all the decisions:

- Roll four d6s. Find the lowest die, and throw it out. Then add up the remaining three dice to get your total. Write that number down on scratch paper.
- Do this five more times until you have six totals between 3 and 18.
- Assign those six numbers to the ability scores however you like.
- Finally, add 2 to one score of your choice that is 16 or below and add 1 to one score of your choice that is 17 or below.

METHOD 2: POINT-BUY

If you don't want to leave it up to chance, you can assign ability scores with the point-buy method:

- Start with 32 points to spend on your ability scores.
- Each score costs a certain number of points. Find the cost of each potential score on the **Point-Buy Cost** table (For example, a score of 12 costs 4 points).
- 18 is the highest ability score you can start with, and you can't have a score lower than 8.
- Buy one score for each of the six abilities.
- Don't add anything extra when you're done here. These numbers are already balanced without adding more.

POINT-BUY COST

SCORE	COST		SCORE	COST
8	0		14	7
9	1		15	9
10	2		16	11
11	3		17	13
12	4		18	16
13	5			

ABOUT THOSE DICE

The **Tales of the Valiant** roleplaying game uses polyhedral dice to resolve actions. These dice are abbreviated in game text, so a four-sided die is a d4, a six-sided die is a d6, and so on for d8, d10, d12, and d20. Percentile dice rolls (1–100) are rolled with two ten-sided dice and abbreviated d%.

METHOD 3: STANDARD ARRAY

To just get going, use the standard array. Start with six numbers: 16, 14, 14, 13, 10, and 8. Assign them as ability scores however you want. Again, don't modify them any further. That's it!

FIND ABILITY MODIFIERS

Once you assign scores, use the following charts to figure out your ABILITY MODIFIERS. Ability modifiers are the most important part of your ability scores. As the name suggests, these modify your dice when you roll for things. You use modifiers much more than your score to calculate success or failure in the game.

ABILITY MODIFIERS

ABILITY SCORE	MODIFIER	ABILITY SCORE	MODIFIER
1	−5	12–13	+1
2–3	−4	14–15	+2
4–5	−3	16–17	+3
6–7	−2	18–19	+4
8–9	−1	20	+5
10–11	+0		

STEP 4. CHOOSE A LINEAGE

Choose your character's lineage from the options in the **Lineage** section in **Chapter 3: Lineage & Heritage**.

Lineage represents your character's blood ties and hereditary traits such as average lifespan, size, speed, and special adaptations like the ability to see in the dark. Dwarf, elf, and human are just some of the lineages.

STEP 5. CHOOSE A HERITAGE

Choose your character's heritage from the options in the **Heritage** section in **Chapter 3: Lineage & Heritage**.

Heritage represents your character's upbringing and cultural traits such as skill proficiencies, languages, or knowing how to find your way in big cities. Cosmopolitan, grove, and nomadic are example heritages.

STEP 6. CHOOSE A BACKGROUND

Choose your character's background from the options presented in the **Backgrounds** section in **Chapter 4: Backgrounds & Talents**.

Backgrounds represent what your character did as an individual before they took up the adventuring life, giving your character skill proficiencies, talents, and languages learned. Courtier, scholar, and soldier are a few of the backgrounds.

STEP 7. STARTING EQUIPMENT

There are two methods for determining what equipment your character starts with.

METHOD 1: TAKE CLASS & BACKGROUND EQUIPMENT

The simple way to get starting equipment is to take all the starting equipment listed in your base class description combined with the additional equipment listed in your background. Write the equipment from those two sources on your character sheet, and you're ready to play!

STARTING EQUIPMENT AT HIGHER LEVELS

Experienced players sometimes start their game with PCs above 1st level. Since higher level PCs have higher hit points, more experience, and better abilities, it is reasonable to assume they have better starting equipment! The GM decides what starting equipment looks like in these games, but the **Starting Equipment at Higher Levels** table can help.

STARTING EQUIPMENT AT HIGHER LEVELS

PC LEVEL	STANDARD CAMPAIGN	HIGH MAGIC CAMPAIGN
1st–4th	Standard starting equipment	Standard starting equipment
5th–10th	500 gp plus 1d10 × 25 gp, standard starting equipment	500 gp plus 1d10 × 25 gp, one uncommon magic item, standard starting equipment
11th–16th	5,000 gp plus 1d10 × 250 gp, two uncommon magic items, standard starting equipment	5,000 gp plus 1d10 × 250 gp, three uncommon magic items, one rare magic item, standard starting equipment
17th–20th	20,000 gp plus 1d10 × 250 gp, two uncommon magic items, one rare item, standard starting equipment	20,000 gp plus 1d10 × 250 gp, three uncommon magic items, two rare items, one very rare item, standard starting equipment

METHOD 2: DETERMINE STARTING WEALTH & BUY EQUIPMENT

The more involved method for determining starting equipment is to calculate your starting gold pieces (gp) by rolling 5d4 x 10 gp, and then purchase equipment using the equipment charts in **Chapter 5: Equipment & Magic Items**. Spend as much of your starting money as you want, then note any unspent gp on your character sheet along with your new equipment.

STEP 8. FILL IN THE BLANKS

At this point, your big decisions are locked in. You still need to pick spells if your character is a spellcaster (see **Chapter 7: Spellcasting**). But you've got the basics squared away.

FINAL CHECKLIST

Double-check that you have all the following information on your character sheet.

1. Your class and class features, including:
    a. Your hit die size
    b. Your available spell slots and spells known (if applicable)
    c. Skills you are proficient in
    d. Equipment and tools you are proficient with
    e. Saves you are proficient with
    f. Your proficiency bonus (PB)
    g. Your starting equipment
2. Your ability scores are assigned, and you have used them to calculate:
    a. Your maximum hit points
    b. Your spell save DC and your spellcasting attack modifier (if applicable)
3. Your lineage and heritage, including:
    a. Your size
    b. Your senses
    c. Your base movement speed (or speeds, if applicable)
    d. Additional proficiencies (if any)
4. Your background, including:
    a. Skill or tool proficiencies
    b. Your languages known
    c. Your talent
    d. Additional starting equipment
    e. Your adventuring motivation
5. Set your Luck to 0
6. Your name and basic descriptive information like height, weight, hair color, and eye color

Your character is ready to play!

Take time to look things over and fill in any blank sections on your character sheet (see the **Final Checklist** sidebar).

Give your character a name and decide what they look like. It's also a good idea to think about your character's history and personality, but it's also fine to decide these details later. You might discover more about who you want your character to be after playing a couple of sessions.

LEVELING UP

Characters start at 1st level and can advance up to 20th level by gaining experience points (XP) during their adventures. By default, PCs start with 0 XP.

When your PC gains a new level, you gain access to the benefits listed in the progression table for your class at the new level. You also gain 1 hit die and more hit points.

To calculate these new hit points, roll the new hit die, add your CON modifier to the roll, and add the total to your total hit points. If you don't want to roll, you can use the average hit die value (listed in each class description) plus your CON modifier.

LEVELING METHODS

The GM keeps players aware of progress toward the next level by awarding XP or by tracking milestones. The GM decides which method to use.

AWARDING XP

When a GM awards XP, they tally up the challenges that the PCs overcame during the session and tell players the amount at the end. This method is good for groups that battle lots of monsters and have clearly defined areas of challenge. The **Level Advancement** table details the XP you need to advance to new levels. Don't reset the XP total after each level, just keep piling it on.

TRACKING MILESTONES

When a GM tracks milestones, PCs level up when they achieve a goal established by the GM. This method works well for looser, faster-paced games or groups that focus on storytelling over tactical combat or dungeon delving.

LEVEL ADVANCEMENT

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

As a general rule, 1st-level PCs should hit a milestone after a single game session. Then, 2nd-level PCs should hit a milestone after two game sessions, and 3rd-level PCs should hit a milestone after three game sessions. They should hit another milestone approximately every three sessions after that. A GM can exercise dramatic license to speed up or slow down milestone advancement.

OPTIONAL RULE: MULTICLASSING

Multiclassing is an optional rule that allows you to gain levels in multiple classes. This lets you mix class features to realize a character concept that might not be reflected in one of the standard class options.

If your GM approves use of this rule, you can gain a level in a new class whenever you advance in level, instead of gaining a level in your current class. Add all your class levels together to determine your character level. For example, if you have three levels in wizard and two in fighter, you're a 5th-level character.

As you advance in levels, you might remain a member of your original class with a few levels in another class, or you might change course entirely. You might even start in a third or fourth class. Multiclass characters sacrifice focus for versatility.

PREREQUISITES

To qualify for a new class, you must meet the ability score prerequisites for both your current class and your new one, as shown in the **Multiclassing Prerequisites** table. For example, a barbarian who decides to multiclass into druid must have both STR and WIS scores of 13 or higher. Without the full training that a beginning character receives, you must be a quick study in your new class, having a natural aptitude that is reflected by above average ability scores.

EXPERIENCE POINTS

The experience point (XP) cost to gain a level is always based on your total character level, as shown in the **Level Advancement** table, not your level in a particular class. So, if you are a 6th-level cleric and 1st-level fighter, you must gain enough XP to reach 8th level before you can take your second level of fighter or your seventh level of cleric.

HIT POINTS AND HIT DICE

You gain hit points from your new class as described for levels after 1st. You don't use the 1st-level hit point calculation for the 1st level of a multiclass.

Add the hit dice granted by all your classes to form your pool of hit dice. If the hit dice are the same die type, pool

MULTICLASSING PREREQUISITES

CLASS	ABILITY SCORE MINIMUM
Barbarian	STR 13
Bard	CHA 13
Cleric	WIS 13
Druid	WIS 13
Fighter	STR 13 or DEX 13
Mechanist	INT 13
Monk	DEX 13 and WIS 13
Paladin	STR 13 and CHA 13
Ranger	STR 13 or DEX 13 and WIS 13
Rogue	DEX 13
Sorcerer	CHA 13
Warlock	CHA 13
Wizard	INT 13

MULTICLASSING PROFICIENCIES

CLASS	PROFICIENCIES GAINED
Barbarian	Shields, simple weapons, martial weapons
Bard	Light armor, one tool of your choice
Cleric	Light armor, medium armor, shields
Druid	Light armor, medium armor, shields
Fighter	Light armor, medium armor, shields, simple weapons, martial weapons
Mechanist	Light armor, medium armor, shields, simple weapons, martial weapons
Monk	Simple weapons, shortswords
Paladin	Light armor, medium armor, shields, simple weapons, martial weapons
Ranger	Light armor, medium armor, shields, simple weapons, martial weapons
Rogue	Light armor, one tool of your choice
Sorcerer	—
Warlock	Light armor, simple weapons
Wizard	—

them together. For example, both the fighter and the paladin have a d10, so if you are a 5th-level paladin and 5th-level fighter, you have ten d10 hit dice. If your classes give you hit dice of different types, track them separately. If you are a 5th-level paladin and 5th-level cleric, for example, you have five d10 hit dice and five d8 hit dice.

PROFICIENCY BONUS

Your proficiency bonus (PB) is always based on your total character level, not your level in a class. For example, if you are a 3rd-level fighter and 2nd-level rogue, you have the PB of a 5th-level character, which is +3.

PROFICIENCIES

When you gain your first level in a class other than your initial class, you gain only some of the new class's starting proficiencies, as shown in the **Multiclassing Proficiencies** table.

CLASS FEATURES

When you gain a new level in a class, you get its features for that level. You don't, however, receive the class's starting equipment, and a few features have additional rules when you're multiclassing: Channel Divinity, Multiattack, Unarmored Defense, and Spellcasting.

CHANNEL DIVINITY

If you already have the Channel Divinity feature and gain a level in a different class that grants the feature, you gain the Channel Divinity effects granted by that class, but you don't get an additional use of it. You gain additional uses only when you reach a class level that explicitly grants them to you, and you don't add uses from multiple classes together. For example, if you are a 6th-level cleric and 4th-level paladin, you can use Channel Divinity twice between rests because you are high enough level in the cleric class to have more uses. Whenever you use the feature, you can choose any of the Channel Divinity effects available from any of your classes.

MULTIATTACK

If you gain the Multiattack feature from more than one class, the features don't add together to give you more attacks. You gain additional uses only when you reach a class level that explicitly grants them to you, and you don't add uses from multiple classes together. For example, if you are a 9th-level fighter and 5th-level monk, you can use Multiattack to make three attacks, not five.

UNARMORED DEFENSE

If you already have the Unarmored Defense feature, you can't gain it again from another class. For example, if you have levels of barbarian and monk, you only get the benefits of the Unarmored Defense feature from whichever class you chose for your first character level.

SPELLCASTING

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

   Spells Known and Prepared. Determine what spells you know and can prepare for each class individually, as if you were a single-classed member of that class. If you are a 4th-level ranger and 3rd-level wizard, for example, you know three 1st-circle Primordial spells based on your ranger class levels. As a 3rd-level wizard, you know three Arcane cantrips, and your spellbook contains ten Arcane spells, two of which (the two you gained when you reached 3rd level as a wizard) can be 2nd-circle spells. If your Intelligence is 16, you can prepare six Arcane spells from your spellbook.

   Each spell you know and prepare is associated with one of your classes, and you use the spellcasting ability of that class when you cast the spell. Similarly, a spellcasting focus, such as a holy symbol, can be used only for the spells from the class associated with that focus.

Spell Slots. Determine your available spell slots by adding together all your levels in the bard, cleric, druid, sorcerer, and wizard classes, and half your levels (rounded down) in the paladin and ranger classes. Use this total to determine your spell slots by consulting the **Multiclass Spellcaster** table.

If you have more than one spellcasting class, this table might give you spell slots of a circle that is higher than the spells you know or can prepare. You can use those slots, but only to cast your lower-circle spells. If a lower-circle spell that you cast, like *burning hands*, has an enhanced effect when cast using a higher-circle slot, you can use the enhanced effect, even though you don't have spells of that higher circle.

For example, if you are a 4th-level ranger and 3rd level wizard, you count as a 5th-level character when determining your spell slots: you have four 1st-circle slots, three 2nd-circle slots, and two 3rd-circle slots. However, you don't know any 3rd-circle spells, nor do you know any 2nd-circle Primordial spells. You can use the spell slots of those circles to cast the spells you do know and potentially enhance their effects.

MULTICLASS SPELLCASTER: SPELL SLOTS PER SPELL CIRCLE   TOTAL SPELL SLOTS

CHARACTER LEVEL	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	2	—	—	—	—	—	—	—	—
2nd	3	—	—	—	—	—	—	—	—
3rd	4	2	—	—	—	—	—	—	—
4th	4	3	—	—	—	—	—	—	—
5th	4	3	2	—	—	—	—	—	—
6th	4	3	3	—	—	—	—	—	—
7th	4	3	3	1	—	—	—	—	—
8th	4	3	3	2	—	—	—	—	—
9th	4	3	3	3	1	—	—	—	—
10th	4	3	3	3	2	—	—	—	—
11th	4	3	3	3	2	1	—	—	—
12th	4	3	3	3	2	1	—	—	—
13th	4	3	3	3	2	1	1	—	—
14th	4	3	3	3	2	1	1	—	—
15th	4	3	3	3	2	1	1	1	—
16th	4	3	3	3	2	1	1	1	—
17th	4	3	3	3	2	1	1	1	1
18th	4	3	3	3	3	1	1	1	1
19th	4	3	3	3	3	2	1	1	1
20th	4	3	3	3	3	2	1	1	1

ELEMENTS OF A CHARACTER SHEET

The standard **Tales of the Valiant** character sheet included at the back of this book has three pages. The first two apply to every character, and the third is specifically for spellcasting characters. While the sections on the second page are self-explanatory (noting character details like appearance, backstory, and additional notetaking space), the first and third pages include many areas to populate with rules information.

Smaller versions of the two more complex pages are shown here. The sections are keyed with numbers that correspond to the following explanations regarding their use.

1. **Class and Level.** Record your level and character class chosen from the options in **Chapter 2**.

2. **Subclass.** When you choose a subclass at 3rd level (see **Chapter 2**), record it.

3. **Experience Points.** Note experience points gained at the end of each session here. If you are using the milestone system for leveling up (see **Leveling Methods** in this chapter), you can leave this blank.

4. **Character and Player Name.** Write your name and your chosen character name.

5. **Lineage.** Record your lineage choice from the options in **Chapter 3**.

6. **Heritage.** Record your heritage choice from the options in **Chapter 3**.

7. **Background.** Record your background choice from the options in **Chapter 4**.

8. **Ability Scores and Modifiers.** Write your ability scores (see **Step-by-Step Character Creation** in this chapter). There are also spaces to write your ability modifiers (see **Find Ability Modifiers** in this chapter).

9. **Saves.** Use your ability modifiers and the save proficiencies granted by your class to calculate then record your save modifiers for each ability.

10. **Skills.** Check each skill you have proficiency in. Skill proficiencies are granted by your lineage, heritage, background, and class. Use your

ability modifiers and your proficiency bonus (for checked skills) to calculate your modifier for each skill.

11. **Proficiency Bonus.** Note your proficiency bonus (PB), which can be found in the Proficiency Bonus column of your class progression table (see **Chapter 2**). At 1st level, your PB is +2.

12. **Initiative.** Record your bonus to initiative rolls. Unless you have a special feature, your initiative bonus equals your DEX modifier (see **Initiative** in **Chapter 6**).

13. **Speed.** Record your base walking speed in the first box. Unless you have a special feature, your speed is 30 feet. Two other boxes are provided to record any other speeds you have like a flying, climbing, or swimming speed (see **Movement** in **Chapter 6**).

14. **Passive Skills.** Use these boxes to calculate common passive checks: passive Insight, Investigation, and Perception. A passive score equals 10 + the modifier for each skill.

15. **Luck.** As you gain and spend Luck during play, check and erase boxes in this section.

16. Attacks. Record your common attacks. Note the damage, attack bonus, properties, and weapon options of your primary weapon. If you have damage-dealing cantrips, they can also go here. Detailed information about calculating weapon attack bonuses is provided in **Chapter 5**. Find information about calculating your spell attack bonus in your character class description in **Chapter 2**.

17. Armor. Record any equipment or items that affect your armor class (AC) in this section. Instructions for calculating AC and descriptions of armor properties are in **Chapter 5**. Add everything up and record your total AC in the Armor Class boxes. Two boxes are provided so you can easily know what your AC is if you wield a shield versus just carrying it—or if your shield is knocked out of your hand!

18. Hit Points. Calculate your maximum hit points (HP) using information in your character class description in **Chapter 2**. Use these boxes to track your max HP (which increases as you level up), damage you take or heal during a session, and temporary hit points you gain. See **Life and Death** in **Chapter 6** for more information about damage and hit points.

19. Death Saves. When you are reduced to 0 HP but not killed outright, use this section to track the result of your death saves (see **Dropping to 0 Hit Points** in **Chapter 6**).

20. Exhaustion and Conditions. When you gain a level of exhaustion or other condition, note it (see **Other Forms of Harm** in **Chapter 6**).

21. Proficiencies, Languages, and Talents. Note any tool proficiencies, vehicle proficiencies, known languages, or talents granted by your class, lineage, heritage, or background.

22. Treasure and Equipment. Record equipment or items you are carrying (see **Equipment** in **Chapter 5**) and the coins you carry (see **Wealth** in **Chapter 5**).

23. Features and Traits. Note features granted by your class, lineage, heritage, background, or talents that you want to quickly reference.

24. Spellcasting Class and Source. Record your spellcasting class and the magic source for your class.

25. Spellcasting Ability, Save DC, and Bonus. Note your primary spellcasting ability (as shown in your class description). Use the instructions in the Spellcasting feature of your chosen class to find and record your spell save DC and spell attack bonus. Update these numbers as you level up!

26. Cantrips. Record the cantrips you can cast.

27. Total Slots. Record the total number of spell slots you have for each circle in the appropriate circle lists. Update these numbers as you level up and gain more spell slots.

28. Expended Slots. During gameplay, use these sections to track each time you spend a spell slot. As soon as you've used a number of spell slots equal to the number listed in the total slot section, you're out of spell slots for that circle.

29. Spell Lists. Write the names of the spells you know or are most likely to prepare of each circle in the relevant list.

30. Prepared Checkboxes. If your spellcasting class is cleric, druid, or wizard, use these boxes to check spells you've prepared (versus spells you know or that appear on your source list but haven't prepared). Update these if you change your list of prepared spells when you finish a long rest.

2 CHARACTER CLASSES

The first step toward playing is to create your player character (PC). Building your PC involves making rules choices that define who they are and what they're good at as well as creative choices about their history and personality.

This chapter contains the specific steps and options needed to create your PC. If this is your first character, it can be helpful to work with your game master (GM) to choose options that support your vision.

To be an adventurer, each PC needs a character class, which dictates the majority of their heroic abilities. It can be helpful to think of a character's class as their "job." Each class covers a different set of capabilities and responsibilities.

The **Class Options at a Glance** table gives an overview of the classes detailed in this section.

SPELLCASTING CLASSES

Spellcasters are a varied lot, in character and in rules. Information about casting spells is covered in detail in **Chapter 7: Spellcasting**, but this overview covers the terms you encounter when you read about spellcaster classes.

SPELLCASTING ABILITY

Each spellcasting class has an ability score it relies on to cast spells, known as **spellcasting ability**. Spell descriptions often refer to a caster's spellcasting ability.

When a target must save against a caster's spell or when the caster makes an attack roll with a spell, add this ability modifier to your PB to determine the total (see **Spell Saves** and **Spell Attack Rolls** in **Chapter 7**).

Spell save DC = 8 + your proficiency bonus (PB) + your spellcasting ability modifier

Spell attack modifier = your proficiency bonus (PB) + your spellcasting ability modifier

CLASS	DESCRIPTION	HIT DIE	KEY ABILITY	SAVE PROFICIENCIES	EQUIPMENT PROFICIENCIES
Barbarian	Ferocious warriors who harness primal power.	d12	STR	STR, CON	Light and Medium Armor, Shields, All Weapons
Bard	Skilled performers who inspire allies and wield Arcane magic.	d8	CHA	DEX, CHA	Light Armor, Simple Weapons, Martial Weapons with the Finesse Property
Cleric	Faithful casters who wield Divine magic.	d8	WIS	WIS, CHA	Light and Medium Armor, Shields, Simple Weapons
Druid	Guardians of nature who wield Primordial magic.	d8	WIS	INT, WIS	Light and Medium Armor, Shields, Simple Weapons
Fighter	Hardy adventurers who excel in combat and weapon-use.	d10	STR (or DEX)	STR, CON	All Armor, Shields, All Weapons
Mechanist	Crafty engineers who sculpt mystic forces into items.	d10	INT	CON, INT	Light and Medium Armor, Shields, All Weapons
Monk	Martial artists who harness mystical energy.	d8	DEX, WIS	STR, DEX	Simple Weapons, Shortswords
Paladin	Holy warriors who smite foes with Divine power.	d10	STR, CHA	WIS, CHA	All Armor, Shields, All Weapons
Ranger	Resourceful survivalists with a mystic connection to nature.	d10	DEX, WIS	STR, DEX	Light and Medium Armor, Shields, All Weapons
Rogue	Cunning adventurers who rely on agility and trickery.	d8	DEX	DEX, INT	Light Armor, Simple Weapons, Martial Weapons with the Finesse Property
Sorcerer	Powerful casters who channel raw Arcane power from within.	d6	CHA	CON, CHA	Simple Weapons
Warlock	Supernatural casters who draw magic from Wyrd forces.	d8	CHA	WIS, CHA	Light and Medium Armor, Shields, Simple Weapons
Wizard	Cerebral casters who wield Arcane magic.	d6	INT	INT, WIS	Simple Weapons

MAGIC SOURCE

This book contains hundreds of spells, but characters of a given class can only access some of them. The set of spells that a class can access is determined by the **magic source** the class casts from: Arcane, Divine, Primordial, or Wyrd. See the Description column in the **Class Options at a Glance** table in this section to find which source a class casts from.

SPELL CIRCLES

The power level of a spell is measured by its **circle**. Circles go from one to nine, and a higher circle means a more powerful spell. The higher your level, the higher the circle you can cast. Specifics about what and how many spells of a given circle are available are in a class's progression table.

SPELL SLOTS

Spell slots are the number of spells you can cast before you need to rest and replenish your energy.

When you cast a spell, you expend a spell slot to power it. To get spell slots back, you must finish a long rest (although some classes have ways to replenish during a short rest).

As you gain levels, you gain new slots for higher circles and additional slots for circles you already can access. Check the progression table for your class to see how many spell slots your character has at a given level.

CANTRIPS AND RITUALS

In addition to regular spells, two other types of spells exist: cantrips and rituals. Cantrips and rituals don't use spell slots.

Cantrips are simple spells that some casters can use. Cantrips never need preparation and there's no limit to the number you can cast before a rest. Your class defines whether you can cast cantrips and how many you know.

Rituals are spells that that take at least 1 minute to cast and often require expensive materials. They're usually not suitable for combat. Your class defines whether you can cast rituals and how many you know.

KNOWN AND PREPARED SPELLS

Some spellcasting classes have a large stockpile of spells and must plan their choices for the day. Others know a few spells very well, and can cast from that short list on the fly. Different classes go about this in their own ways. See the **Spellcaster Distinctions** table in this section for a summary of differences.

Known spells are the whole range of spells a caster can access. For example, clerics know all spells on the Divine spell list. Wizards know the Arcane spells they have written in their spellbooks. Rangers know a very few Primordial spells. Your class defines how many spells you know and can learn as you gain levels.

Prepared spells are the spells a caster has narrowed down from a field of options. Preparation represents time spent meditating and planning for expected challenges. Generally, only classes with a wide array of known spells must prepare spells. Your class defines what you must do to prepare spells and how many spells you can have prepared at any given level.

SPELLCASTING FOCUS

A spellcasting focus (see **Equipment** in **Chapter 5**) is a piece of equipment that a spellcaster can use in place of most material components for a spell. It works just a like component pouch. However, if a material component has a specific cost (for instance, the *continual flame* spell has a material component of ruby dust worth 50 gp), a pouch or focus can't substitute for it.

Even what is normally a non-spellcasting class can have a subclass that grants the ability to cast spells. How a subclass deals with knowing and preparing spells is detailed in its description.

ELEMENTS OF A CLASS

This section breaks down the various components of a character class.

PROGRESSION TABLE

The progression table for your class tells you what class features you get at 1st level and what new features you gain as you level up.

LEVEL

Characters start at 1st level and can advance up to 20th level.

PROFICIENCY BONUS

Proficiency bonus (PB) represents the benefit of training. As your character advances in level, your proficiency bonus increases, improving your performance in checks where you have proficiency.

When you make a check that involves a save, skill, or tool that you have proficiency in, add your PB to that roll.

Occasionally, a feature might allow you to double your PB on certain rolls, but doubled or not, apply your PB to a particular roll only once.

Ability checks and the role of PB when making them is explained in greater detail in **Chapter 6**.

HIT POINTS AND HIT DICE

Your class determines the size of your hit dice (HD), which you use to calculate your hit points (HP).

Your hit point total represents your character's life force. Classes with a bigger hit die, like a d10, are more likely to survive a few hits in combat than a class with smaller hit die, like a d6.

At 1st level, your character starts with a hit point total equal to the highest number on their hit die, plus their CON modifier. So a 1st-level fighter (d10 hit die) with a CON +3 starts with a hit point total of 13.

PROFICIENCIES

Proficiencies describe what kinds of equipment you are trained to use, like armor, weapons, and tools. They also describe what kind of challenges you are best at handling, represented by skills and saves.

STARTING EQUIPMENT

Each character class includes a list of starting equipment. If you are creating a 1st-level character, you get this equipment along with any equipment granted by your background.

FEATURE DESCRIPTIONS

Each class includes descriptions of each of the features listed in the class progression table.

SUBCLASSES

Each class has access to a specialization of some kind—further study or training in a particular subject. These specializations are called subclasses. Details on subclass options are at the end of each class.

SPELLCASTER DISTINCTIONS

CLASS	MAGIC SOURCE	SPELLCASTING ABILITY	CANTRIPS?	RITUALS?	HOW MANY SPELLS KNOWN?	DO YOU PREPARE?
Bard	Arcane	CHA	Yes	Yes	Several	No
Cleric	Divine	WIS	Yes	Yes	All Divine	Yes
Druid	Primordial	WIS	Yes	Yes	All Primordial	Yes
Paladin	Divine	CHA	No	No	Small number	No
Ranger	Primordial	WIS	No	No	Small number	No
Sorcerer	Arcane	CHA	Yes	No	Small number	No
Warlock	Wyrd	CHA	Yes	No	Small number	No
Wizard	Arcane	INT	Yes	Yes	In spellbook	Yes

BARBARIAN

Some warriors hail from untamed lands deemed inhospitable. These combatants, barbarians by name, are among the hardiest and most physically powerful warriors in the world. Though you may be born in the frozen wastes, the sweltering jungle, or the vast plains, your class options focus around your ability to slip into a state of frenzy, compounding your natural toughness and strength.

Barbarian is a class that fights supremely well in bursts. Your class favors offense over defense, and has a lot of hit points to help absorb all the hits you'll be taking.

BARBARIANS AS ADVENTURERS

Barbarians rely on immense strength and a familiarity with violence to work as capable adventurers. Most barbarians feel more at home in the wilds or a battlefield than they do in big cities or unfamiliar finery.

Though barbarian adventurers commonly ally with skilled diplomats and cunning scholars, no ally is better suited to the bloodshed and chaos of combat than the barbarian. Whether facing maniacal hazards, scaling sheer cliffs, or holding off a swarm of ravenous undead, the barbarian is a powerhouse who survives horrific punishment with a smile.

CLASS FEATURES

As a barbarian, you have the following class features.

HIT POINTS

Hit Dice: 1d12 per barbarian level
Hit Points at 1st Level: 12 + your CON modifier
Hit Points at Higher Levels: 1d12 (or 7) + your CON modifier per barbarian level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields
Weapons: Simple weapons, martial weapons
Tools: Herbalism tools
Saves: STR, CON
Skills: Choose two from Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival

STARTING EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (*a*) a greataxe or (*b*) any martial melee weapon
- (*a*) two handaxes or (*b*) any simple weapon
- An explorer's pack and four javelins

RAGE

1st-Level Barbarian Feature

In battle, you fight with primal ferocity. On your turn, you can rage as a bonus action.

While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on STR ability checks and saves.
- When you make a melee weapon attack using STR, you gain a bonus to the damage roll, which increases as you gain levels as a barbarian (as shown in the Rage Damage column of the **Barbarian Progression** table). The damage type of this extra damage matches that of the weapon used to deal it.
- You have resistance to bludgeoning, piercing, and slashing damage.
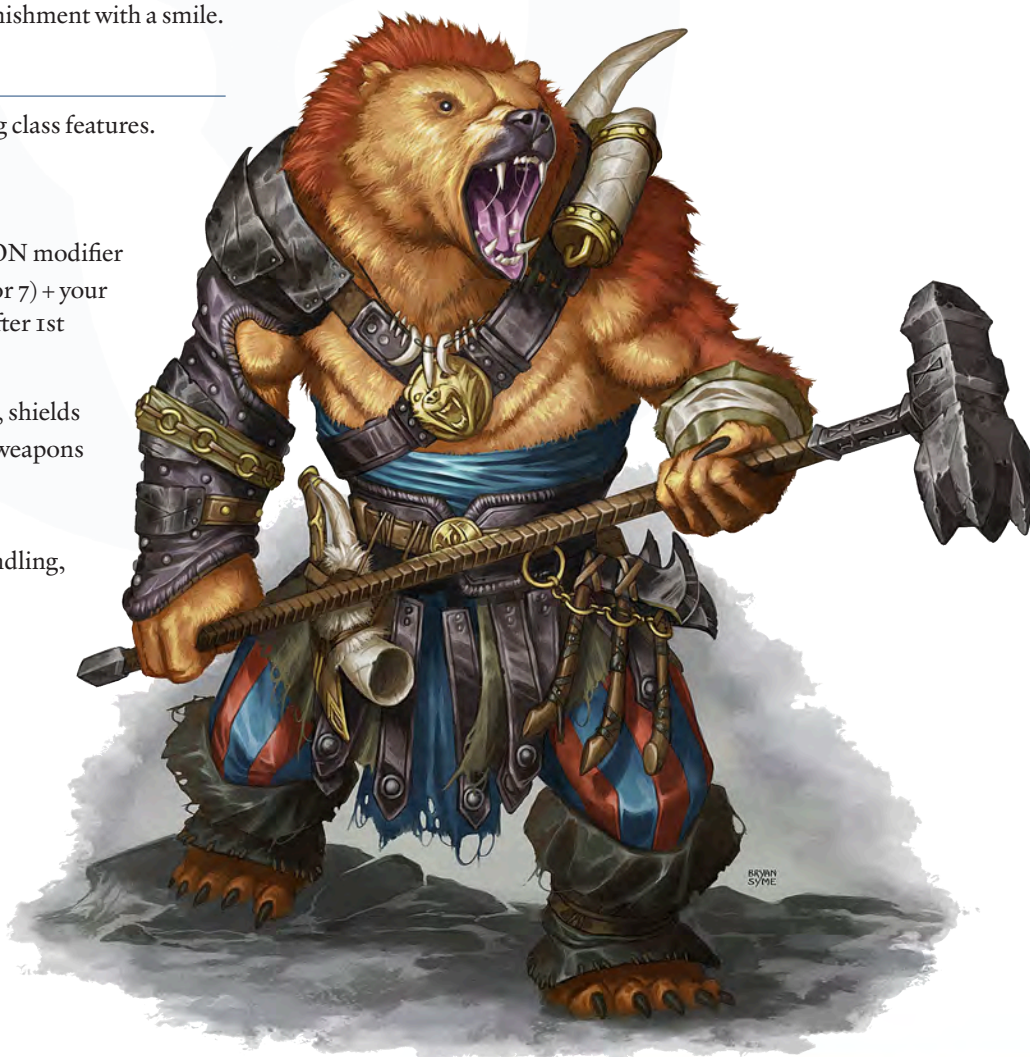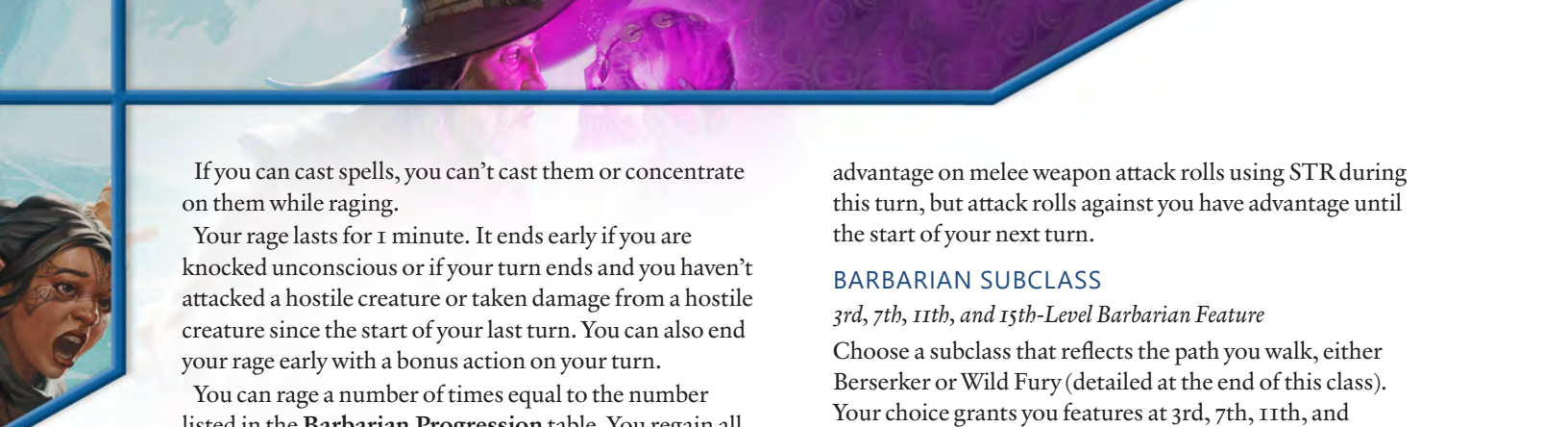
If you can cast spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature or taken damage from a hostile creature since the start of your last turn. You can also end your rage early with a bonus action on your turn.

You can rage a number of times equal to the number listed in the **Barbarian Progression** table. You regain all expended uses of Rage when you finish a long rest.

UNARMORED DEFENSE

1st-Level Barbarian Feature

While you aren't wearing any armor, your AC equals 13 + your CON modifier. (DEX doesn't factor into your AC for this class feature.) You can use a shield and still gain this benefit.

DANGER SENSE

2nd-Level Barbarian Feature

You gain an uncanny sense of impending danger, giving you an edge when avoiding harm. You have advantage on DEX saves while you aren't blinded, deafened, or incapacitated.

RECKLESS ATTACK

2nd-Level Barbarian Feature

You can throw aside concern for defense in favor of ferocious attack. When you make an attack on your turn, you can decide to do it recklessly. Doing so gives you advantage on melee weapon attack rolls using STR during this turn, but attack rolls against you have advantage until the start of your next turn.

BARBARIAN SUBCLASS

3rd, 7th, 11th, and 15th-Level Barbarian Feature

Choose a subclass that reflects the path you walk, either Berserker or Wild Fury (detailed at the end of this class). Your choice grants you features at 3rd, 7th, 11th, and 15th level.

IMPROVEMENT

4th, 8th, 12th, 16th, and 19th-Level Barbarian Feature

Choose one of the following improvements (ability scores can't be raised above 20 with this feature):

- Increase a single ability score by 2.
- Increase two different ability scores by 1 each.
- Increase one ability score by 1 and select a talent from the martial talents list (see **Martial Talents** in **Chapter 4**).

FAST MOVEMENT

5th-Level Barbarian Feature

Your speed increases by 10 feet while you aren't wearing heavy armor. In addition, when you roll initiative, you can immediately move up to half your speed.

BARBARIAN PROGRESSION

LEVEL	PB	RAGES	RAGE DAMAGE	FEATURES
1st	+2	2	+2	Rage, Unarmored Defense
2nd	+2	2	+2	Danger Sense, Reckless Attack
3rd	+2	3	+2	Barbarian Subclass
4th	+2	3	+2	Improvement
5th	+3	3	+2	Fast Movement, Multiattack (2/Attack Action)
6th	+3	4	+2	Feral Instinct
7th	+3	4	+2	Subclass Feature
8th	+3	4	+2	Improvement
9th	+4	4	+3	Brutal Critical (1 Die)
10th	+4	4	+3	Heroic Boon
11th	+4	4	+3	Subclass Feature
12th	+4	5	+3	Improvement
13th	+5	5	+3	Brutal Critical (2 Dice)
14th	+5	5	+3	Persistent Rage
15th	+5	5	+3	Subclass Feature
16th	+5	5	+4	Improvement
17th	+6	6	+4	Brutal Critical (3 Dice)
18th	+6	6	+4	Unyielding Might
19th	+6	6	+4	Improvement
20th	+6	Unlimited	+5	Epic Boon

MULTIATTACK

5th-Level Barbarian Feature

Your physical prowess has grown. On your turn, you can make two attacks when you take the Attack action.

FERAL INSTINCT

6th-Level Barbarian Feature

Your honed instincts give you advantage on initiative rolls. In addition, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, if you enter a rage before doing anything else on that turn.

BRUTAL CRITICAL

9th, 13th, and 17th-Level Barbarian Feature

You score a critical hit on a d20 roll of 19 or 20 with melee weapons and unarmed strikes. You also roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

This extra damage increases to two additional dice at 13th level and three additional dice at 17th level.

HEROIC BOON

10th-Level Barbarian Feature

Your commitment to the barbarian's path grants you a powerful ability. Choose one of the following heroic boons:

- **Instant Rage.** You can rage (no bonus action required) when you roll initiative and use your Fast Movement feature, if you have at least one use of Rage left to expend.
- **Stubborn Rage.** Your rage ends only when its duration expires, you fall unconscious, or you choose to end it.

RELENTLESS RAGE

14th-Level Barbarian Feature

Your rage lets you shrug off even lethal wounds. While raging, if you are reduced to 0 hit points, you can make a DC 10 CON save. On a success, you don't fall unconscious until your current rage ends. You still make death saves and can be killed outright if you take damage from a single source equal to your hit point maximum. Even if you fail three death saves during your rage, you only die if you end your turn with 0 hit points.

Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

UNYIELDING MIGHT

18th-Level Barbarian Feature

You have perfected the application of might and mettle. You gain the following benefits:

- When you make an ability check or save using STR or CON, treat any d20 roll of 9 or lower as a 10.
- Your melee weapon attacks deal additional damage, equal to your STR score, to objects and structures.

EPIC BOON

20th-Level Barbarian Feature

Your commitment to the barbarian's path grants you a powerful new ability. You gain the following epic boon:

- **Primal Champion.** You embody untamed power. Your STR and CON scores each increase by 4. Your maximum for those scores is now 24.

BARBARIAN SUBCLASSES

As you strengthen yourself against peril, you gain new capacity to channel your abilities in and out of combat. The subclass you choose reflects both the teachings of your forebears and the ways your might manifests.

BERSERKER

Through primal rite or natural bloodthirst, some barbarians can work themselves into a rage so ferocious and explosively violent that it risks breaking their bodies. Berserkers may lose themselves in their frenzy, seething with raw brutality, embracing the blood-soaked battlefield, uncaring of their own safety.

BERSERKER PROGRESSION

BARBARIAN LEVEL	FEATURES
3rd	Frenzy, Ruthless Bearing
7th	Mindless Rage
11th	Intimidating Presence
15th	Retaliation

FRENZY

3rd-Level Berserker Feature

You can choose to go into a frenzy as part of the same bonus action you use to activate your Rage feature. Once you do so, for its duration, you can make a single melee weapon attack as a bonus action on each of your turns.

RUTHLESS BEARING

3rd-Level Berserker Feature

Your ferocity looms at all times. You gain proficiency in the Intimidation skill. If you are already proficient, double your PB instead for Intimidation checks.

MINDLESS RAGE

7th-Level Berserker Feature

While raging, you gain the following benefits:

- You ignore any levels of exhaustion you currently suffer for the duration of your rage.
- You can't be charmed or frightened while raging. If you are already charmed or frightened when you enter a rage, the effect is suspended for the duration of the rage.
- During a Frenzy, if you score a critical hit or reduce a creature to 0 HP, you gain a number of temporary hit points equal to your PB + your CON modifier. These hit points last until expended or until you finish a short or long rest.

INTIMIDATING PRESENCE

11th-Level Berserker Feature

Your weapon attacks deal an amount of additional damage, equal to your PB (of the same damage type as the weapon), to frightened creatures.

   In addition, as a bonus action, you can attempt to frighten a number of creatures, up to your PB, within 30 feet of you that can see or hear you. Each target must make a WIS save (DC 8 + your PB + your CHA modifier + the number temporary hit points you currently have from your Mindless Rage feature). On a failure, a creature is frightened of you until the end of your next turn.

   On subsequent turns, you can use your bonus action to extend the duration of this effect on each frightened creature until the end of your next turn. This effect ends if the creature ends its turn more than 60 feet away from you or can no longer see or hear you.

   If the creature succeeds on its save, you can't use this feature on that creature again for 24 hours.

RETALIATION

15th-Level Berserker Feature

When a creature hits or misses you with an attack, you can use your reaction to move up to half your speed toward that creature and make a single melee attack against it. If the creature is Large or larger, you have advantage on the attack roll.

WILD FURY

Barbarians that travel the path of Wild Fury share an affinity and connection with the most ferocious and cunning animals of the natural world. Such barbarians often share close connections with druids or primordial spirits, but even a skeptical warrior might don the skin of a felled beast and feel its power fuel their rage.

WILD FURY PROGRESSION

BARBARIAN LEVEL	FEATURES
3rd	Animal Focus, Nature's Cunning
7th	Primal Aspect
11th	Ferocious Howl
15th	Empowered Rage

ANIMAL FOCUS

3rd-Level Wild Fury Feature

You adopt the methods and abilities of a beast from your homeland to hone the power granted by your rage. To channel a beast's might, you must have a marking, symbol, or token that represents it, such as tattoos reminiscent of a tiger's stripes, a helm and cloak made of a bear's hide, or a token made from hawk feathers.

The Beasts listed here might not be appropriate for your character. In such instances, choose a listed option and represent it instead with a more fitting Beast. For example, a constrictor could stand in for an alligator or a mountain lion instead of a tiger.

Alligator

While raging, creatures you grapple are also restrained, and your speed isn't halved while carrying or dragging a creature that you are grappling. As a bonus action, you can deal force damage equal to your STR modifier + your rage damage bonus to one creature grappled by you.

Bear

While raging, you can use a bonus action to gain temporary hit points, equal to your barbarian level + your CON modifier, that last for 1 hour. While you have any of these temporary hit points, you have advantage on attack rolls made with melee weapons.

Tiger

While raging, when you use your action to Dash, you can use a bonus action to make a melee weapon attack. If you move 20 feet or more in a straight line immediately before making this attack, you gain a +5 bonus to the attack and damage rolls. On a critical hit, roll your weapon's damage dice three times instead of twice.

Toad

While raging, you gain resistance to all damage types except psychic.

NATURE'S CUNNING

3rd-Level Wild Fury Feature

The ways of the wild embolden you. You gain proficiency in the Animal Handling skill. If you are already proficient, double your PB instead for Animal Handling checks.

PRIMAL ASPECT

7th-Level Wild Fury Feature

The bestial power within you has grown, offering you one of the following benefits, granted by a beast you have an affinity for. You must possess an additional marking, symbol, or token related to the chosen animal to gain this effect.

Hawk

You have advantage on Perception checks and gain a +5 bonus to passive Perception. If you hit a creature with two or more melee attacks on a turn, you can attempt to grapple it as a bonus action.

Lizard

Your speed increases by 10 feet, and you gain a climbing speed equal to your walking speed. In addition, when you take the Dash action, you can also gain the effects of a Disengage action in the same action.

Turtle

You gain a +1 bonus to AC while not wearing armor. While wearing armor, you gain a bonus to DEX saves equal to your rage damage bonus.

Wolf

Allies that can see or hear you have advantage on attack rolls against creatures within 5 feet of you.

FEROCIOUS HOWL

11th-Level Wild Fury Feature

You learn to spur your allies with the primal ferocity of your rage. When you enter a rage, you can use your reaction to bellow a primal battle cry. Each ally within 60 feet of you that can hear you gains advantage on ability checks, attack rolls, and saves until the start of your next turn.

EMPOWERED RAGE

15th-Level Wild Fury Feature

Your connection with the beasts of the world is down in your marrow. Your rage is further improved by ties with another beast. You must possess an additional marking, symbol, or token related to the chosen animal to gain this effect.

Crane

While raging, your jump distance increases by 20 feet, and you take no damage from falling 100 feet or less. In addition, your reach with melee weapons (but not unarmed attacks) increases by 5 feet.

Ram

While raging, if you move 20 feet or more in a straight line toward a Huge or smaller creature and hit it with a melee weapon attack, the target takes 2d6 additional damage (of the same damage type as the weapon) and is knocked prone.

Shark

While raging, each time you hit a creature that is below its hit point maximum with a melee weapon attack, the attack deals an additional 1d12 damage (of the same damage type as the weapon).

Snake

While raging, you have advantage on opportunity attacks. When you hit a creature with an opportunity attack, you can move up to your speed to remain within reach of the target.

BARD

Bards are born performers who complement their diverse skillset with magical prowess. Their breadth of expertise makes them exceptional at whatever options they choose to cultivate. As a bard, your innate charisma makes you the class best suited to dealing with others, whether navigating tense social encounters or ensuring your allies survive a fight.

Bard is a class that can do a little bit of everything in a game that often rewards specialization. The signature trick of a bard is your ability to quickly, directly boost your allies. Use this ability early and often.

BARDS AS ADVENTURERS

All bards are driven to seek stories, secrets, songs—and audiences—which are gained most readily on the road. Whether traveling with a performing troupe or as a solitary wanderer trading songs for supper, a bard's mix of proficiencies and spellcasting make them more than capable of handling a challenge.

CLASS FEATURES

As a bard, you have the following class features.

HIT POINTS

Hit Dice: 1d8 per bard level
Hit Points at 1st Level: 8 + your CON modifier
Hit Points at Higher Levels: 1d8 (or 5) + your CON modifier per bard level after 1st

PROFICIENCIES

Armor: Light armor
Weapons: Simple weapons, martial weapons with the Finesse property

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BARD QUICK BUILD

To quickly create a bard, follow these steps during character creation:

- For ability scores, prioritize CHA and then DEX.
- For lineage and heritage, choose any combination you like.
- For background and talent, choose Artist and Scrutinous.
- For spells, choose the *light, message,* and *vicious mockery* cantrips. Then choose your 1st-circle spells: *charm, hideous laughter,* and *thunderwave* from the Arcane spell list and *cure wounds* from the Divine source spell list. For your ritual, choose *unseen servant.*

Tools: One type of musical instrument and two other tools your choice
Saves: DEX, CHA
Skills: Any three skills of your choice

STARTING EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (*a*) a rapier or (*b*) any simple weapon
- (*a*) a diplomat's pack or (*b*) an entertainer's pack
- (*a*) a musical instrument or (*b*) a different tool you are proficient with
- Leather armor and a dagger

SPELLCASTING

1st-Level Bard Feature

As a conduit for arcane power, you can cast Arcane spells. See **Chapter 7: Spellcasting** for general rules of spellcasting and the Arcane spell list.

Cantrips

At 1st level, choose three cantrips from the Arcane spell list to learn. You choose more Arcane cantrips to learn at higher levels, as shown in the Cantrips Known column of the **Bard Progression** table.

Casting Spells

You know several spells and can cast any of them by using an Arcane spell slot of the spell's circle or higher. You don't need to prepare spells ahead of time.

The **Bard Progression** table shows how many spells you know and how many Arcane spell slots you have at a given level. For example, at 3rd level, you have four 1st-circle slots and two 2nd-circle slots. If you know the 1st-circle spell *magic missile* and have a 1st-circle and a 2nd-circle spell slot available, you can cast *magic missile* using either slot. If you use a 1st-circle slot, you have three 1st-circle slots remaining.

You regain all used spell slots when you finish a long rest.

Spells Known of 1st Circle and Higher

At 1st level, choose four 1st-circle spells that you know. Three of these spells must be from the Arcane spell list, but the fourth can be from any source spell list. Regardless of its source, it is an Arcane spell for you.

The Spells Known column of the **Bard Progression** table shows when you learn additional Arcane spells. Each spell you choose must be from a circle for which you have Arcane spell slots. For instance, when you reach 3rd level as a bard, you can learn one new Arcane spell of 1st or 2nd circle. The Magical Secrets feature also lets you learn spells from other sources at certain levels.

In addition, when you gain a level of bard, you can choose one Arcane spell you know and replace it with another spell of your choice from the Arcane spell list. The replacement spell must be of a circle for which you have Arcane spell slots.

Spellcasting Ability

Charisma (CHA) is your spellcasting ability. Your CHA modifier determines the save DC or the attack modifier for certain spells you cast:

Spell save DC = 8 + your proficiency bonus (PB) + your CHA modifier

Spell attack modifier = your proficiency bonus (PB) + your CHA modifier

Rituals

You can also cast a type of long-form spell called a ritual.

BARD PROGRESSION   ARCANE SPELL SLOTS BY CIRCLE

LEVEL	PB	FEATURES	CANTRIPS KNOWN	RITUALS KNOWN	SPELLS KNOWN	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	+2	Bardic Inspiration (d6), Spellcasting	3	1	4	2	—	—	—	—	—	—	—	—
2nd	+2	Bardic Performance: Celebrate Life, Bardic Performance: Cutting Words, Expertise (2)	3	1	5	3	—	—	—	—	—	—	—	—
3rd	+2	Bard Subclass	3	2	6	4	2	—	—	—	—	—	—	—
4th	+2	Improvement	4	2	7	4	3	—	—	—	—	—	—	—
5th	+3	Bardic Inspiration (d8), Font of Inspiration	4	3	8	4	3	2	—	—	—	—	—	—
6th	+3	Bardic Performance: Clarity of Thought, Expertise (4)	4	3	9	4	3	3	—	—	—	—	—	—
7th	+3	Subclass Feature	4	4	10	4	3	3	1	—	—	—	—	—
8th	+3	Improvement	4	4	11	4	3	3	2	—	—	—	—	—
9th	+4	Bardic Inspiration (d10), Magical Secrets	4	5	13	4	3	3	3	1	—	—	—	—
10th	+4	Heroic Boon	5	5	14	4	3	3	3	2	—	—	—	—
11th	+4	Subclass Feature	5	6	15	4	3	3	3	2	1	—	—	—
12th	+4	Improvement	5	6	15	4	3	3	3	2	1	—	—	—
13th	+5	Magical Secrets	5	7	17	4	3	3	3	2	1	1	—	—
14th	+5	Bardic Inspiration (d12)	5	7	18	4	3	3	3	2	1	1	—	—
15th	+5	Subclass Feature	5	8	19	4	3	3	3	2	1	1	1	—
16th	+5	Improvement	5	8	19	4	3	3	3	2	1	1	1	—
17th	+6	Grand Performance	5	9	20	4	3	3	3	2	1	1	1	1
18th	+6	Magical Secrets	5	9	22	4	3	3	3	3	1	1	1	1
19th	+6	Improvement	5	9	22	4	3	3	3	3	2	1	1	1
20th	+6	Epic Boon	5	9	22	4	3	3	3	3	2	2	1	1
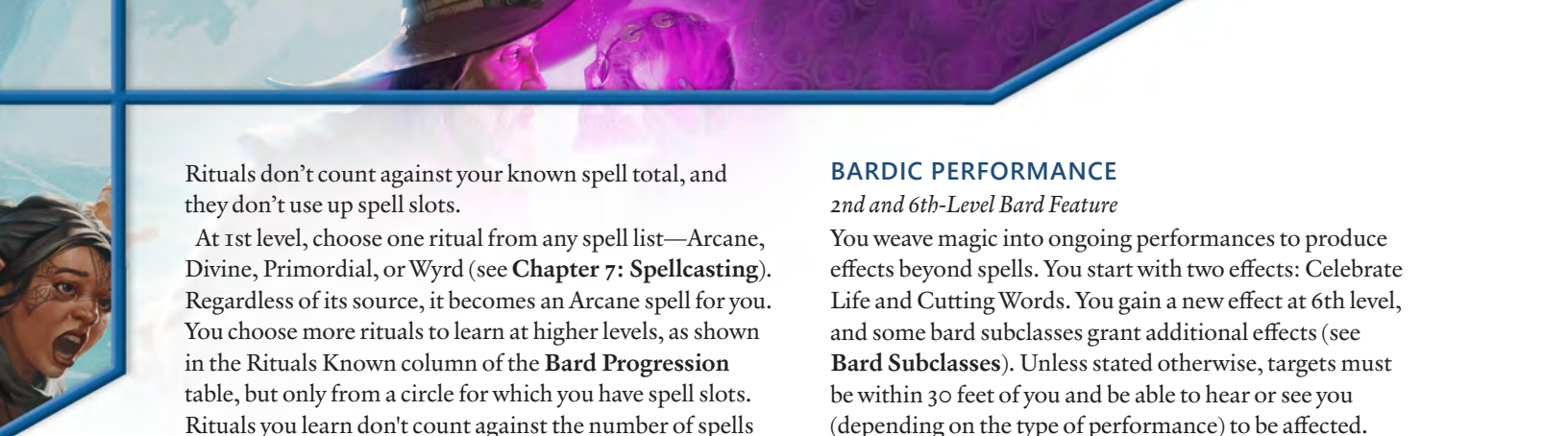
Rituals don't count against your known spell total, and they don't use up spell slots.

At 1st level, choose one ritual from any spell list—Arcane, Divine, Primordial, or Wyrd (see **Chapter 7: Spellcasting**). Regardless of its source, it becomes an Arcane spell for you. You choose more rituals to learn at higher levels, as shown in the Rituals Known column of the **Bard Progression** table, but only from a circle for which you have spell slots. Rituals you learn don't count against the number of spells you learn at each level.

Spellcasting Focus

You can use a musical instrument (see **Tools** in **Chapter 5**) or an arcane focus (see **Adventuring Gear** in **Chapter 5**) as a spellcasting focus for your Arcane spells. At your GM's discretion, you can use a suitable tool or object from a different tool kit you are proficient with as a spellcasting focus instead.

BARDIC INSPIRATION

1st, 5th, 9th, and 14th-Level Bard Feature

You can inspire others through stirring words, music, or other kinds of performance. As a bonus action on your turn, you can choose a creature within 60 feet of you, other than yourself, who can hear or see you. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll that die and add the number rolled to one ability check, attack roll, or save that it makes. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

You can use this feature a number of times equal to your CHA modifier. You regain any expended uses when you finish a long rest.

Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, d10 at 10th, and d12 at 14th.

EXPERTISE

2nd and 6th-Level Bard Feature

Choose two of your skill proficiencies, or one skill proficiency and one tool proficiency. Double your PB for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (any combination of skills or tools) to gain this benefit.

BARDIC PERFORMANCE

2nd and 6th-Level Bard Feature

You weave magic into ongoing performances to produce effects beyond spells. You start with two effects: Celebrate Life and Cutting Words. You gain a new effect at 6th level, and some bard subclasses grant additional effects (see **Bard Subclasses**). Unless stated otherwise, targets must be within 30 feet of you and be able to hear or see you (depending on the type of performance) to be affected.

As an action, you can use your Bardic Performance feature, choosing which performance effect you create when you do so. Once active, you can continue the performance for up to 1 minute, as long as you spend a bonus action at the start of each of your subsequent turns to maintain it. You can also choose to use your Bardic Inspiration feature as part of the same bonus action required to maintain this performance.

Your performance ends early if you become incapacitated, silenced, use an action to begin a new performance, or choose to end the effect (no action required by you to do so).

You can use your Bardic Performance feature to start a new performance a number of times equal to your PB, regaining all expended uses when you finish a long rest.

Bardic Performance: Celebrate Life

At 2nd level, while your Bardic Performance feature is active, allies within range can choose to expend one of their hit dice at the start of their turn. When they do so, they roll the expended die and recover a number of hit points equal to the result + your CHA modifier.

In addition, allies within range have advantage on death saves, though they don't need to see or hear you to receive this benefit.

Bardic Performance: Cutting Words

At 2nd level you gain a special reaction while your Bardic Performance feature is active. When a creature within range that you can see makes an ability check, attack roll, or damage roll, you can use your reaction to expend a use of your Bardic Inspiration feature, rolling the die and subtracting the number rolled from the creature's roll.

Bardic Performance: Clarity of Thought

Starting at 6th level, you gain this Bardic Performance option. While using your Bardic Performance feature, allies within 30 feet of you can't be charmed and have advantage on saves against being frightened. If an ally within range is already charmed or frightened when you begin your performance, it has advantage on any saves it makes to end the effect as long as your performance continues.

BARD SUBCLASS

3rd, 7th, 11th, and 15th-Level Bard Feature

Choose a subclass that reflects the college you align with, either Lore or Victory (detailed at the end of this class). Your choice grants you features at 3rd, 7th, 11th, and 15th level.

IMPROVEMENT

4th, 8th, 12th, 16th, and 19th-Level Bard Feature

Choose one of the following improvements (ability scores can't be raised above 20 with this feature):

- Increase a single ability score by 2.
- Increase two different ability scores by 1 each.
- Increase one ability score by 1 and select a talent from the technical talents list (see **Technical Talents** in **Chapter 4**).

FONT OF INSPIRATION

5th-Level Bard Feature

You now regain all expended uses of your Bardic Inspiration feature when you finish a short or long rest.

In addition, you can now use your Bardic Inspiration dice in a new way. When a creature within 60 feet of you that you can hear or see you fails an ability check, attack roll, or save, you can use your reaction to expend a use of your Bardic Inspiration feature. When you do, roll the Bardic Inspiration die and add the number rolled to the target's check total—potentially turning a failure into a success.

MAGICAL SECRETS

9th, 13th, and 18th-Level Bard Feature

You've picked up magical knowledge from just about everywhere. Choose two spells (or cantrips) from any spell list. A spell you choose must be of a circle you can cast with your spell slots, as shown on the **Bard Progression** table.

The chosen spells count as Arcane spells for you and are already included in the number in the Spells Known column at these levels on the **Bard Progression** table.

You learn two additional spells from any source at 13th level and again at 18th level.

HEROIC BOON

10th-Level Bard Feature

Your commitment to the bard's path grants you a powerful new ability. Choose one of the following heroic boons:

- **Persistent Inspiration.** When a creature adds one of your Bardic Inspiration dice to an ability check, attack roll, or save, and the roll still fails, the die isn't lost and can be used again.

- **Valiant Inspiration.** When a creature with one of your Bardic Inspiration dice successfully deals damage with an attack, the creature can expend and roll the die to deal additional damage equal to the result. The extra damage is of the same type as that of the triggering attack (though the attacker chooses which type if there are more than one). Alternatively, when a creature with one of your Bardic Inspiration dice takes damage, the creature can use its reaction to expend and roll the die to reduce the amount of damage taken by an amount equal to the result + your CHA modifier.

GRAND PERFORMANCE

17th-Level Bard Feature

Your Bardic Performance feature now affects creatures within 60 feet of you that can hear or see you.

EPIC BOON

20th-Level Bard Feature

Your commitment to the bard's path grants you a powerful new ability. You gain the following epic boon:

- **Curtain Call.** If you start your turn with no uses of your Bardic Inspiration feature remaining, you can use your bonus action to recover a number of uses equal to your CHA modifier (minimum of 1). This bonus action can be taken as part of the bonus action required to maintain your Bardic Performance feature. Once you use this feature, you can't do so again until you finish a long rest.

BARD SUBCLASSES

The bardic arts are ancient and heavy with traditions handed down from master to apprentice. While most bards still learn their craft from a single teacher, large settlements increasingly have colleges dedicated to training groups of students. These colleges typically focus on aspects of art deemed most useful to their patrons, which categorizes bards in ways that align with their abilities.

LORE

Bards who align with the college of Lore value knowledge most highly. Many from this college are preoccupied with preserving ancient rituals, folklore, and stories—or recovering such things that were lost. These bards glean wisdom from all manner of cultures and sources, allowing them to utilize their magic and talents in novel ways.

LORE PROGRESSION

BARD LEVEL	FEATURES
3rd	Bardic Performance: Ode to Heroes, Expanded Talent List, Jack of All Trades
7th	Swift Ritual
11th	Magical Rites
15th	Peerless Skill

BARDIC PERFORMANCE

3rd-Level Lore Feature

You gain the following Bardic Performance option.

Bardic Performance: Ode to Heroes

You invoke songs and stories of legend to inspire your allies to new heights of heroism and to intimidate your foes. When you use your Bardic Performance feature, choose STR, DEX, CON, INT, WIS, or CHA. While your performance lasts, allies within range have advantage on ability checks that use that ability and enemies within range have disadvantage on ability checks that use that ability.
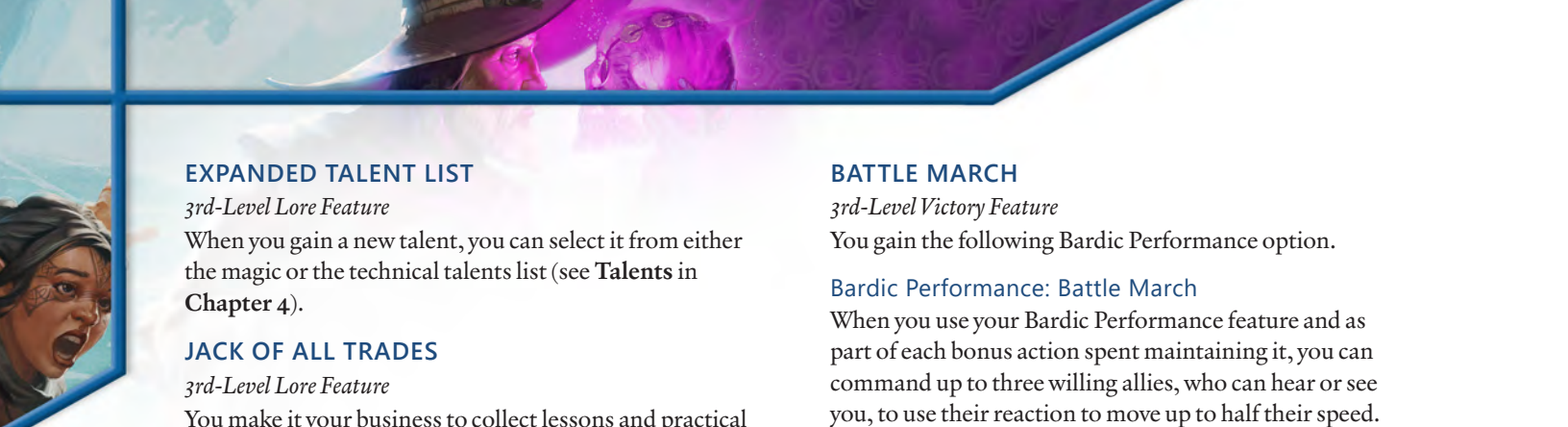
EXPANDED TALENT LIST

3rd-Level Lore Feature

When you gain a new talent, you can select it from either the magic or the technical talents list (see **Talents** in **Chapter 4**).

JACK OF ALL TRADES

3rd-Level Lore Feature

You make it your business to collect lessons and practical guidance from the stories, songs, and cultures you encounter. You can add half your PB, rounded down, to any ability check you make that doesn't already include your PB.

SWIFT RITUAL

7th-Level Lore Feature

You can cast an Arcane ritual you know as an action, instead of using the ritual's listed casting time. You must still provide all other components necessary for the casting. Once used, you can't use this feature again until you finish a long rest.

MAGICAL RITES

11th-Level Lore Feature

You learn two ritual spells of your choice from any source list. Each spell you choose must be of a circle for which you have spell slots, as shown in the **Bard Progression** table. The chosen rituals count as Arcane spells for you and aren't included in the number in the Rituals Known column of the **Bard Progression** table.

PEERLESS SKILL

15th-Level Lore Feature

When you make an ability check and have at least one use of your Bardic Inspiration feature available, you can use it to roll a Bardic Inspiration die and add the number rolled to your ability check. If you succeed on the check, you get to keep the Bardic Inspiration die, but if you fail the check, the die is expended.

VICTORY

Bards who align with the college of Victory are tacticians who thrive in the heat of battle. Whether rallying battalions of troops or skirmishing with smaller parties, these bards lead allies to glory with their commanding presence and strategic genius.

VICTORY PROGRESSION

BARD LEVEL	FEATURES
3rd	Battle March, Bonus Proficiencies, Expanded Talent List
7th	Multiattack (2/Attack Action)
11th	Unified Front
15th	Inspired Strike

BATTLE MARCH

3rd-Level Victory Feature

You gain the following Bardic Performance option.

Bardic Performance: Battle March

When you use your Bardic Performance feature and as part of each bonus action spent maintaining it, you can command up to three willing allies, who can hear or see you, to use their reaction to move up to half their speed. This movement doesn't provoke opportunity attacks.

BONUS PROFICIENCIES

3rd-Level College of Victory Feature

You gain proficiency with medium armor, shields, and one martial weapon of your choice.

EXPANDED TALENT LIST

3rd-Level Victory Feature

When your bard level grants you the Improvement feature and you choose to gain a new talent, you can select it from either the martial or the technical talents list (see **Talents** in **Chapter 4**).

MULTIATTACK

7th-Level Victory Feature

Your physical prowess has grown. On your turn, you can make two attacks when you take the Attack action.

UNIFIED FRONT

11th-Level Victory Feature

When you are affected by a spell or feature that targets an area and requires a save—like the *fireball* spell or a dragon's breath weapon—you can use your reaction to expend a Bardic Inspiration die and add the result to your save against the effect. On a success, any friendly creatures in the affected area automatically succeed on their saves as well.

INSPIRED STRIKE

15th-Level Victory Feature

Once per turn, when you make a weapon or spell attack roll and have at least one use of your Bardic Inspiration feature available, you can roll a Bardic Inspiration die and add the result to your attack roll. If you successfully hit with the attack, you get to keep the Bardic Inspiration die, but if you fail to hit, the die is expended.

CLERIC

Clerics are as diverse as the gods they serve, but all are united in their mission to act as their faith demands. A cleric's abilities reflect the strength of their faith. The more powerful a cleric becomes, the more their features resemble those of the god they worship.

Cleric is a class that specializes in healing—a crucial part of the adventuring job. Your class features still give you plenty to do when no one is hurt, but no other class is set up to heal and restore damaged allies like yours.

CLERICS AS ADVENTURERS

Few people can channel divine power as easily as a cleric, so they are typically expected to face the world's challenges from an early age—or are compelled to do so if their power comes to them later in life.

Clerics possess awesome healing capabilities, a healthy mix of spells capable of harming foes or bolstering allies, and sturdy constitutions that allow them to survive a fight more easily than other casting classes. All these qualities make them welcome additions to an adventuring party.

However, clerics are bound to serve their faith first and their companions second. When faced with ethically or morally complex situations, a cleric's presence can be a boon—or hindrance—to making decisions as a group.

CLASS FEATURES

As a cleric, you have the following class features.

HIT POINTS
Hit Dice: 1d8 per cleric level
Hit Points at 1st Level: 8 + your CON modifier
Hit Points at Higher Levels: 1d8 (or 5) + your CON modifier per cleric level after 1st

PROFICIENCIES
Armor: Light armor, medium armor, shields
Weapons: Simple weapons
Tools: None
Saves: WIS, CHA
Skills: Choose two from History, Insight, Medicine, Persuasion, and Religion

STARTING EQUIPMENT
You start with the following equipment, in addition to the equipment granted by your background:
- (*a*) a mace or (*b*) a warhammer (if proficient)
- (*a*) scale mail, (*b*) leather armor, or (*c*) chain mail (if proficient)
- (*a*) light crossbow and 20 bolts or (*b*) any simple weapon
- (*a*) a priest's pack or (*b*) an explorer's pack
- A shield and a holy symbol

SPELLCASTING
1st-Level Cleric Feature
As a conduit for divine power, you can cast Divine spells. See **Chapter 7: Spellcasting** for general rules of spellcasting and the Divine spell list.

Cantrips
At 1st level, choose three cantrips from the Divine spell list to learn. You choose more Divine cantrips to learn at higher levels, as shown in the Cantrips Known column of the **Cleric Progression** table.

Preparing Spells
You must prepare spells in advance before you can cast them. You can prepare any spell on the Divine spell list from circles for which you have Divine spell slots. (You determine which spell slots you can access by checking your level on the **Cleric Progression** table). You can choose a

number of spells equal to your WIS modifier + your cleric level (minimum of one spell). This is your list of prepared spells from which you can cast.

Preparing a new list of spells requires time spent in prayer and meditation: at least 1 minute per spell circle for each spell you change. You can change your list of prepared spells as part of a long rest.

Casting Spells

You have prepared a number of spells and can cast any of them by using a Divine spell slot of the spell's circle or higher.

The **Cleric Progression** table shows how many Divine spell slots you have at a given level. For example, at 3rd level, you have four 1st-circle and two 2nd-circle spell slots, and with a 16 WIS, you can have six prepared spells of 1st or 2nd circle, in any combination. You only have two spell slots for 2nd-circle spells though, so if you prepare only 2nd-circle spells, you won't be able to use your 1st-circle spell slots at all.

Casting a spell doesn't remove it from your list of prepared spells, it just uses up a spell slot. You regain all used spell slots when you finish a long rest.

Spellcasting Ability

Wisdom (WIS) is your spellcasting ability. Your WIS modifier determines the save DC and the attack modifier for certain spells you cast:

> **Spell save DC** = 8 + your proficiency bonus (PB) + your WIS modifier
>
> **Spell attack modifier** = your proficiency bonus (PB) + your WIS modifier

CLERIC QUICK BUILD

To quickly create a cleric, follow these steps during character creation:

- For ability scores, prioritize WIS and then either STR or CON (depending on if you take Manifest Might or Manifest Miracles).
- For lineage and heritage, choose any combination you like.
- For background and talent, choose Adherent and Mental Fortitude.
- For spells, choose the *guidance*, *sacred flame*, and *thaumaturgy* cantrips (plus *ray of frost* if taking Manifest Miracles). Then prepare your 1st-circle Divine spells (choose a number of the following spells equal to your WIS modifier + 1): *bless*, *cure wounds*, *guiding bolt*, *healing word*, and *shield of faith*. Finally, choose your 1st-circle ritual: *detect poison and disease*.

Rituals

You can also cast a type of long-form spell called a ritual. Rituals don't need to be prepared, and they don't use up spell slots.

At 1st level, choose one ritual from the Divine ritual list (see **Divine Ritual List** in **Chapter 7**). You learn more rituals at higher levels, as shown in the Rituals Known column of the **Cleric Progression** table, but only from a circle for which you have spell slots. Rituals you learn don't count against the number of spells you learn at each level.

Spellcasting Focus

You can use a holy symbol (see **Adventuring Gear** in **Chapter 5**) as a spellcasting focus for your Divine spells.

MANIFESTATION OF FAITH

1st-Level Cleric Feature

Clerics demonstrate their faith in one of two primary ways, wielding it as a holy warrior or calling it as a miracle worker. Choose how you manifest your faith with one of the following.

Manifest Might. You gain proficiency with heavy armor and one type of martial weapon of your choice (see **Weapons** in **Chapter 5**). In addition, you gain the ability to infuse your weapon strikes with divine energy: once per turn, when you hit a creature with a weapon attack, you can deal additional radiant or necrotic damage (your choice) equal to your PB.

Manifest Miracles. You learn one additional cantrip of your choice from any source of magic. This cantrip counts as a Divine cantrip for you, but it doesn't count against the number of cantrips you know. In addition, you can add your PB to the damage you deal with any Divine cantrip.

CHANNEL DIVINITY

2nd, 6th, 13th, and 18th-Level Cleric Feature

You gain the ability to channel divine energy directly from your deity to produce effects beyond spells. You start with one effect: Turn the Profane. Some subclasses grant additional effects as you advance in levels, as noted in their descriptions (see **Cleric Subclasses**).

When you use your Channel Divinity feature, choose which specific effect you want, such as Turn the Profane. Some of these effects require a save, and in those cases, the DC is equal to your cleric spell save DC.

Beginning at 2nd level, you can use your Channel Divinity feature once until you finish a short or long rest, then twice between rests at 6th level, three times at 13th level, and four times at 18th level. When you finish a short or long rest, you regain all expended uses.

Channel Divinity: Turn the Profane

As an action, you present your holy symbol and speak a prayer to censure unholy creatures. Each Fiend and Undead of your choice within 30 feet of you and that can see or hear you must make a WIS save. If the creature fails its save, it is turned for 1 minute or until it takes any damage.

A turned creature must try to move as far away from you as it can, though it can't first get closer to you to do it. On its turn, it can use only the Dash action or otherwise try to escape from an effect that prevents it from moving. If there's nowhere to move, it can use the Dodge action. It can't take any reactions.

CLERIC SUBCLASS

3rd, 7th, 11th, and 15th-Level Cleric Feature

Choose a subclass that reflects your relationship to your deity, Life, Light, or War (detailed at the end of this class). Your choice grants you spells and other features at 3rd, 7th, 11th, and 15th level.

Domain Spells

Each cleric subclass has a list of domain spells that you can access as soon as you can cast spells of that circle (as shown on the **Cleric Progression** table). Once you gain such a spell, you always have it prepared, and it doesn't

count against the number of spells you can prepare. However, casting a domain spell still expends a Divine spell slot as normal.

If one of these spells isn't on the Divine spell list, it still counts as a Divine spell for you.

CLERIC PROGRESSION — DIVINE SPELL SLOTS BY CIRCLE

LEVEL	PB	FEATURES	CANTRIPS KNOWN	RITUALS KNOWN	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	+2	Manifestation of Faith, Spellcasting	3	1	2	—	—	—	—	—	—	—	—
2nd	+2	Channel Divinity: Turn the Profane (1/Rest)	3	1	3	—	—	—	—	—	—	—	—
3rd	+2	Cleric Subclass	3	2	4	2	—	—	—	—	—	—	—
4th	+2	Improvement	4	2	4	3	—	—	—	—	—	—	—
5th	+3	Destroy the Profane (CR 1/2)	4	3	4	3	2	—	—	—	—	—	—
6th	+3	Channel Divinity (2/Rest)	4	3	4	3	3	—	—	—	—	—	—
7th	+3	Subclass Feature	4	4	4	3	3	1	—	—	—	—	—
8th	+3	Destroy the Profane (CR 1), Improvement	4	4	4	3	3	2	—	—	—	—	—
9th	+4	Divine Intervention	4	5	4	3	3	3	1	—	—	—	—
10th	+4	Heroic Boon	5	5	4	3	3	3	2	—	—	—	—
11th	+4	Destroy the Profane (CR 2), Subclass Feature	5	6	4	3	3	3	2	1	—	—	—
12th	+4	Improvement	5	6	4	3	3	3	2	1	—	—	—
13th	+5	Channel Divinity (3/Rest)	5	7	4	3	3	3	2	1	1	—	—
14th	+5	Destroy the Profane (CR 3)	5	7	4	3	3	3	2	1	1	—	—
15th	+5	Subclass Feature	5	8	4	3	3	3	2	1	1	1	—
16th	+5	Improvement	5	8	4	3	3	3	2	1	1	1	—
17th	+6	Destroy the Profane (CR 4)	5	9	4	3	3	3	2	1	1	1	1
18th	+6	Channel Divinity (4/Rest)	5	9	4	3	3	3	3	1	1	1	1
19th	+6	Improvement	5	9	4	3	3	3	3	2	1	1	1
20th	+6	Epic Boon	5	9	4	3	3	3	3	2	2	1	1
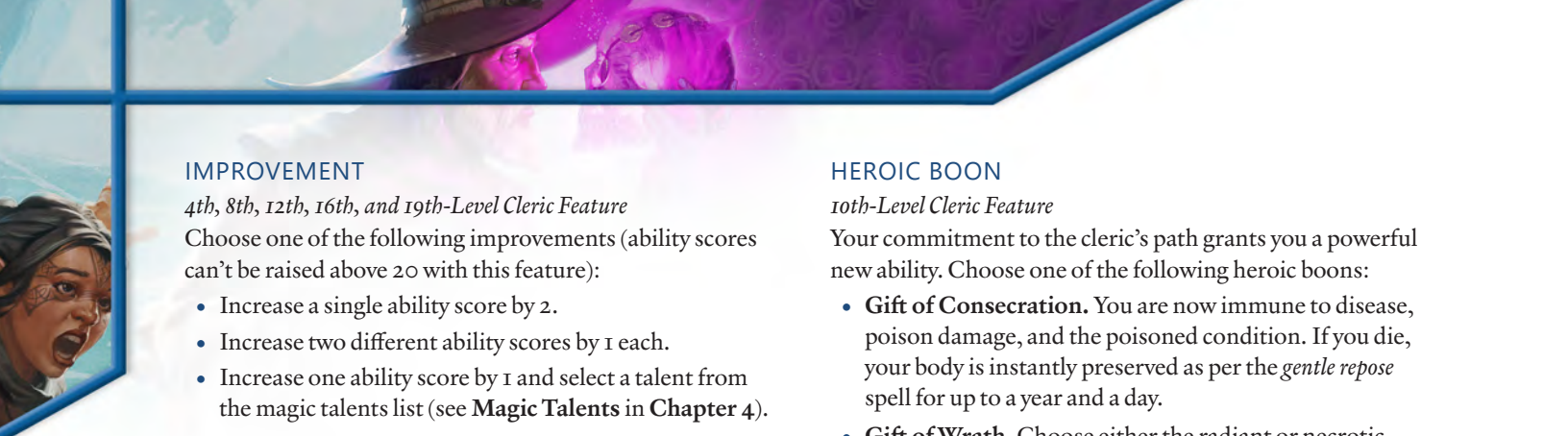
IMPROVEMENT

4th, 8th, 12th, 16th, and 19th-Level Cleric Feature

Choose one of the following improvements (ability scores can't be raised above 20 with this feature):

- Increase a single ability score by 2.
- Increase two different ability scores by 1 each.
- Increase one ability score by 1 and select a talent from the magic talents list (see **Magic Talents** in **Chapter 4**).

DESTROY THE PROFANE

5th, 8th, 11th, 14th, and 17th-Level Cleric Feature

When a Fiend or Undead fails its save against your Turn the Profane feature, it is instantly destroyed if its challenge rating (CR) is at or below a certain threshold, as shown in the **Destroy the Profane** table.

DESTROY THE PROFANE

CLERIC LEVEL	DESTROYS FIENDS OR UNDEAD OF CR . . .
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

DIVINE INTERVENTION

9th-Level Cleric Feature

You can call on your deity to intervene on your behalf when your need is great. At the start of your turn, you can request aid from your deity by rolling a d20 and adding your PB. If the result is 19 or lower, your request fails, and your deity doesn't intervene. If the result is 20 or higher, your deity intervenes on your behalf, imbuing you with a fraction of their power.

If your deity intervenes, you can immediately use your action to cast any spell with a casting time of 1 action from the Divine spell list or your domain spell list, regardless of preparation rules. Casting a spell in this way doesn't expend a spell slot and doesn't require material components. If the spell is of a higher circle than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC for this check equals 10 + the spell's circle. On a failed check, the spell fails, your deity's power fades, and your action is lost.

Alternatively, on a successful intervention, your GM can propose the form of the intervention. Anything that replicates the effects of a Divine spell is appropriate. In this instance, you still use your action but don't cast a spell. You have final say on allowing the GM to pursue this option or choosing your own spell.

If your deity intervenes, you can't use this feature again for 1 week. Otherwise, you can use it again after you finish a long rest.

HEROIC BOON

10th-Level Cleric Feature

Your commitment to the cleric's path grants you a powerful new ability. Choose one of the following heroic boons:

- **Gift of Consecration.** You are now immune to disease, poison damage, and the poisoned condition. If you die, your body is instantly preserved as per the *gentle repose* spell for up to a year and a day.
- **Gift of Wrath.** Choose either the radiant or necrotic damage type. You are now resistant to damage of the chosen type. In addition, when you cast a spell that deals damage of any type, you can choose for it to deal radiant or necrotic damage instead (you choose which each casting).

EPIC BOON

20th-Level Cleric Feature

Your commitment to the cleric's path grants you a powerful new ability. You gain the following epic boon:

- **Divine Herald.** When you use your Divine Intervention feature, your deity automatically intervenes without a roll, and you no longer have to wait a week before you use Divine Intervention again, though you can still use it only once per long rest. You are still bound by the other restrictions of the feature.

CLERIC SUBCLASSES

You have proved your devotion, and your efforts are rewarded. You gain access to the powers of a domain that your god presides over or that best aligns with your faith. Three domains are presented here: Life, Light, and War.

LIFE DOMAIN

Gods of the Life domain celebrate natural cycles of life and death, exemplifying health and vitality. Devotees of this domain are encouraged to heal the wounded, care for the sick, and oppose the perversion of undeath.

LIFE DOMAIN PROGRESSION

CLERIC LEVEL	FEATURES
3rd	*Channel Divinity: Preserve Life, Disciple of Life, Life Domain Spells*
7th	*Blessed Healer*
11th	*Greater Preservation*
15th	*Perfect Healing*

CHANNEL DIVINITY

3rd-Level Life Feature

You gain the following Channel Divinity option.

Channel Divinity: Preserve Life

As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to 5 × your cleric level.

Choose any creatures within 30 feet of you and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. This healing has no effect on Undead or Constructs.

DISCIPLE OF LIFE

3rd-Level Life Feature

Your healing spells are more effective. When you use a Divine spell of 1st circle or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's circle.

LIFE DOMAIN SPELLS

3rd-Level Life Feature

You gain domain spells at the cleric levels listed in the **Life Domain Spells** table. See the Cleric Subclass class feature for how these spells work.

LIFE DOMAIN SPELLS

CLERIC LEVEL	SPELLS
3rd	*bless, cure wounds, gentle repose, restoration*
5th	*mass healing word, revivify*
7th	*death ward, guardian of faith*
9th	*greater restoration, mass cure wounds*

BLESSED HEALER

7th-Level Life Feature

Healing spells you cast on others heal you as well. When you cast a Divine spell of 1st circle or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's circle.

GREATER PRESERVATION

11th-Level Life Feature

The Preserve Life effect of your Channel Divinity feature can now affect any creatures within 60 feet of you. In addition, when you use Preserve Life, one target of your choice can also receive one of the following benefits:

- Cure all diseases affecting the target.
- End one of the following conditions affecting the target: blinded, deafened, paralyzed, or poisoned.
- Neutralize all poisons affecting the target.

PERFECT HEALING

15th-Level Life Feature

When you cast a Divine spell of 1st circle or higher that restores hit points, you automatically restore the maximum possible number of hit points. For example, if a *cure wounds* spell heals 1d8 + 3 hit points, rather than rolling, the target heals 11 hit points.

WHAT IF THE DOMAIN I WANT ISN'T LISTED WITH MY GOD?

Since a cleric picks their god at 1st level and commits to a domain at 3rd level, you might find that you want a domain that isn't listed with your god on the **Deities** tables in **Appendix B: Gods & Pantheons**. Don't worry! Suggested domains are just that—suggestions. Gods are powerful, mysterious beings with many facets. For example, it is completely reasonable to say that Ares, the Greek god of warfare, listed with the War domain, would also have use for a cleric devoted to the Death domain.

Selecting a nontraditional domain for your cleric's god could even lead to interesting stories. If you think your desired domain is completely at odds with your cleric's god, work with your GM to discuss solutions that make sense for the game.

LIGHT DOMAIN

Gods of the Light domain dedicate themselves to bringing light and warmth to the people of the world, burning away darkness and the evils that it hides. Devotees of this domain are often associated with the sun and moon, stars, truth, and the cleansing powers of fire.

LIGHT DOMAIN PROGRESSION

CLERIC LEVEL	FEATURES
3rd	*Channel Divinity: Searing Radiance, Imbue Light, Light Domain Spells, Overwhelming Flash*
7th	*Radiant Spellcasting*
11th	*Lux Malediction*
15th	*Luminous Shroud*

CHANNEL DIVINITY

3rd-Level Light Feature

You gain the following Channel Divinity option.

Channel Divinity: Searing Radiance

As an action, you present your holy symbol and channel divine radiance through every magical light source that you've created so long as they're on the same plane as you. Each hostile creature within the bright light of those sources must make a CON save. Roll a number of d8s equal to twice your PB. A creature takes radiant damage equal to the result on a failed save, or half as much damage on a successful save. Aberrations and Undead have disadvantage on the save.

IMBUE LIGHT

3rd-Level Light Feature

You learn the *light* and *dancing lights* cantrips if you don't already know them. *Dancing lights* no longer requires concentration when you cast it and lasts for the duration or until you cast the spell again. These cantrips count as Divine spells when you cast them, but they don't count against the number of cantrips you know as listed in the **Cleric Progression** table.

LIGHT DOMAIN SPELLS

3rd-Level Light Feature

You gain domain spells at the cleric levels listed in the **Light Domain Spells** table. See the Cleric Subclass class feature for how these spells work.

LIGHT DOMAIN SPELLS

CLERIC LEVEL	SPELLS
3rd	*burning hands, guiding bolt, moonbeam, scorching ray*
5th	*daylight, fireball*
7th	*elemental shield, wall of fire*
9th	*dispel evil and good, flame strike*

OVERWHELMING FLASH

3rd-Level Light Feature

When a creature within 10 feet of you makes an attack roll, you can use your reaction to release a brilliant flash of divine light. The creature suffers a penalty to the attack roll equal to your WIS modifier, potentially missing their target. If the attack still hits, the attacking creature is blinded until the end of its turn.

You can use this feature a number of times equal to your PB. You regain all expended uses when you finish a long rest.

RADIANT SPELLCASTING

7th-Level Light Feature

Your Divine cantrips that deal damage deal an additional 1d8 radiant damage. In addition, while you have *light* or *continual flame* cast on a weapon that you are holding, the first time that weapon deals damage on a turn, it deals additional radiant damage equal to your WIS modifier.

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LUX MALEDICTION

11th-Level Light Feature

The Searing Radiance effect of your Channel Divinity feature now causes all sources of light you've made to become magical sunlight for 1 minute.

In addition, when you use your Overwhelming Flash feature against a creature, they are cursed by your luminance in one of the following ways:

- The creature can't regain hit points until the end of its next turn.
- The creature takes radiant damage equal to your cleric level.
- The creature suffers a −10 penalty to WIS (Perception) checks for 10 minutes.
- The target can't benefit from being invisible for 1 minute.

A *remove curse* spell ends this effect. A creature can suffer only one curse at a time. If the creature starts and ends its turn in magical darkness, a Lux Malediction curse afflicting it ends.

LUMINOUS SHROUD

15th-Level Light Feature

While you are within an area of bright light, the radiance fills you with devout surety. You have advantage on saves, can't be charmed or frightened, and gain either immunity to radiant damage or resistance to necrotic damage (your choice).

WAR DOMAIN

Gods of the War domain celebrate strength, the glory of victory, and the thrill of competition. Those gods with evil or chaotic proclivities emphasize destruction and violence, but most societies and heroic characters worship war gods who honor courage and excellence in battle and cherish those who fight when the need is great.

WAR DOMAIN PROGRESSION

CLERIC LEVEL	FEATURES
3rd	*Channel Divinity: Mark of Triumph, Disciple of War, Expanded Talent List, War Domain Spells,*
7th	*Blessed Warrior*
11th	*Greater Triumph*
15th	*Holy Strike*

CHANNEL DIVINITY

3rd-Level War Feature

You gain the following Channel Divinity option.

Channel Divinity: Mark of Triumph

As a bonus action, you present your holy symbol and mystically mark one creature within 60 feet of you that you can see. Until the start of your next turn, all creatures who attack a marked creature have advantage on the first attack roll they make against it.

DISCIPLE OF WAR

3rd-Level War Feature

Victory brings you closer to the divine, inspiring you to press beyond your normal limits. Once per turn, when you successfully hit a creature with an attack while using the Attack action, you can choose to make an additional weapon attack as part of that same action.

You can use this feature a number of times equal to your PB. You regain all expended uses when you finish a short or long rest.

EXPANDED TALENT LIST

3rd-Level War Feature

When you gain a new talent, you can select that talent from the magic or martial talent list (see **Talents** in **Chapter 4**).

WAR DOMAIN SPELLS

3rd-Level War Feature

You gain domain spells at the cleric levels listed in the **War Domain Spells** table. See the Cleric Subclass class feature for how these spells work.

WAR DOMAIN SPELLS

CLERIC LEVEL	SPELLS
3rd	*command, magic weapon, shield of faith, warding bond*
5th	*fear, spirit guardians*
7th	*death ward, guardian of faith*
9th	*antilife shell, flame strike*

BLESSED WARRIOR

7th-Level War Feature

Attacks you make are particularly potent. When you deal damage with a weapon or spell attack made with a Divine spell, you can reroll any 1s you roll on the damage dice. You must take the new result for any dice rerolled in this way.

GREATER TRIUMPH

11th-Level War Feature

When you use the Mark of Triumph effect of your Channel Divinity feature, you can mystically mark a number of creatures equal to your PB. All targets must be within 60 feet of you.

In addition, when a creature marked by your Mark of Triumph feature is reduced to 0 HP, you can use your reaction to move the mark to a different target within 60 feet of you that you can see. A mark moved in this way still disappears at the start of your next turn, as normal.

HOLY STRIKE

15th-Level War Feature

Once per turn, when you successfully hit a creature with a weapon or spell attack made with a Divine spell, you can treat the attack as if you rolled a critical hit.

DRUID

Druids are the guardians and warriors of the natural world. All druids feel a deep affinity for the environment, whether it manifests as a spiritual connection to the beasts of the land, the plants of the earth, or the elemental energies that keep all things in balance.

Druid is a class that interacts with the environment often. Your class is a "pure" spellcasting class, but your Wild Shape feature gives you some ability to mix it up. Lean into exploration with your various spells and capabilities.

DRUIDS AS ADVENTURERS

Druids are exceptional explorers and warriors. They hold an impressive range of magical abilities that allow them to heal allies, gather information, and invoke nature's wrath.

While druids regularly confront threats in the wild, their passions often clash with the values and ambitions of the civilized world. Few understand the awesome and often devastating forces of nature—and even fewer understand those who place nature's interests above their own.

CLASS FEATURES

As a druid, you have the following class features.

HIT POINTS

Hit Dice: 1d8 per druid level

Hit Points at 1st Level: 8 + your CON modifier

Hit Points at Higher Levels: 1d8 (or 5) + your CON modifier per druid level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, and shields

Weapons: Simple weapons

Tools: Herbalist tools

Saves: INT, WIS

Skills: Choose two from Animal Handling, Arcana, Insight, Medicine, Nature, Perception, Religion, and Survival

STARTING EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- *(a)* a shield or *(b)* any simple weapon
- *(a)* a scimitar or *(b)* any simple melee weapon
- Leather armor, an explorer's pack, and a druidic focus

SPELLCASTING

1st-Level Druid Feature

As a conduit for primordial power, you can cast Primordial spells. See **Chapter 7: Spellcasting** for general rules of spellcasting and the Primordial spell list.

Cantrips

At 1st level, choose three cantrips from the Primordial spell list to learn. You choose more Primordial cantrips to learn at higher levels, as shown in the Cantrips Known column of the **Druid Progression** table.

Preparing Spells

You must prepare spells in advance before you can cast them. You can prepare any spell on the Primordial spell list from circles for which you have Primordial spell slots. (You determine which spell slots you can access by checking your level on the **Druid Progression** table). You can choose a number of spells equal to your WIS modifier + your druid level (minimum of one spell). This is your list of prepared spells from which you can cast.

Preparing a new list of spells requires time spent in prayer and meditation: at least 1 minute per spell circle for each spell you change. You can change your list of prepared spells as part of a long rest.

Casting Spells

You have prepared a number of spells and can cast any of them by using a Primordial spell slot of the spell's circle or higher.

The **Druid Progression** table shows how many Primordial spell slots you have per day at a given level. For example, at 3rd level, you have four 1st-circle and two 2nd-circle spell slots, and with a 16 WIS, you can have six prepared spells of 1st or 2nd circle, in any combination. You only have two spell slots for 2nd-circle spells though, so if you prepare only 2nd-circle spells, you won't be able to use your 1st-circle spell slots at all.

Casting a spell doesn't remove it from your list of prepared spells, it just uses up a spell slot. You regain all used spell slots when you finish a long rest.

Spellcasting Ability

Wisdom (WIS) is your spellcasting ability. Your WIS modifier determines the save DC or the attack modifier for certain spells you cast:

> **Spell save DC** = 8 + your proficiency bonus (PB) + your WIS modifier
>
> **Spell attack modifier** = your proficiency bonus (PB) + your WIS modifier

DRUID QUICK BUILD

To quickly create a druid, follow these steps during character creation:

- For ability scores, prioritize WIS and then CON.
- For lineage and heritage, choose any combination you like.
- For background and talent, choose Homesteader and Aware.
- For spells, choose the *druidcraft*, *produce flame*, and *shillelagh* cantrips. Then prepare your 1st-circle Primordial spells (choose a number of the following spells equal to your WIS modifier + 1): *burning hands*, *entangle*, *fire under the tongue*, *goodberry*, and *speak with animals*. Finally, choose your 1st-circle ritual: *purify food and drink*.

Rituals

You can also cast a type of long-form spell called a ritual. Rituals don't need to be prepared, and they don't use up spell slots.

DRUID PROGRESSION — PRIMORDIAL SPELL SLOTS BY CIRCLE

LEVEL	PB	BEAST FORMS KNOWN	FEATURES	CANTRIPS KNOWN	RITUALS KNOWN	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	+2	—	Druidic, Nature's Gift, Spellcasting	3	1	2	—	—	—	—	—	—	—	—
2nd	+2	2	Wild Shape: Beast Form, Wild Shape: Draw Power (1/Rest)	3	1	3	—	—	—	—	—	—	—	—
3rd	+2	2	*Druid Subclass*	3	2	4	2	—	—	—	—	—	—	—
4th	+2	2	Improvement	4	2	4	3	—	—	—	—	—	—	—
5th	+3	3	*Improved Beast Form (CR 1/2)*	4	3	4	3	2	—	—	—	—	—	—
6th	+3	3	*Wild Shape (2/Rest)*	4	3	4	3	3	—	—	—	—	—	—
7th	+3	3	*Subclass Feature*	4	4	4	3	3	1	—	—	—	—	—
8th	+3	3	*Improvement*	4	4	4	3	3	2	—	—	—	—	—
9th	+4	4	*Improved Beast Form (CR 1)*	4	5	4	3	3	3	1	—	—	—	—
10th	+4	4	*Heroic Boon*	5	5	4	3	3	3	2	—	—	—	—
11th	+4	4	*Subclass Feature*	5	6	4	3	3	3	2	1	—	—	—
12th	+4	4	*Improvement*	5	6	4	3	3	3	2	1	—	—	—
13th	+5	5	*Wild Shape (3/Rest)*	5	7	4	3	3	3	2	1	1	—	—
14th	+5	5	*Improved Beast Form (CR 2)*	5	7	4	3	3	3	2	1	1	—	—
15th	+5	5	*Subclass Feature*	5	8	4	3	3	3	2	1	1	1	—
16th	+5	5	*Improvement*	5	8	4	3	3	3	2	1	1	1	—
17th	+6	6	*Nature's Grace*	5	9	4	3	3	3	2	1	1	1	1
18th	+6	6	*Wild Shape (4/Rest)*	5	9	4	3	3	3	3	1	1	1	1
19th	+6	6	*Improvement*	5	9	4	3	3	3	3	2	1	1	1
20th	+6	6	*Epic Boon*	5	9	4	3	3	3	3	2	2	1	1`

At 1st level, choose one ritual from the Primordial ritual list (see **Primordial Ritual List** in **Chapter 7**). You learn more rituals at higher levels, as shown in the Rituals Known column of the **Druid Progression** table, but only from a circle for which you have spell slots. Rituals you learn don't count against the number of spells you learn at each level.

Spellcasting Focus

You can use a druidic focus (see **Adventuring Gear** in **Chapter 5**) as a spellcasting focus for your Primordial spells.

DRUIDIC

1st-Level Druid Feature

You know Druidic, the secret language of druids. You can speak the language and use a system of natural elements to leave hidden messages that only other druids will understand. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful WIS (Perception) check but can't decipher it without magic.

NATURE'S GIFT

1st-Level Druid Feature

You have learned to harness the ambient energy of nature and can redirect that energy to encourage growth and healing. As a bonus action, choose one creature within 5 feet of you (this can be you). When you do so, roll a number of d4s equal to your PB (minimum of 2d4). That creature regains hit points equal to the total rolled. This feature has no effect on Constructs or Undead.

You can use this feature a number of times per day equal to your PB. You recover expended uses when you complete a long rest.

WILD SHAPE

2nd, 6th, 13th, and 18th-Level Druid Feature

You gain the ability to channel energy directly from nature to produce effects beyond spells. You start with two effects: Beast Form and Draw Power. Some subclasses grant additional effects as you advance in levels, as noted in their descriptions (see **Druid Subclasses**).

When you use your Wild Shape feature, simply choose which specific effect you want, such as Beast Form. Some of these effects require a save, and in those cases, the DC is equal to your druid spell save DC.

Beginning at 2nd level, you can use your Wild Shape feature once until you finish a short or long rest, then twice between rests at 6th level, three times at 13th level, and four times at 18th level. When you finish a short or long rest, you regain all expended uses.

RULES OF TRANSFORMATION

You can stay in a beast form for a number of hours equal to your PB. You then revert to your normal form unless you expend another use of Wild Shape. You can also choose to revert to your normal form as a bonus action. You automatically revert if you become unconscious, drop to 0 HP while in beast form, or die.

While transformed, your game statistics are replaced by those of your new form, except you retain your INT, WIS, and CHA scores. You also retain your personality. If you make an ability check or save while in beast form, you can choose whether to use either your normal character proficiencies and PB or else use the Beast's listed ability modifier to determine the check total (without your PB in this case).

Your hit points for the new form are set to a new amount dependent on the size of your new form, as shown in the **Hit Points by Form Size** table. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 HP, any excess damage carries over to your normal form. For example, if you take 10 damage while in beast form and your beast form has only 1 HP left, you revert to your normal form and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 HP, you remain conscious.

You are limited by the actions you can perform by the nature of your new form, and you can't speak or take any other action that requires hands or speech unless your new form is capable of such actions. You can't cast spells while transformed. However, transforming doesn't automatically break your concentration on a spell you've already cast or prevent you from taking actions that are part of an ongoing spell—such as those required by the *call lightning* spell.

Your gear and anything you are wielding melds into your new form. You can't activate, use, or otherwise benefit from any of your gear while transformed.

HIT POINTS BY FORM SIZE

FORM SIZE	HIT POINTS
Tiny	2 + your PB
Small	5 + your PB
Medium	12 + your PB
Large	22 + your PB
Huge or Gargantuan	84 + your PB

Wild Shape: Beast Form

As an action, you can magically assume the form of a Beast. When you first gain this feature, choose two Beasts of challenge rating (CR) 1/4 or less as your known forms. To select a known form, you must have seen or interacted with a Beast in your past. For example, a druid that hails from a desert environment is unlikely to be familiar enough with a sea-dwelling creature like a dolphin to select it as a known form. The Beast you choose can't have any legendary actions or lair actions. See **Appendix C: Creature Statistics** for a selection of suitable Beasts to choose from.

As you advance in druid levels, you can choose more beast forms as shown in the Beast Forms Known column of the **Druid Progression** table.

When you gain a level of druid, you can replace one known form with a different form of your choosing. Any new form you choose must abide by the form restrictions.

Wild Shape: Draw Power

As a bonus action, you can reshape the natural energies around you to draw them within yourself and recharge your spellcasting ability. When you do so, choose a single expended Primordial spell slot to recover. The recovered spell slot must be of a circle equal to or less than your proficiency bonus (PB). For example, a 5th-level druid with a PB of +3 could recover an expended 1st, 2nd, or 3rd-circle Primordial spell slot with this feature.

You can't use Draw Power while transformed by the Beast Form effect of your Wild Shape feature, even if you have multiple uses of Wild Shape available to expend.

DRUID SUBCLASS

3rd, 7th, 11th, and 15th-Level Druid Feature

Choose a subclass that reflects your values and magical practices, either Leaf or Shifter (detailed at the end of this class). Your choice grants you spells and other features at 3rd, 7th, 11th, and 15th level.

Ring Spells

Each subclass has a list of ring spells that you can access as soon as you can cast spells of that circle (as shown on the **Druid Progression** table). Once you gain such a spell, you always have it prepared, and it doesn't count against the number of spells you can prepare. However, casting a ring spell still expends a Primordial spell slot as normal.

If one of these spells isn't on the Primordial spell list, it still counts as a Primordial spell for you.

IMPROVEMENT

4th, 8th, 12th, 16th, and 19th-Level Druid Feature

Choose one of the following improvements (ability scores can't be raised above 20 with this feature):

- Increase a single ability score by 2.
- Increase two different ability scores by 1 each.
- Increase one ability score by 1 and select a talent from the magic talents list (see **Magic Talents** in **Chapter 4**).

IMPROVED BEAST FORM

5th, 9th, and 14th-Level Druid Feature

You can now use the Beast Form effect of your Wild Shape feature to assume more powerful beast forms. When you learn a new form, you can choose a Beast of CR 1/2 or less.

At 9th level, you can assume the form of any Beast of CR 1 or less. At 14th level, you can assume the form of any Beast of CR 2 or less.

HEROIC BOON

10th-Level Druid Feature

Your commitment to the druid's path grants you a powerful new ability. Choose one of the following heroic boons:

- **Rite of the Kingdom.** All Beasts and creatures with the Animal tag understand your speech, and you can understand their noises and motions as if they were speaking, even if they don't speak a language. This ability doesn't grant Beasts the intelligence to understand or communicate complex concepts, but you can share basic information with ease. Your GM has final say on what a particular creature can express. In addition, you have advantage on Charisma checks made to interact with or influence such creatures.
- **Rite of the Shaper.** When you roll initiative and have no remaining uses of Wild Shape, you regain one use. Once you use this feature, you can't do so again until you complete a long rest.

PLAYER ADVICE

Nature's Gift is not a spell, which means a druid can use it even while transformed by their Wild Shape class feature.

DRUIDIC SIGNS AND SYMBOLS

Druidic makes use of hidden signs to communicate messages. Examples of such signs are shown here.

Mushroom Ring

Stacked Stones

Entwined Flowers

Black Stones in Bird's Nest

Acorn

NATURE'S GRACE

17th-Level Druid Feature

Your attunement to the natural energies of the world infuses your body, sustaining you and protecting you from unnatural harm. You gain the following benefits:

- You can't be magically aged, and you suffer none of the frailty of old age. You can still die of old age though.
- You no longer need food or water to survive.
- Your ability scores and hit point maximum can't be lowered by any means short of a *wish* spell.

EPIC BOON

20th-Level Druid Feature

Your commitment to the druid's path grants you a powerful new ability. You gain the following epic boon:

- **Archdruid.** You can use the Beast Form effect of your Wild Shape feature an unlimited number of times. In addition, you can ignore the verbal and somatic components of Primordial spells, as well as any material components that lack a cost.

DRUID SUBCLASSES

While all druids revere nature, subclasses represent the specific ways druids best commune with the primordial forces of the world. The subclass you choose represents the rites, traditions, and mysteries you embrace in your quest to better understand the awesome powers of nature.

LEAF

Druids who align with the ring of the Leaf feel a deep connection to plants. Leaf druids are drawn to the quiet, natural spaces of the world. They find great peace and wisdom among hidden groves, ancient forests, and overgrown gardens left to flourish without the influence of civilization. To you, nothing is more important than nurturing the flora that makes all life possible.

LEAF PROGRESSION

DRUID LEVEL	FEATURES
3rd	Green Song, Leaf Ring Spells, Wild Shape: Sacred Grove
7th	Take Root
11th	Grove Warden
15th	Heart of the Forest

LEAF RING SPELLS

3rd-Level Leaf Feature

You gain ring spells at the druid levels listed in the **Leaf Ring Spells** table. See the Druid Subclass class feature for how these spells work.

LEAF RING SPELLS

DRUID LEVEL	SPELLS
3rd	barkskin, entangle, goodberry, spike growth
5th	plant growth, speak with plants
7th	blight, freedom of movement
9th	greater hold, tree stride

GREEN SONG

3rd-Level Leaf Feature

Your deep connection to plants allows you to communicate with them. As an action, you can focus on a nonmagical plant within 30 feet of you that you can see. When you do so, you immediately learn its basic properties, including whether it is edible, whether it is poisonous or otherwise dangerous, and what type of environment it typically grows in. You also learn its condition, including whether it is unwell due to magical or mundane means.

In addition, Plant type creatures can understand your speech, and you can understand them as if they were speaking a language—regardless of what languages they know (if any).

WILD SHAPE

3rd-Level Leaf Feature

You gain the following Wild Shape option.

Wild Shape: Sacred Grove

As an action, you can expend a use of your Wild Shape feature to infuse the area around you with primordial power, shaping it into a magical pocket grove.

When you use this feature, vitality surges into the ground in a 10-foot radius centered on you. Normal plants in the affected area rapidly expand, and magical plants sprout from the ground. The sacred grove remains magical for 1 minute, until you use a feature that causes it to be destroyed, or you fall unconscious. After its magic fades, any nonmagical plants remain healthy and overgrown. You can choose to end this effect early (no action required). You can maintain only one sacred grove at a time.

When you first create the grove, choose one of the following magical properties the grove has while its magic is active:

- **Tangle Weed.** Creeping vines or brambles weave across the ground, making the area difficult terrain. When a creature attempts to move within the grove, you can use your reaction to command the vines to grab it. The target must succeed on a STR save against your spell save DC or be restrained by the grasping plants for the sacred grove's duration. A creature restrained by the plants can use its action to make a STR check against your spell save DC. On a success, the creature is no longer restrained.

- **Tree Line.** Saplings surge from the ground, creating a protective circle. All creatures, except you, have disadvantage on attacks against creatures within the grove's area. In addition, if you would take damage from a weapon or spell attack while on solid ground within the grove, you can use your reaction to command the grove to intercept it. When you do, you take no damage from the triggering attack and the grove is destroyed.
- **Wildflowers.** Patches of aromatic magical flowers calm and clarify minds. All creatures in the grove have advantage on saves against being charmed or frightened. In addition, as a bonus action, you can choose to destroy the grove to end all conditions affecting one creature in the grove's area. When you do so, all creatures of your choice on solid ground in the grove gain temporary hit points equal to your PB.

TAKE ROOT

7th-Level Leaf Feature

While standing on solid ground, you can use a bonus action to root yourself in place. While rooted, your speed is 0 feet, and you can't be forced to move or be knocked prone by any means. You remain rooted until you choose to end the effect (no action required).

If you are rooted when your turn begins, you can choose to spend one of your hit dice. When you do so, roll the die and regain hit points equal to the result plus your CON modifier.

GROVE WARDEN

11th-Level Leaf Feature

Your bond to your sacred grove has deepened, allowing you more precise control over it. The grove you summon using the Sacred Grove effect of your Wild Shape feature now covers a 30-foot-radius circle centered on you, and you can now decide whether allied creatures (including yourself) within the grove are immune to any effects it imposes.

HEART OF THE FOREST

15th-Level Leaf Feature

If you are reduced to 0 HP while within your sacred grove, the grove withers, and you regain a number of hit points equal to your druid level. Once you use this feature, you can't use it again until you finish a long rest.

If your body is destroyed completely, after the grove withers, a single acorn is left at its center. If this acorn is either undisturbed or planted somewhere, you gain a new body in 1d10 days and regain all your hit points. Your new body appears within 5 feet of the acorn, which is destroyed as soon as you regain consciousness.

SHIFTER

Druids that align with the ring of the Shifter feel a deep connection to the animals that walk the world. Shifters delve into the mysteries of transformation, spending much of their time in the forms of the beasts they so admire. To you, there is no greater joy than feeling wind beneath your wings, stalking prey on padded paws, or swimming through crystalline depths.

SHIFTER PROGRESSION

DRUID LEVEL	FEATURES
3rd	Potent Forms, Quick Shift, Shifter Ring Spells
7th	Beast's Fury
11th	Elemental Infusion
15th	Manifold Mind

POTENT FORMS

3rd-Level Shifter Feature

You can select more powerful creatures for the known forms used with the Beast Form effect of your Wild Shape feature. When you gain this feature, you can choose any Beast or creature with the Animal tag with a CR of 1 or lower as a known form.

> **PLAYER ADVICE**
>
> Your GM has the full list of creatures with the Animal tag that are compatible with this feature, but common options include owlbear, griffon, hippogriff, pegasus, and worg. Some suitable options are included in **Appendix C: Creature Statistics**.

In addition, you can now speak any language you know while in beast form—even if your chosen form would not typically allow you to do so. However, you still can't cast spells while transformed, even if a spell requires only a verbal component.

At higher druid levels, you can choose beast forms with a CR as high as your druid level divided by 3, rounded down (ignoring CR limitations in your Improved Beast Form feature). For example, upon achieving 6th level of druid, you can choose any Beast of CR 2 or lower as a known form, CR 3 or lower at 9th level, and so on—as shown in the **Potent Forms** table.

POTENT FORMS

DRUID LEVEL	MAX CR	EXAMPLE	DRUID LEVEL	MAX CR	EXAMPLE
3rd	1	Wolf	12th	4	Elephant
5th	1	Hippogriff	15th	5	Triceratops
6th	2	Pegasus	18th	6	Mammoth
9th	3	Owlbear			

QUICK SHIFT

3rd-Level Shifter Feature

By delving into the mysteries of the shifters, you have learned to change form more rapidly. When you use the Beast Form effect of your Wild Shape feature, you can transform as a bonus action instead of as an action.

SHIFTER RING SPELLS

3rd-Level Shifter Feature

You gain ring spells at the druid levels listed in the **Shifter Ring Spells** table. See the Druid Subclass class feature for how these spells work.

SHIFTER RING SPELLS

DRUID LEVEL	SPELLS
3rd	*alter self, animal friendship, speak with animals, wildsense*
5th	*conjure animals, water breathing*
7th	*giant insect, polymorph*
9th	*dominate, insect plague*

BEAST'S FURY

7th-Level Shifter Feature

Immediately after you take the Attack action on your turn while in beast form, you can use your bonus action to make a single unarmed strike with your claws, hooves, fangs, or whatever natural weapon suits your chosen form. This attack deals 1d6 + your PB damage, and you are considered proficient with it. You decide if this attack deals bludgeoning, piercing, or slashing damage when you first assume your beast form.

   In addition, all damage you deal with melee weapon attacks while in beast form now counts as magical damage for the purposes of overcoming resistance or immunity to nonmagical damage.

ELEMENTAL INFUSION

11th-Level Shifter Feature

By expending two uses of the Beast Form effect of your Wild Shape feature, you can infuse your chosen form with one of the four elemental powers described here. Alternatively, you can use your reaction to spend one use of Wild Shape while already transformed by the Beast Form effect, either infusing yourself with one of the following powers or changing which power is active.

Air

You gain a 90-foot flying (hover) speed and are resistant to lightning and thunder damage. You gain the following action:

- *Whirl (Recharge 4–6).* Each Large or smaller creature within 5 feet of you must make a STR save (DC 10 + your PB). On a failure, a target takes 3d8 + your PB bludgeoning damage and is flung up to 20 feet away

from you in a random direction and knocked prone. If a thrown target strikes a solid surface, it takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target lands in the same space as another creature, that creature must succeed on a DC 13 DEX save or take the same damage and be knocked prone. The target is then prone in an adjacent unoccupied space. If the target's STR save is successful, a target takes half damage and isn't flung or knocked prone.

Earth

You gain a 30-foot burrowing speed and can burrow through nonmagical, unworked earth and stone without disturbing the material you move through. You gain tremorsense to a range of 60 feet and are resistant to bludgeoning, piercing, and slashing damage. Melee attacks you make deal double damage to objects and structures.

Fire

You shed bright light in a 30-foot-radius and dim light for an additional 30 feet. You are immune to fire damage. Melee attacks you make deal an additional 1d8 fire damage. When you deal fire damage to a flammable creature or object, you can choose whether it ignites—an ignited target takes 5 (1d10) fire damage at the start of each of its turns until a creature uses an action to douse it. Your GM determines what constitutes a flammable creature or object.

Water

You gain a 90-foot swimming speed and can breathe underwater. You are resistant to cold and poison damage. You gain the following action:

- *Wave (Recharge 4–6).* Each creature within 5 feet of you must make a STR save (DC 10 + your PB). On a failure, a target takes 2d8 + your PB bludgeoning damage. If a target is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe in water. On a successful STR save, a creature takes half damage and isn't grappled. At the start of each of your turns, each target grappled by you takes 2d8 + your PB bludgeoning damage. A creature within 5 feet of a grappled target can pull it out of the grapple if it expends an action to attempt a DC 14 STR (Athletics) check—freeing the target on a success.

MANIFOLD MIND

15th-Level Shifter Feature

You can now cast Primordial spells while in beast form, and your form doesn't hinder performing the somatic and verbal components of spells. You must still provide any required material components as normal.

FIGHTER

There are many ways to build a fighter, but at the end of the day, their talents shine brightest in the thick of a fight. Whether archer, knight, wrestler, or general, your class options are designed to make you the best at dishing out damage with your favorite weapons.

What fighters are good at is written on the label. Your class gives you more options than just standing and swinging to hit, however. Use weapon options to change up a fight and make things easier for the less martially inclined party memebers.

FIGHTERS AS ADVENTURERS

Fighters are capable and hardy, and they excel at combat—all qualities well-suited to life as an adventurer. With the diverse weapon and armor options available, they can easily thrive on the frontlines of combat or decimate foes from afar with ranged attacks.

While everyone benefits from having a fighter at their side in combat, fighters often serve as a grounding force in adventuring parties. A fighter's skills are recognizable across numerous cultures and communities. This can make them more relatable to common folk who understand skill with a weapon more than rarefied magic use.

CLASS FEATURES

As a fighter, you have the following class features.

HIT POINTS

Hit Dice: 1d10 per fighter level

Hit Points at 1st Level: 10 + your CON modifier

Hit Points at Higher Levels: 1d10 (or 6) + your CON modifier per fighter level after 1st

PROFICIENCIES

Armor: All armor and shields

Weapons: Simple weapons, martial weapons

Tools: None

Saves: STR, CON

Skills: Choose two from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

STARTING EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) chain mail or (b) leather armor, longbow, and 20 arrows
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a light crossbow and 20 bolts or (b) two handaxes
- (a) a dungeoneer's pack or (b) an explorer's pack

LAST STAND

1st-Level Fighter Feature

When you take damage that would reduce your hit points to less than half your hit point maximum (rounded down), you can use your reaction to spend hit dice, up to a number equal to your PB. Immediately roll those hit dice. You regain hit points equal to the sum of all dice rolled + your CON modifier.

MARTIAL ACTION

1st-Level Fighter Feature

Your tactical expertise allows you to act quickly on the battlefield. You can take a bonus action on each of your turns in combat to perform a weapon option (see **Weapon Options** in **Chapter 5**) or one of the martial actions granted by this feature.

Choose one of the following martial actions that you know.

FIGHTER PROGRESSION

LEVEL	PB	FEATURES
1st	+2	Last Stand, Martial Action
2nd	+2	Action Surge
3rd	+2	*Fighter Subclass*
4th	+2	Improvement
5th	+3	*Multiattack (2/Attack Action)*
6th	+3	*Improvement*
7th	+3	Subclass Feature
8th	+3	*Improvement*
9th	+4	*Multiattack (3/Attack Action)*
10th	+4	Heroic Boon
11th	+4	Subclass Feature
12th	+4	*Improvement*
13th	+5	*Action Surge (2/Rest)*
14th	+5	*Improvement*
15th	+5	Subclass Feature
16th	+5	*Improvement*
17th	+6	*Multiattack (4/Attack Action)*
18th	+6	Action Surge (3/Rest)
19th	+6	*Improvement*
20th	+6	*Epic Boon*

Aim

Requires Wielding a Ranged or Thrown Weapon

As a bonus action, you take the time to increase the effectiveness of your next ranged weapon attack. Select one target you can see. If you make a ranged weapon attack against that target before the end of your turn, double your PB for the first attack roll.

Guard

Requires Wielding a Shield

As a bonus action, you raise your shield to intercept incoming attacks. Select one enemy creature within 5 feet of you. That creature has disadvantage on the first attack roll it makes against you or an ally within 5 feet of you before the start of your next turn.

FIGHTER QUICK BUILD

To quickly create a fighter, follow these steps during character creation:

- For ability scores, prioritize STR and then either INT (if you plan to take Spell Blade subclass) or DEX.
- For lineage and heritage, choose any combination you like.
- For background and talent, choose Soldier and either Combat Casting (if you plan to take Spell Blade subclass) or Combat Conditioning.

Quick Strike

Requires Wielding Two Light Weapons

After you take the Attack action on your turn and attack with a Light melee weapon that you're holding in one hand, you can use a bonus action to make two attacks with a different Light melee weapon that you're holding in the other hand—instead of the one attack typically granted by two-weapon fighting. Don't add your ability modifier to the damage of these additional attacks unless the modifier is negative.

Wind Up

Requires Wielding a Heavy or a Versatile Melee Weapon
with Both Hands

As a bonus action, you ready a powerful attack against a nearby target. Select one target you can see within 10 feet of you. If you hit that target with a melee weapon attack before the end of your turn, the first such attack deals extra damage equal to your PB (of the same damage type as the weapon).

ACTION SURGE

2nd, 13th, and 18th-Level Fighter Feature

When the need is great, you push your body to its absolute limit. On your turn, you can activate this feature to gain another action—in addition to the action and possible bonus action you regularly get on your turn.

Once you use this feature, you must complete a short or long rest before you can use it again. Starting at 13th level, you can use it twice before a rest but only once on the same turn. At 18th level, you can use it three times before a rest but only once on the same turn

FIGHTER SUBCLASS

3rd, 7th, 11th, and 15th-Level Fighter Feature

Choose a subclass that reflects your role in battle, either Spell Blade or Weapon Master (detailed at the end of this class). Your choice grants you features at 3rd, 7th, 11th, and 15th level.

IMPROVEMENT

4th, 6th, 8th, 12th, 14th, 16th, and 19th-Level Fighter Feature
Choose one of the following improvements (ability scores can't be raised above 20 with this feature):

- Increase a single ability score by 2.
- Increase two different ability scores by 1 each.
- Increase one ability score by 1 and select a talent from the martial talents list (see **Martial Talents** in **Chapter 4**).

MULTIATTACK

5th, 9th, and 17th-Level Fighter Feature

Your physical prowess has grown. On your turn, you can make two attacks when you take the Attack action.

Starting at 9th level, you can make three attacks when you take the Attack action. At 17th level, you can make four.

HEROIC BOON

10th-Level Fighter Feature

Your commitment to the fighter's path grants you a powerful new ability. Choose one of the following heroic boons:

- **Defiant.** When you fail a save, you can instead choose to succeed on the save. You can use this feature once and regain the use of it when you finish a long rest. You can use it twice before a long rest at 13th level, and three times at 17th.
- **Unstoppable.** When you start your turn, you can choose to end one of the following conditions affecting you: blinded, charmed, frightened, incapacitated, paralyzed, or stunned. You can use this feature a number of times equal to your PB, and you regain all expended uses when you finish a long rest.

EPIC BOON

20th-Level Fighter Feature

Your commitment to the fighter's path grants you a powerful new ability. You gain the following epic boon:

- **Turn the Tide.** Once on each of your turns, when you hit a creature or object with a weapon attack on your turn, you can cause the attack to deal additional damage (of the same damage type as the weapon) equal to your STR or DEX score (your choice). The attack's damage ignores resistance and immunity, and it can't be reduced or avoided by any means.

FIGHTER SUBCLASSES

As you develop mastery, you gain new abilities that support your preferred combat tactics. The subclass you choose represents your specialized training in pursuit of ever-greater martial might.

SPELL BLADE

Fighters of the Spell Blade discipline view fighting with swords and sorcery as a logical marriage of power. For you, magic can be wielded as a weapon, and honing your mind is just as important as honing your body.

ARCANE SPELLCASTING

3rd-Level Spell Blade Feature

You enhance your martial prowess with the ability to cast Arcane spells. See Spell Rules in **Chapter 7: Spellcasting** for the general rules of spellcasting and the Arcane spell list.

Cantrips

At 3rd level, choose two cantrips to learn from the Arcane spell list. You choose more Arcane cantrips to learn at higher levels, as shown in the Cantrips Known column of the **Spell Blade Progression** table.

Casting Spells

You know a small number of spells and can cast any of them by using an Arcane spell slot of the spell's circle or higher. You don't need to prepare spells ahead of time.

SPELL BLADE PROGRESSION				ARCANE SPELL SLOTS BY CIRCLE			
FIGHTER LEVEL	FEATURES	CANTRIPS KNOWN	SPELLS KNOWN	1ST	2ND	3RD	4TH
3rd	Arcane Spellcasting, Enchant Weapon (+1), Expanded Talent List	2	3	2	—	—	—
4th	—	2	4	3	—	—	—
5th	—	2	4	3	—	—	—
6th	—	2	4	3	—	—	—
7th	Spell Multiattack	2	5	4	2	—	—
8th	—	2	6	4	2	—	—
9th	—	2	6	4	2	—	—
10th	—	3	7	4	3	—	—
11th	Enchant Weapon (+2), Follow Through	3	8	4	3	—	—
12th	—	3	8	4	3	—	—
13th	—	3	9	4	3	2	—
14th	—	3	10	4	3	2	—
15th	Charged Strike, Enchant Weapon (+3)	3	10	4	3	2	—
16th	—	3	11	4	3	3	—
17th	—	3	11	4	3	3	—
18th	—	3	11	4	3	3	—
19th	—	3	12	4	3	3	1
20th	—	3	13	4	3	3	1

The **Spell Blade Progression** table shows how many spells you know and how many spell slots you have at a given level. For example, at 7th level, you have four 1st-circle slots and two 2nd-circle slots. If you know the 1st-circle spell *shield* and have a 1st-circle and a 2nd-circle spell slot available, you can cast *shield* using either slot. If you use a 1st-circle slot, you have three 1st-circle slots remaining.

You regain all used spell slots when you finish a long rest.

Spells Known of 1st Circle and Higher

At 3rd level, choose three 1st-circle spells from the Arcane spell list that you know, two of which must be from either the abjuration or evocation schools.

The Spells Known column of the **Spell Blade Progression** table shows when you learn additional Arcane spells. Each spell you choose must be an abjuration or evocation spell and from a circle for which you have Arcane spell slots.

In addition, when you gain a level of fighter, you can choose one Arcane spell you know and replace it with another spell of your choice from the Arcane spell list. The replacement spell must be of a circle for which you have Arcane spell slots, and it must be an abjuration or evocation spell—unless you're replacing the third spell you gained at 3rd level.

Spellcasting Ability

Intelligence (INT) is your spellcasting ability. Your INT modifier determines the save DC or the attack modifier for certain spells you cast:

> **Spell save DC** = 8 + your proficiency bonus (PB)
> + your INT modifier
>
> **Spell attack modifier** = your proficiency bonus (PB)
> + your INT modifier

ENCHANT WEAPON

3rd, 11th, and 15th-Level Spell Blade Feature

A crucial step on the path of the spell blade is learning to imbue your weapons with magical power. If you spend 1 hour of uninterrupted focus in contact with a weapon (which can be done during a rest) you can imbue that weapon with a limited form of enchantment. This enchantment lasts until you either choose to end it or use this feature to enchant a different weapon.

Your enchanted weapon functions as a magic weapon with the following properties:

- If it is on the same plane of existence as you, you can use a bonus action to summon the weapon. When you do so, the weapon instantly appears in your hand.
- You have a +1 bonus to attack and damage rolls made with it. If the weapon would normally grant a magical bonus to attack and damage rolls, your enchantment bonus stacks with the weapon's existing bonus.

Creatures who handle or inspect the enchanted weapon can tell it isn't a true magic item (unless the weapon was magic to begin with). Otherwise, it follows the rules of a typical magic item (see **Magic Items** in **Chapter 5**).

Starting at 11th level, the bonus increases to +2. At 15th level, it becomes +3.

EXPANDED TALENT LIST

3rd-Level Spell Blade Feature

When you gain a new talent, you can select it from either the magic or the martial talents list (see **Talents** in **Chapter 4**).

SPELL MULTIATTACK

7th-Level Spell Blade Feature

When you use your Multiattack class feature to make multiple attacks with the Attack action, you can replace one of those attacks with the casting of a cantrip that you know with a casting time of 1 action. You can't cast more than one cantrip in one Attack action in this way.

FOLLOW THROUGH

11th-Level Spell Blade Feature

When you take the Cast a Spell action, you can make a single weapon attack as part of that same action, provided a target is within range.

CHARGED STRIKE

15th-Level Spell Blade Feature

You can add your INT modifier (minimum of +1) to the damage of your melee weapon attacks in addition to either your STR or DEX modifier.

In addition, any damage you deal with a weapon is considered magical.

WEAPON MASTER

Most fighters feel a deep connection to their weapons, but none more so than the Weapon Master. For them, a favored bow or blade is a natural extension of their body and a trusted ally. Fighters who pursue this subclass learn to use their chosen arms with efficiency and artistry.

WEAPON MASTER PROGRESSION

FIGHTER LEVEL	FEATURES
3rd	Mastery, Stunts
7th	Deadly Flourish
11th	Advanced Stunts
15th	Grand Finale

MASTERY

3rd-Level Weapon Master Feature

Choose three types of simple or martial weapons with which you have proficiency. You have mastered the use of those three weapons.

Once per turn, when you roll damage for an attack with a weapon you have mastered, you can reroll the weapon's damage dice and use either result.

Alternatively, once per turn, when you use a weapon option (see **Weapon Options** in **Chapter 5**) for a weapon that you have mastered, you can roll the attack's damage even if the weapon option doesn't normally allow it.

STUNTS

3rd-Level Weapon Master Feature

As part of your training, you've learned to use unique tactics with certain weapons. You gain access to special maneuvers called stunts.

To use a stunt, you must wield a weapon that matches the weapon type listed in the stunt description (if one is listed). You can only use one stunt per turn. You gain access to advanced stunts at higher levels.

All stunts listed are available to you at 3rd level. You can perform stunts a number of times equal to your PB + 1. After that, you must finish a short or long rest to regain expended uses.

Saves. Some stunts require your target to make a save to resist its effects. The save DC for these stunts is calculated as follows:

Stunt save DC = 8 + your proficiency bonus (PB) + your STR or DEX modifier (your choice)

Stunts are presented in alphabetical order.

Arcing Strike

Requires a Heavy Melee Weapon

When you deal damage with a heavy weapon wielded in both hands, you can also deal half the damage you dealt to a different target within reach that you can see. If the second target is an object, it takes the full damage instead. You can decide to use this after you know your damage roll.

Cheap Shot

Requires a Melee Weapon

When you successfully hit a target with a melee weapon as part of the Attack action, you can immediately make an unarmed strike against that target as part of the same Attack action.

Make It Count

When you take the Attack action, you can make a single weapon attack with a +10 to the attack roll. On a hit, the attack deals additional damage equal to your fighter level. You can't make additional attacks as part of that Attack action, even if a feature like Multiattack would normally allow you to do so.

Parry

Requires a Melee Weapon

When a creature you can see hits you with a weapon attack, you can use your reaction to reduce the damage you take by 1d10 + your PB (to a minimum of 0 damage).

Redirect

When you miss a target with a weapon attack, you can use your reaction to immediately reroll the attack, but you must select a different target you can see within 5 feet of the original target.

Riposte

Requires a Melee Weapon

When a creature you can see within range misses you with a weapon attack, you can use your reaction to immediately make a melee weapon attack against that creature.

Straight Through

Requires a Ranged Weapon

When you deal damage with a ranged weapon attack, you can also deal half the damage you dealt to a different target you can see within 5 feet of the original target. You can decide to use this after you know your damage roll.

Tactical Retreat

Requires a Melee Weapon

When you hit a creature with a weapon as part of the Attack action, you can immediately move up to half your speed as part of the same action without provoking opportunity attacks.

DEADLY FLOURISH

7th-Level Weapon Master Feature

Attacks made with weapons you have mastered through your Mastery feature score critical hits on rolls of 19 or 20. When you score a critical hit, you can use your reaction to do one of the following:

- Make a ranged weapon attack against a number of creatures equal to your PB within 15 feet of the target hit by your critical hit.
- Make a separate melee attack against each creature within 5 feet of you.

ADVANCED STUNTS

11th-Level Weapon Master Feature

The following powerful stunts are available to you whenever you could use a stunt.

Assassin's Ambush

When you hit a creature, from which you are hidden, with a weapon attack, roll your weapon damage dice twice instead of once. On a critical hit, roll the weapon's damage dice three times instead of twice.

Bulwark

Requires a Shield

When you take damage from a spell or ability that requires a save, such as the *fireball* spell, you can use your reaction to reduce the damage dealt to you by an amount equal to your AC. Psychic damage can't be reduced by this stunt.

Felling Sweep

Requires a Heavy Melee Weapon

As an action, you can make a single melee attack that targets each creature within reach, using a single attack and damage roll.

Preemptive Strike

Requires a Melee Weapon

When a creature comes within reach of your weapon, you can use your reaction to make a single attack against it. On a hit, the target's speed is reduced by 15 feet until the start of your next turn.

Rapid Release

Requires a Ranged or Thrown Weapon

After you take the Attack action, you can use a bonus action to make an additional attack with a ranged or thrown weapon. You can draw a thrown weapon as part of the attack.

Wrestler's Clutch

Requires a Melee Weapon

When you hit a creature with a melee attack, the creature must succeed on a STR save or become grappled by you. While this grapple persists, stunts you use against the grappled creature don't expend uses of your Stunts feature. This grapple ends if you attack another creature, the target escapes, or you end it (no action required).

GRAND FINALE

15th-Level Weapon Master Feature

When you roll initiative and have no uses of your Stunts feature remaining, you can regain 3 uses. You must complete a long rest before you can use this feature again.

MECHANIST

Mechanists are inventors, makers, and engineers, interested in the composition of material objects and in the components of creation itself. While others dedicate their lives to mastering magic or science, the mechanist sees such forces as flexible components within a grander design. To walk the path of the mechanist is to open the back of the universe, observe its moving parts, and restructure them as suits your needs.

Mechanist is a class that invites creative interpretation by players. Your class can hold up in combat, but finding ways to use the items and objects around you brings out the aspects that make this class shine.

MECHANISTS AS ADVENTURERS

Mechanists are capable warriors with an arsenal of magical tricks. With a little creativity, a mechanist can create items or tools to suit any purpose, whether creating weapons that exploit a foe's weakness, conjuring a device to save a falling friend, or enhancing a vehicle to reach a destination in record time.

CLASS FEATURES

As a mechanist, you have the following class features.

HIT POINTS

Hit Dice: 1d10 per mechanist level

Hit Points at 1st Level: 10 + your CON modifier

Hit Points at Higher Levels: 1d10 (or 6) + your CON modifier per mechanist level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, and shields

Weapons: Simple weapons, martial weapons

Tools: Tinker tools and two additional tools your choice

Saves: CON, INT

Skills: Choose two from Arcana, History, Investigation, Perception, and Sleight of Hand

STARTING EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (*a*) a martial weapon and a shield or (*b*) two simple weapons
- Light crossbow and 20 bolts
- (*a*) scale mail or (*b*) leather armor
- Tinker tools and a dungeoneer's pack

EYES OF THE MAKER

1st-Level Mechanist Feature

When you touch a magic item or some other magic-imbued object, you learn its properties and how to use it, 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.

SHARD OF CREATION

1st-Level Mechanist Feature

You learn how to craft a shard of creation, which is a Tiny magical object with many uses that appears on your person. In its base state, the shard appears as a constantly shifting, fluid-like bundle of plasma.

The shard vanishes instantly if you are slain or if it is not in your possession for more than 24 consecutive hours. If the shard is destroyed or you lose it, you can perform a 1-hour ritual to create a replacement. This ritual can be performed as part of a short or long rest.

The shard has a number of charges equal to your INT modifier (minimum of 1), and you regain all expended charges when you finish a long rest. Charges can be spent to activate the following properties.

Inspire

When you make an ability check while touching the shard (regardless of its current form), you can spend 1 charge to roll a d6 and add the number rolled to your check result.

MECHANIST QUICK BUILD

To quickly create a mechanist, follow these steps during character creation:

- For ability scores, prioritize INT and then either STR or DEX (depending on if you want to focus on melee or ranged weapons).
- For lineage and heritage, choose any combination you like.
- For background and talent, choose Maker and Trade Skills.

Transform

While touching the shard, you can use an action to transform it into any type of nonmagical weapon or shield or into any object of Medium size or smaller. The object appears in an unoccupied space within 10 feet of you, but the chosen space must contain a surface or liquid capable of supporting the object. If the object you create is of an appropriate size to be worn or held, you can choose for the object to appear in your hand or on your person. The total value (in gold pieces) of an object created can't be more than 20 × your mechanist level.

MECHANIST PROGRESSION

LEVEL	PB	AUGMENT EFFECTS KNOWN	AUGMENTED ITEMS	FEATURES
1st	+2	—	—	Eyes of the Maker, Shard of Creation
2nd	+2	2	3	Augment, Efficient Action
3rd	+2	3	3	Mechanist Subclass
4th	+2	3	3	Improvement
5th	+3	4	4	Multiattack (2/Attack Action)
6th	+3	4	4	Rapid Augment
7th	+3	5	4	Subclass Feature
8th	+3	5	4	Improvement
9th	+4	6	5	Greater Creation
10th	+4	6	5	Heroic Boon
11th	+4	6	5	Subclass Feature
12th	+4	7	5	Improvement
13th	+5	7	6	Engineer's Insight
14th	+5	7	6	Ranged Augment
15th	+5	8	6	Subclass Feature
16th	+5	8	6	Improvement
17th	+6	8	7	Always Prepared
18th	+6	9	7	Perfect Creation
19th	+6	9	7	Improvement
20th	+6	9	7	Epic Boon

A transformed shard remains in its new form until you die, use an action to return it to its original state, or use an action to transform it again. No matter what shape the shard assumes, those who handle the shard can sense something strange about its nature. The shard can't be passed off as a typical item for purposes of buying and selling.

AUGMENT

2nd-Level Mechanist Feature

You gain the ability to channel magical energy into items. To use this ability, you must spend 1 hour focusing on the item that you wish to augment while remaining in physical contact with it (which can be done as part of a short or long rest).

You gain two augment effects of your choice. Augment effect options are detailed at the end of the class description. At certain mechanist levels, you gain additional augment effects of your choice, as shown in the Augment Effects Known column of the **Mechanist Progression** table.

When you use this ability, choose an effect from those you know. Regardless of the effect, an augmented item is considered a magic item while the effect remains active. You can apply these effects to existing magic items, and any bonuses or features granted by an augment effect stack with any properties a magic item already possesses.

Unless specified otherwise, a chosen effect lasts indefinitely, but as an action, you can touch an item to end an ongoing effect that you created. You can have effects active on multiple items, provided you spend the required time focusing on each item individually. However, an item can only bear one effect at a time. Multiple uses of the same effect don't stack.

The maximum number of items you can affect with this feature at one time is listed in the Augmented Items column of the **Mechanist Progression** table. If you try to exceed your maximum, you must choose an ongoing effect to end.

You can also augment your transformed shard of creation, provided its form meets the requirements for the chosen effect. The effect remains with the shard when it transforms as long as the new form remains compatible—if not, the effect immediately ends.

EFFICIENT ACTION

2nd-Level Mechanist Feature

Your mechanical expertise allows you to use items more efficiently in the chaos of battle. You can use a bonus action to take the Use an Object action (see **Actions in Combat** in **Chapter 6**) or to perform a weapon option (see **Weapon Options** in **Chapter 5**).

MECHANIST SUBCLASS

3rd, 7th, 11th, and 15th-Level Mechanist Feature

Choose a subclass that reflects your relationship to your craft, either Metallurgist or Spellwright (detailed at the end of this class). Your choice grants you features at 3rd, 7th, 11th, and 15th level.

IMPROVEMENT

4th, 8th, 12th, 16th, and 19th-Level Mechanist Feature

Choose one of the following improvements (ability scores can't be raised above 20 with this feature):

- Increase a single ability score by 2.
- Increase two different ability scores by 1 each.
- Increase one ability score by 1 and select a talent from either the martial or the technical talents list (see **Talents** in **Chapter 4**).

MULTIATTACK

5th-Level Mechanist Feature

Your physical prowess has grown. On your turn, you can make two attacks when you take the Attack action.

RAPID AUGMENT

6th-Level Mechanist Feature

You can now use your Augment feature more rapidly. As a bonus action, you can touch an item and imbue it with a known augment effect of your choice. You remain bound by all other restrictions of the Augment feature, including number of items.

You can use your Rapid Augment feature a number of times equal to your INT modifier and regain all expended uses when you finish a long rest.

GREATER CREATION

9th-Level Mechanist Feature

Your growing insight into the nature of reality allows you greater control over your Shard of Creation feature. You receive the following enhancements to its given properties.

Inspire
Your bonus to ability checks is now 1d8 (instead of 1d6).

Transform
You can now transform the shard into any Large or smaller tool or nonmagical object. All other restrictions still apply, including the limit on the gold piece value.

HEROIC BOON

10th-Level Mechanist Feature

Your commitment to the mechanist's path grants you a powerful new ability. Choose one of the following heroic boons:

- **Curse of Unmaking.** As an action, you can make a melee spell attack using your augment attack modifier (see **Augment Effects**) against a creature or item within reach. On a successful hit, the target becomes cursed so that it is vulnerable to all damage. If the target

is a creature, it can attempt a CON save against your augment save DC (see **Augment Effects**) each time it takes a new instance of damage, ending the curse on a success. Once you use this feature, you must finish a long rest before you can use it again.

- **Mend the Broken.** As an action, you touch a creature or item and cause it to magically regain a number of hit points equal to 5 × your mechanist level. This effect also repairs any catastrophic damage suffered by the target, such as lost limbs, missing parts, or other harm that would ordinarily be irreparable. If the item doesn't have a hit point total, your touch restores it to working order as best it can with the pieces available. This feature can't restore expended charges on magic items or restore magical properties to nonmagical items that were once magical. Once you use this feature, you must finish a long rest before you can use it again.

ENGINEER'S INSIGHT

13th-Level Mechanist Feature

As long as you have at least 1 minute of uninterrupted focus on a task, when you make an ability check, treat any d20 roll of 9 or lower as though you rolled a 10.

Normal activity like moving doesn't interrupt focus, but attacking, taking damage, or participating in anything that requires initiative order does interrupt focus.

RANGED AUGMENT

14th-Level Mechanist Feature

You can now use your Rapid Augment feature on items you can see within 60 feet of you. (You no longer need to touch them.)

In addition, if an effect from your Augment feature would typically require you to touch the item to activate its properties, you no longer need to do so as long as the item is within 60 feet of you. You don't need to see the item to activate its properties in this way.

ALWAYS PREPARED

17th-Level Mechanist Feature

When you would take damage from an attack, you can use a reaction to take the Use an Object action.

PERFECT CREATION

18th-Level Mechanist Feature

Your growing insight into the nature of reality allows you greater control over your Shard of Creation feature. You receive the following enhancements to its given properties.

Inspire
Your bonus to ability checks is now 1d10 (instead of 1d8).

Transform
You can now transform the shard into any item—including structures and vehicles—of Huge size or smaller. You are no longer bound by any cost restrictions when choosing a form.

EPIC BOON

20th-Level Mechanist Feature

Your commitment to the mechanist's path grants you a powerful new ability. You gain the following epic boon:

- **Creative Engine.** You gain a +1 bonus to your saves for each effect from your Augment feature currently active on items within 60 feet of you. If you fail a save while any of those items are within 60 feet of you, you can automatically end one of those effects (your choice) to succeed on the save instead.

AUGMENT EFFECTS

This section lists the effects available for mechanists to learn and use with their Augment feature. Each option lists the type of item required for the effect to function and provides a description of how the effect works. Any effects that require an action to activate their properties can be activated with the Use an Object action.

Some effects require you to make an attack roll or require your target to make a save. The attack bonus and save DC for these is calculated as follows:

> **Augment save DC** = 8 + your proficiency bonus (PB) + your Intelligence (INT) modifier
>
> **Augment attack modifier** = your proficiency bonus (PB) + your Intelligence (INT) modifier

ADHESIVE

Item Requirement: Large or Smaller Equipment or Object that Isn't Being Worn or Held

You imbue an item with the ability to stick to surfaces. While the item is within 30 feet of you, you can use an action to speak a command word and affix the item to a solid surface it is touching. The chosen surface can't be part of a creature.

While affixed, the item can support up to 1,000 pounds of weight. If additional weight is added, the item detaches from the surface (falling or moving as appropriate).

A creature can spend an action to attempt to remove the affixed item with a STR (Athletics) check. The DC for this check equals 8 + your PB + your INT modifier. If a creature succeeds on this check, the item detaches from the surface.

If the item isn't forcefully detached, it remains attached for 24 hours or until you use an action to detach it. If the item is detached by any means, its adhesive properties can't be activated again until you finish a long rest.

COLLAPSIBLE

Item Requirement: Large or Smaller Item that Isn't Being Worn, Held, or Fixed in Place

You imbue an item with the ability to become smaller. While you touch the item, you can use an action to reduce its size. When you do so, the target is halved in all dimensions, its weight is reduced to 1/8 of normal, and it decreases its size category by one, such as from Medium to

Small. The target's size can't be reduced further by multiple uses of this feature. As an action, you can touch the target and cause it to return to its original size.

At Higher Levels. Once you reach 9th level in the mechanist class, you can affect Huge or smaller items that meet the other requirements.

DETECTING

Item Requirement: Goggles, Glasses, Spyglass, or Similar Equipment or Object with a Transparent Surface

You imbue an item with magical capabilities to enhance perception. While you touch the item, you can use an action to activate one of the listed effects. You must equip, wear, or actively look through the augmented item to gain the benefit of the chosen effect:

- **Darkvision.** You gain darkvision out to a range of 30 feet.
- **Invisi-Vision.** You can see invisible creatures and items as if they were visible. You are also aware of any creatures within 30 feet of you or if any creatures come within 30 feet of you, regardless of lighting conditions.
- **Magic Vision.** You gain the benefits of the *detect magic* spell within 30 feet of you.
- **X-Ray Vision.** You gain the ability to see through solid material within 30 feet of you. To you, solid items within that radius appear transparent and don't prevent light from passing through them. The vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances block your vision, as does a thin sheet of lead.

While the augmented item is activated, you can use an action to deactivate it or switch the type of vision the item bestows. You can keep the item activated for up to 1 minute, all at once or in several shorter spans, each one using a minimum of 6 seconds (1 round) from the duration. The effect fully recharges when you finish a long rest.

At Higher Levels. Once you reach 9th level in the mechanist class, the range of all vision effects increases to 60 feet.

EMPOWERED

Item Requirement: Weapon

You imbue a weapon with offensive power. The weapon gains a +1 bonus to attack and damage rolls. If it wasn't already magical, it is now. If it was already magical, this bonus stacks with any existing bonuses.

At Higher Levels. Once you reach 9th level in the mechanist class, the attack and damage bonus increases to +2. At 15th level, it becomes +3.

ILLUSIVE

Item Requirement: Large or Smaller Item

You imbue an item with the ability to mask its true appearance. While you touch the target, you can use an

action to cause the item to appear as a different item of the same size and general composition. You can't use this feature to change a target's overall nature. For instance, a vehicle must always appear as another kind of vehicle, and equipment must appear as some other kind of equipment. Otherwise, the extent of the illusion is up to you.

The change in appearance doesn't hold up to physical inspection. For example, if you use this effect to make a sharpened sword seem dull, anyone who touched the blade would be harmed as if they touched a fine-edged blade.

To discern whether an item is disguised, a creature can use its action to inspect the item and must succeed on an INT (Investigation) check against your augment save DC.

At Higher Levels. Once you reach 9th level in the mechanist class, you can affect Huge or smaller items.

LOADING

Item Requirement: Weapon with the Ammunition Property

You imbue an item with the ability to conjure magic ammunition. When you wield the weapon, an appropriate piece of ammunition magically appears in place as you attack. Any damage dealt by this ammunition is considered magical.

If you use this effect on a weapon with the Loading property, you don't need to spend any time reloading the weapon.

PHOSPHORESCENT

Item Requirement: Small or Smaller Item that Can Be Worn or Held

You imbue an item with the ability to glow. While the item is on your person, you can use an action to cause the item to emit bright light in a 20-foot radius and dim light for an additional 20 feet. When you first activate the item, you can choose whether this light shines normally or whether it can only be seen by a number of creatures of your choice within 30 feet of you. The maximum number of creatures you can include equals your INT modifier. The light can be any color you choose.

You can cause the item to stop emitting light at any time (no action required).

At Higher Levels. Once you reach 9th level in the mechanist class, the radius increases to bright light in a 30-foot radius and dim light for an additional 30 feet. You can choose for the bright light to be sunlight (see **Vision and Obscured Areas** in **Chapter 6**).

PROPULSIVE

Item Requirement: Armor (not Shields) or Small or Smaller Object that Can Be Worn

You imbue an item with the ability to increase the wearer's speed. While wearing the augmented item, your base movement speed is increased by 5 feet.

In addition, while you wear the item, you can use an action to move vertically up to 10 feet and remain suspended there for up to 1 minute. You can repeat this action on subsequent turns, rising up to an additional 10 feet each time you do so.

While suspended, you can move only by pushing or pulling against a fixed item or surface within reach (such as a wall or ceiling), which allows you to move as if you were climbing. When this effect ends or you choose to end it (no action required), you float gently to the ground if you are still aloft, and you can't activate this Augment effect again until you finish a long rest.

At Higher Levels. Once you reach 9th level in the mechanist class, the movement speed bonus increases to 10 feet. At 15th level, it becomes 20 feet.

TYPES OF ITEMS

Mechanist rules refer to items and sub-categories of items at various times, and those differences are important, so a clear understanding of the terms can help keep things on track. See the **Interacting with Items** section in **Chapter 6** for more detail on different types of items.

Item: This broad category includes many kinds of physical materials. All equipment, objects, structures, and vehicles are items. Most nonliving, constructed things a PC could encounter are items. Items can be divided into sub-categories:

- **Equipment:** A piece of equipment is a specific type of item that can be worn or wielded by PCs, such as most of the weapons, armor, tools, and adventuring gear described in **Chapter 5**.

- **Object:** An object is a broad type of item that includes everyday things such as a barrel, a length of rope, or an iron door. An object typically has a size, hit points, and armor class, and it can be interacted with and broken. Reviewing **Object and Structure Statistics** section in **Chapter 5** is helpful for understanding objects.

- **Structure:** A structure is a type of item that is similar to an object, but it is usually large in scale and immobile, such as a wall, hut, or well. It typically has a size, hit points, and armor class, and it can be interacted with and destroyed. Reviewing the **Object and Structure Statistics** section in **Chapter 5** is also helpful for understanding structures.

- **Vehicle:** A vehicle is a type of item with its own stat block and governed by distinct mechanics, such as a boat or wagon. See **Vehicles** in **Chapter 5** for more details.

PROTEAN

Item Requirement: Weapon

You imbue a weapon with the ability to change its damage type. When you successfully deal damage with the augmented weapon, you can replace the weapon's damage type with another type of your choice. Damage altered in this way is always considered magical for purposes of overcoming resistances and immunities.

   You can use this augment effect a number of times equal to your PB and regain all expended uses when you finish a long rest.

REACTIVE

Item Requirement: Large or Smaller Item that Isn't Being Worn, Held, or Fixed in Place

You imbue an item with the ability to detect specific triggers and react in one of several ways. While you touch the item, you can use an action to set or change the item's trigger and reaction.

   You can set the item to trigger when a creature you specify comes within 30 feet of it. This can be a specific creature you have met, such as "Jon the messenger," a general visual description, such as "anyone wearing a city watch uniform," or a creature type, such as "Celestials." Your GM has final say on what is reasonable for a trigger.

   When triggered, you instantly become mentally aware that the item has been triggered, and the item can react in one of the following ways. At your GM's discretion, an item might be able to react in other comparable ways:

   Recording. The item begins to record everything it can "see" and "hear" within 60 feet of it for the next hour, perceiving as a creature with typical vision or hearing could. After 1 hour, the item ceases to record new information and stores the recording until the item is no longer augmented or until you use an action to set a new trigger or reaction. While a recording is stored, you or any creature of your choosing can touch the item to mentally see and hear anything contained in the recording.

   Sound. The item emits a sound for up to 1 minute that can be heard to a range of 60 feet (you choose quality and range), such as the sound of ringing bells or a set of bird calls. Alternatively, you can cause it to emit a pre-determined message of 25 words or less in your own voice.

   At Higher Levels. Once you reach 9th level in the mechanist class, the item can react when a specified creature comes within 60 feet of it.

REINFORCED

Item Requirement: Item with Hit Points

You fortify an item. The target's hit points and hit point maximum increase by an amount equal to 5 × your mechanist level. If the item is destroyed while this effect is active, the effect ends.

RETURNING

Target: Equipment or Object that Can Fit in the Hand and Isn't Being Worn or Held

You imbue an item with the ability to return to your hand. While the augmented item is within 60 feet, you can cause it to instantly teleport into your hand (no action required). You must have at least one hand free for this ability to function.

   At Higher Levels. Once you reach 9th level in the mechanist class, you can affect an item up to 120 feet away from you. At 15th level, you can affect an item anywhere on the same plane as you.

REPELLANT

Item Requirement: Shield

You imbue an item with the ability to repel attackers. When a Large or smaller creature hits you with a melee attack, you can use your reaction to force the target to make a STR save against your augment save DC. On a failure, the creature is pushed 15 feet away from you. If the creature encounters a solid surface (like a wall) before moving the full amount, it takes 1d6 bludgeoning for each 10-foot increment it moved.

   At Higher Levels. Once you reach 9th level in the mechanist class, a target that fails its save is pushed 30 feet away from you.

MECHANIST SUBCLASSES

As you perfect your craft, you gain new abilities that reflect the specific ways you've learned to restructure the forces of the universe. Your choice of subclass speaks to the kinds of mystic creations you excel at making.

METALLURGIST

Mechanists who pursue the Metallurgist's craft delight in the thrill of combat and engineered armaments. Metallurgist creations are awesome to behold in battle, though few enemies live to spread tales of their terrifying metal mechanisms.

METALLURGIST PROGRESSION

MECHANIST LEVEL	FEATURES
3rd	Augment: Absorbing, Mystic Metal
7th	Heavy Hitter (d6)
9th	Heavy Hitter (d8), Juggernaut
15th	Full Metal, Heavy Hitter (d10)

AUGMENT: ABSORBING

3rd-Level Metallurgist Feature

You gain the following unique effect for your Augment feature. This effect can't be replaced and doesn't count against the number of effects that you know, as shown in the Augment Effects Known column of the **Mechanist Progression** table.

Absorbing

Item Requirement: Armor or Shield

You empower armor or a shield with the ability to absorb and adapt to different damage types. When you take a single instance of acid, cold, fire, force, lightning, poison, or thunder damage while wearing or wielding the item, you can use your reaction to reduce the damage taken by an amount equal to twice your INT modifier. You then gain resistance to the triggering damage type for 1 minute or until you use this feature to absorb a different damage type.

You can use this feature a number of times equal to your PB, regaining all expended charges when you finish a long rest.

MYSTIC METAL

3rd-Level Metallurgist Feature

You learn to transmute armor into a mystical form. If you spend 1 hour of uninterrupted focus in contact with a nonmagical suit of armor (which can be done as part of a short or long rest), you can transmute that armor into a suit of mystic metal. The transformation lasts until you choose to end it or until you use this feature to transmute a different suit of armor.

Any ongoing effects from your Augment feature on the armor automatically end when the armor reverts to its normal state. If anyone other than you attempts to don the mystic metal, it instantly reverts to its normal state.

Once transformed, the mystic metal resembles a head-to-toe suit of metallic armor, but you choose its color, style, and other cosmetic details. Regardless of appearance, mystic metal armor is not made of natural materials such as metal or wood. Therefore, it isn't affected by magic like the *heat metal* spell or abilities like that of a rust monster. The mystic metal is lightweight and doesn't hinder movement, and you are considered proficient with it.

Your mystic metal functions as a magic suit of armor with the following properties:

- Each gauntlet of the armor functions as a simple melee weapon with the Light property (which you are proficient with). You can choose whether you use your STR or INT modifier to determine the attack bonus and damage dealt by the gauntlets. On a successful hit, a gauntlet deals 1d6 + your STR or INT modifier (your choice) magical bludgeoning damage.
- If it is on the same plane as you, you can use a bonus action to summon the armor. When you do so, you choose whether the armor appears in an unoccupied space within 5 feet of you or if it appears on you, fully donned. If you are already wearing armor when you summon the mystic metal armor, it can't appear on you.
- While worn, the armor is attached to your body and can't be removed against your will.
- While you wear the armor, your AC equals 13 + your INT modifier.

Creatures who handle or inspect the mystic metal can tell it isn't a true magic item. Otherwise, it follows the rules of a typical magic item (see **Magic Items** in **Chapter 5**).

HEAVY HITTER

7th-Level Metallurgist Feature

You learn to upgrade the offensive capabilities of your Mystic Metal feature. While wearing the armor, you gain the following benefits:

- When you deal damage with a weapon attack, you deal an additional 1d6 force damage. This extra damage increases at higher levels, becoming 1d8 at 9th level and 1d10 at 15th level.
- When you make a weapon attack, you score a critical hit on a roll of 19 or 20.

JUGGERNAUT

11th-Level Metallurgist Feature

While wearing the armor from your Mystic Metal feature, you have proficiency in the Athletics skill, and you have advantage on any check made to initiate a grapple or shove, or to perform any weapon option that requires a STR check.

In addition, if you move at least 15 feet on your turn before making a melee weapon attack, you have advantage on the attack roll.

FULL METAL

15th-Level Metallurgist Feature

While wearing the armor from your Mystic Metal feature, you can use a bonus action to transform it into a nigh-impervious state for 1 minute. If you are reduced to 0 HP, you can choose for the Full Metal feature to automatically activate (no action required).

While this state is active, you are immune to bludgeoning, piercing, and slashing damage, and you have resistance to all other damage types.

Once this state is used, you can't activate it again until you complete a long rest.

SPELLWRIGHT

Mechanists who pursue the Spellwright's craft are fascinated by the intricacies of magic and its potential to enhance their creations. Spellwrights are the enchanters, tinkers, and crafters responsible for countless magic items found across the world.

ARTIFICE INTUITION

3rd-Level Spellwright Feature

When you wield a magic weapon (including those with active effects from your Augment feature), you can use your INT instead of STR or DEX to determine the weapon's attack bonus and damage.

AUGMENT: IMBUE SPELL
3rd-Level Spellwright Feature

You gain the following unique effect for your Augment feature. This effect can't be replaced and doesn't count against the number of effects that you know, as shown in the Augment Effects Known column of the **Mechanist Progression** table.

Imbue Spell
Item Requirement: Weapon, Shield, or Object that Can Be Worn or Held

You imbue an item with spell-like offensive or defensive magical properties, choosing one of your known imbued spells (see **Imbued Spells Known**) when you do so. While holding the item, you—and only you—can take an action to produce the spell's effect from it, using your spellcasting ability (see **Spellcasting Ability**). Any imbued spell you cast in this way is always cast at the highest circle you have access to via the Maximum Circle column of the **Spellwright Progression** table. If the imbued spell requires concentration, you must concentrate as the normal spellcasting rules (see **Chapter 7: Spellcasting**). You can use an imbued spell a number of times equal to your PB, regaining expended uses when you complete a long rest.

Imbued Spells Known

When you first gain access to this feature, choose two 1st-circle spells from the abjuration or evocation school. These are your imbued spells. They can be from any source—Arcane, Divine, Primordial, or Wyrd—but they must have a casting time of 1 action. You can't cast these spells as a

normal spellcaster would, but you know these spells for the purposes of use with this feature.

You learn more imbued spells in this way as you progress in mechanist levels as shown on the **Spellwright Progression** table. Each imbued spell must be from the abjuration or evocation school and each must be from the same circle or lower as the circle listed in the Maximum Circle column. When you gain a new level of mechanist, you can replace one imbued spell you know with another spell of your choice that fits the required criteria.

Spellcasting Ability

Intelligence (INT) is your spellcasting ability. Your INT modifier determines the save DC or the attack modifier for your imbued spells:

> **Spell save DC** = 8 + your proficiency bonus (PB) + your Intelligence (INT) modifier
>
> **Spell attack modifier** = your proficiency bonus (PB) + your Intelligence (INT) modifier

ENERGY EFFICIENT
7th-Level Spellwright Feature

When you cast a spell from a magic item (including items you have augmented), you can apply one of the following applicable benefits:

- Casting the spell expends 1 fewer charge than the listed cost, to a minimum of 1 charge.
- The spell deals additional damage equal to your INT modifier (of the same damage type as the spell). If the spell has multiple targets, you choose which target takes the additional damage. Don't add this bonus more than once on the same casting.
- Double your PB when determining the spell save DC for this casting of the spell.

DEVICE SAVANT
11th-Level Spellwright Feature

Your metaphysical understanding of magic items allows you to use them with ease. You ignore all restrictions on use of magic items, including class, lineage, level requirements, or access to specific spells.

If an item requires you use of your spell save DC or spell attack modifier, use Intelligence (INT) as your spellcasting ability (see **Spellcasting Ability** in this subclass).

OVERCHARGE
15th-Level Spellwright Feature

When you cast one of your imbued spells, you can modify it in one of the following ways. Once you do so, you can't modify that same spell again until you finish a long rest:

- When you cast a spell that targets only you, you can choose to double the spell's duration.
- When you successfully hit a target with a spell attack or when a target fails to make its save against your spell, you can use your reaction to cause your spell to deal maximum damage (no roll required).

SPELLWRIGHT PROGRESSION

MECHANIST LEVEL	FEATURES	IMBUED SPELLS KNOWN	MAXIMUM CIRCLE
3rd	Artifice Intuition, Augment: Imbue Spell	2	1st
4th	—	3	1st
5th	—	4	1st
6th	—	4	1st
7th	Energy Efficient	5	2nd
8th	—	5	2nd
9th	—	6	2nd
10th	—	6	2nd
11th	Device Savant	7	2nd
12th	—	7	2nd
13th	—	8	3rd
14th	—	8	3rd
15th	Overcharge	9	3rd
16th	—	9	3rd
17th	—	10	3rd
18th	—	10	3rd
19th	—	11	4th
20th	—	11	4th

MONK

Monks are martial warriors that might hail from palatial fortresses in the sand-choked desert, forlorn island hermitages where they study the stars, or expansive communes where they toil to perfect their bodies and minds. All monks possess a near-perfect understanding of their bodies and have deeper connections to the world that are indistinguishable from magic, be it anatomical, mystical, or occult in origin.

Monk is a class that can more easily stand alone than others. Your class sports powerful attacks, strong defenses, and fast movement.

MONKS AS ADVENTURERS

Monks seek out ever greater understanding and challenges. Due to their strict adherence to personal improvement, monks are among the most self-sufficient class, prepared to take on a variety of obstacles and journeys.

Though they're capable warriors, most monks follow teachings or seek specific experiences that might not align with every party. The monk's self-reliance, strict discipline, and morality might conflict with traveling companions intent on following materialistic desires.

CLASS FEATURES

As a monk, you have the following class features.

HIT POINTS

Hit Dice: 1d8 per monk level
Hit Points at 1st Level: 8 + your CON modifier
Hit Points at Higher Levels: 1d8 (or 5) + your CON modifier per monk level after 1st

PROFICIENCIES

Armor: None
Weapons: Simple weapons, shortswords
Tools: One of your choice
Saves: STR, DEX
Skills: Choose two from Acrobatics, Athletics, History, Insight, Religion, and Stealth

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MONK QUICK BUILD

To quickly create a monk, follow these steps during character creation:

- For ability scores, prioritize DEX and then WIS.
- For lineage and heritage, choose any combination you like.
- For background and talent, choose Adherent and Mental Fortitude.

STARTING EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (*a*) any simple weapon
- (*a*) a dungeoneer's pack or (*b*) an explorer's pack
- (*a*) 10 darts or (*b*) a sling

MARTIAL ARTS

1st-Level Monk Feature

You have mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the Two-handed or Heavy property. You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield:

- You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial Arts column of the **Monk Progression** table.
- You can use DEX instead of STR for attack and damage rolls of your unarmed strikes and monk weapons.
- When you are hit by a ranged weapon attack, you can use your reaction to reduce the damage you take from the attack by 1d10 + your DEX modifier + your monk level. If you reduce the damage to 0, you can catch the
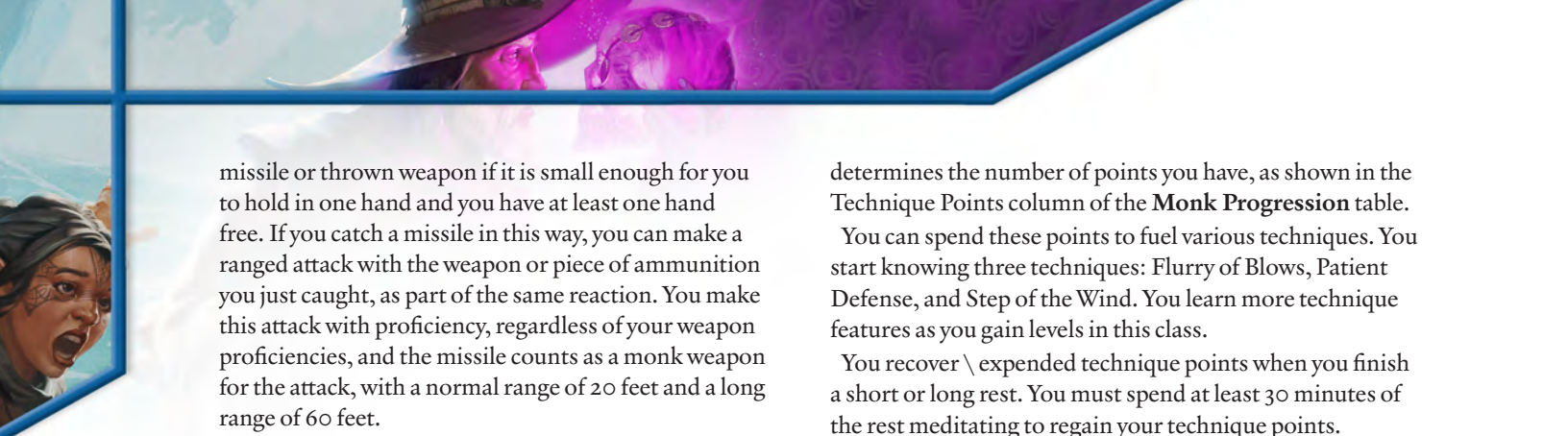
missile or thrown weapon if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack, with a normal range of 20 feet and a long range of 60 feet.

- When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

UNARMORED DEFENSE

1st-Level Monk Feature

While you are wearing no armor and not wielding a shield, your AC equals 10 + your DEX modifier + your WIS modifier.

TECHNIQUES

2nd-Level Monk Feature

Your training gives you access to special techniques that allow you to amplify and manipulate the energy within yourself and the environment. Your ability to use this energy is represented by technique points. Your monk level determines the number of points you have, as shown in the Technique Points column of the **Monk Progression** table.

You can spend these points to fuel various techniques. You start knowing three techniques: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more technique features as you gain levels in this class.

You recover \ expended technique points when you finish a short or long rest. You must spend at least 30 minutes of the rest meditating to regain your technique points.

Some of your techniques require your target to make a save to resist the technique's effects. The save DC is calculated as follows:

Technique save **DC** = 8 + your proficiency bonus (PB) + your WIS modifier

Flurry of Blows

Immediately after you use an action on your turn, you can spend 1 technique point to make two unarmed strikes or make one attack with a monk weapon as a bonus action.

Patient Defense

You can spend 1 technique point to take the Dodge action as a bonus action on your turn.

Step of the Wind

You can spend 1 technique point to take the Disengage or Dash action as a bonus action on your turn. When you do so, your jump distance is doubled until the start of your next turn (see **Special Movement Rules** in **Chapter 6**).

MONK PROGRESSION

LEVEL	PB	MARTIAL ARTS	TECHNIQUE POINTS	UNARMORED MOVEMENT	FEATURES
1st	+2	1d4	—	—	Martial Arts, Unarmored Defense
2nd	+2	1d4	3	+10 ft	Techniques, Unarmored Movement
3rd	+2	1d4	5	+10 ft	Monk Subclass
4th	+2	1d4	5	+10 ft	Improvement
5th	+3	1d6	6	+10 ft	Multiattack (2/Attack Action), Stunning Strike
6th	+3	1d6	7	+15 ft	Empowered Strikes, Evasion
7th	+3	1d6	8	+15 ft	Subclass Feature
8th	+3	1d6	9	+15 ft	Improvement
9th	+4	1d6	9	+15 ft	Perfect Motion
10th	+4	1d6	10	+20 ft	Heroic Boon
11th	+4	1d8	11	+20 ft	Subclass Feature
12th	+4	1d8	12	+20 ft	Improvement
13th	+5	1d8	13	+20 ft	Astral Teachings
14th	+5	1d8	14	+25 ft	Diamond Soul
15th	+5	1d8	15	+25 ft	Subclass Feature
16th	+5	1d8	16	+25 ft	Improvement
17th	+6	1d10	17	+25 ft	Timeless Self
18th	+6	1d10	18	+30 ft	Empty Body
19th	+6	1d10	19	+30 ft	Improvement
20th	+6	1d10	20	+30 ft.	Epic Boon

UNARMORED MOVEMENT

2nd-Level Monk Feature

Your speed increases by 10 feet while you aren't wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the **Monk Progression** table.

MONK SUBCLASS

3rd, 7th, 11th, and 15th-Level Monk Feature

Choose a subclass that reflects your method for connecting with the energies of the universe, either Flickering Dark or Open Hand (detailed at the end of this class). Your subclass grants you features at 3rd, 7th, 11th, and 15th level.

IMPROVEMENT

4th, 8th, 12th, 16th, and 19th-Level Monk Feature

- Choose one of the following improvements (ability scores can't be raised above 20 with this feature):
- Increase a single ability score by 2.
- Increase two different ability scores by 1 each.
- Increase one ability score by 1 and select a talent from the martial talents list (see **Martial Talents** in **Chapter 4**).

MULTIATTACK

5th-Level Monk Feature

Your physical prowess has grown. On your turn, you can make two attacks when you take the Attack action.

STUNNING STRIKE

5th-Level Monk Feature

You can interfere with the flow of energy in an opponent's body. Once per turn, when you successfully hit another creature with an unarmed strike or monk weapon, you can spend 1 technique point to attempt to stun your foe. When you do so, the target takes damage from your attack as normal and then it must succeed on a CON save or be stunned until the end of your next turn. Each time a stunned target takes damage, it can repeat the save, ending the stunned effect on a success.

EMPOWERED STRIKES

6th-Level Monk Feature

Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

EVASION

6th-Level Monk Feature

You can dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a *fireball* spell. When you are subjected to an effect that allows you to make a DEX save to take only half damage, you instead take no damage if you succeed on the save and only half damage if you fail.

PERFECT MOTION

9th-Level Monk Feature

While you aren't wearing armor or wielding a shield, you gain the following benefits:

- When you fall, you can use your reaction to reduce any falling damage you would take by an amount equal to 5 × your monk level.
- You can move along vertical surfaces and across liquids on your turn without falling during the move. If you end your movement or if your movement is interrupted while you are standing on a vertical surface or on liquid, you fall as normal.

HEROIC BOON

10th-Level Monk Feature

Your commitment to the monk's path grants you a powerful new ability. Choose one of the following heroic boons:

- **Purity of Body.** Your mastery of the energy flowing through your body makes you immune to disease, poison damage, and the poisoned condition. In addition, when you are reduced to 0 HP but not killed outright, you can instantly reset your hit point total to your current number of technique points. You can't recover hit points in this way again until you finish a long rest.

- **Purity of Mind.** The clearness of your mind gives you advantage on Wisdom saves. As a bonus action, you can end one effect on yourself that is causing you to be charmed or frightened.

ASTRAL TEACHINGS
13th-Level Monk Feature

As an action, you can expend 2 technique points to become proficient in one language, skill, tool, or weapon of your choice until you are incapacitated or use this feature again.

DIAMOND SOUL
14th-Level Monk Feature

Your mastery of energy grants you proficiency in all saves. In addition, when you make a save and fail, you can spend 1 technique point to reroll it. You must take the second result.

TIMELESS SELF
17th-Level Monk Feature

Your spirit sustains you, body and mind. You gain the following benefits:

- You can't be magically aged and suffer none of the frailty of old age. You can still die of old age, however.
- You no longer need food or water.
- Your ability scores and hit point maximum can't be lowered or reduced by any means short of a *wish* spell.

EMPTY BODY
18th-Level Monk Feature

You can use your action to spend 4 technique points to become invisible for 1 minute (see **Appendix A: Conditions**). During that time, you also have resistance to all damage but force damage. In addition, you can spend 8 technique points to cast the *astral projection* spell as an action (ignoring the standard casting time), without needing material components. When you do so, you can't take any other creatures with you.

EPIC BOON
20th-Level Monk Feature

Your commitment to the monk's path grants you a powerful new ability. You gain the following epic boon:

- **Boundless Technique.** When you roll for initiative, you regain up to 4 expended technique points. If you start your turn with no technique points remaining, you regain 2 technique points.

MONK SUBCLASSES

Your mastery of mind and body has opened new insights into the nature of existence. Perhaps you began your studies into each of these disciplines long ago, but now, you might pursue them to the fullest. Two are presented here, the way of the Open Hand and the way of the Flickering Dark.

FLICKERING DARK

Those few monks who coax and feed the shadows from beyond the veil may bond with the all-consuming darkness. They can conjure life-devouring expanses of shadow, peer beyond the material world, and funnel that endless hunger into a strike that bridges the gap between here and beyond.

FLICKERING DARK PROGRESSION

MONK LEVEL	FEATURES
3rd	Dark Flame, Obsidian Eyes
7th	Grace of Umbra
11th	Feeding Dark
15th	Strike of Searing Shadow

DARK FLAME
3rd-Level Flickering Dark Feature

As a bonus action, you can spend 2 technique points to shroud yourself in a 10-foot radius of coiling, flickering magical darkness. The darkness moves with you, remaining centered on you, and lasts for 1 minute. It can't be dispelled by a spell of 5th circle or lower.

When you first summon the dark flames, choose one of the following properties:

- **Clawing Shadows.** Creatures that enter the darkness for the first time on a turn or end their turn within it take necrotic damage equal to your martial arts damage die. You regain hit points equal to the necrotic damage dealt. Constructs and Undead are unaffected.
- **Grasp of Nothingness.** Your unarmed strikes deal additional necrotic damage equal to your PB.
- **Spreading Darkness.** While the darkness is active, you can use an action to spend 1 technique point to cast the *darkness* spell without expending a spell slot or material component. This spell ends if you cast it again or dismiss it (no action required).

At 11th level, you can choose two options instead of one each time you use this feature.

OBSIDIAN EYES
3rd-Level Flickering Dark Feature

With 1 minute of quiet meditation (which can be done as part of a rest), you fill the eyes of a willing creature, including yourself, with inky black shadow. Until that creature finishes a long rest, it can see in dim light, darkness, and magical darkness as if it were bright light, to a distance of 60 feet.

At 7th level, the target can see invisible creatures. At 11th level, the target can't be blinded.

GRACE OF UMBRA
7th-Level Flickering Dark Feature

A wisp of true darkness shrouds your movement. When you use your Step of the Wind technique, you become as

insubstantial as darkness until the end of your next turn. While you aren't in sunlight, you and everything you're carrying and wearing becomes intangible, and you can move through small holes, cracks, and narrow openings.

In addition, you can spend 1 additional technique point as part of the same bonus action to teleport up to your speed to an unoccupied space that you can see within an area of dim light, darkness, or magical darkness.

At 15th, level, you have resistance to all damage, except radiant, while this feature is active.

FEEDING DARK
11th-Level Flickering Dark Feature
Your hold over shadow siphons energy from those around you. Creatures that start their turn within an area of magical darkness created by you must succeed on a CON save or deal only half damage with weapon attacks that use STR or DEX until the end of its turn.

Whenever a creature succeeds or fails its save against this feature, you can use your reaction to teleport up to 1 mile to a space adjacent to the target. Once you use this feature, you can't use it again until you finish a long rest, unless you spend 3 technique points to do so.

STRIKE OF SEARING SHADOW
15th-Level Flickering Dark Feature
When you hit a target with a melee attack, you can use your reaction to spend 5 technique points. When you do, your strike carries a touch of infinite nothingness. The target must make a CON save, taking 3d10 fire damage and 3d10 necrotic damage on a failed save or half as much damage on a successful one. Each creature of your choice within 30 feet of the target must succeed on a STR save against your technique save DC or take 2d10 force damage and be pulled up to 20 feet directly toward the target.

When you reduce a creature to 0 HP with this feature, it is reduced to ash, and its shadow remains permanently affixed to the surface upon which it died. You gain a number of temporary hit points equal to half the creature's hit point maximum.

OPEN HAND

Monks of the Open Hand hone their bodies to physical perfection. They learn techniques to push and trip their opponents, practice advanced meditation to protect them from harm, and develop secret techniques to transform their bodies into the ultimate weapon.

OPEN HAND PROGRESSION

MONK LEVEL	FEATURES
3rd	Focus Intent, Open Hand Technique
7th	Wholeness of Body
11th	Tranquil Soul
15th	Quivering Palm

FOCUS INTENT
3rd-Level Open Hand Feature
When you or a creature within 5 feet of you makes an ability check or attack roll, you can use your reaction to roll your martial arts die. The target gains a bonus or a penalty (your choice) to its roll equal to the number you rolled.

You can use this feature a number of times equal to your WIS modifier. You regain all expended uses when you finish a long rest.

OPEN HAND TECHNIQUE
3rd-Level Open Hand Feature
You can manipulate your enemy's energy with your own. When you hit a creature with one of the attacks granted by your Flurry of Blows technique, you can impose one of the following effects on that target:

- It can't take reactions until the end of your next turn.
- It must succeed on a DEX save or be knocked prone.
- It must succeed on a STR save or be pushed up to 15 feet away from you.

WHOLENESS OF BODY
7th-Level Open Hand Feature
When you roll initiative and have at least 1 hit point, you regain a number of hit points equal to your CON modifier + your monk level.

TRANQUIL SOUL
11th-Level Open Hand Feature
You have learned the way of war, so you may better walk the world in peace. As an action, you can spend 3 technique points to cast the *sanctuary* spell on yourself. The spell lasts until the end of your next short or long rest (or it can end early as normal).

QUIVERING PALM
15th-Level Open Hand Feature
As an action, you can make a single unarmed strike against a creature. On a hit, you can spend 4 technique points to fill that creature with potentially lethal vibrations that last for a number of days equal to your monk level.

For the duration, so long as you and the target are on the same plane, you can use an action to end the vibrations, ripping the creature apart. When you do, the target must make a CON save. On a failure, the target takes force damage equal to 5 × your monk level and is paralyzed until the end of your next turn. On a success, the target is stunned for 1 minute, and at the end of each of their turns, and each time they take damage, the target can repeat the save, ending the effect on a success. A target that fails the save by 5 or more instantly dies.

Each time you use this feature after the first, the technique cost to use it increases by 2. When you finish a long rest, the cost resets. This feature can affect only one target at a time.

PALADIN

Though many consider a life pursuing divinity to be a life of healing, learning, and worship, there are a few who pledge themselves as unbending instruments of a greater cause. These divinely guided warriors are called paladins, and each of them follows a set of principles—an oath sworn to a god, themselves, or the tides of fate.

   Paladin is a class that combines aspects of healing and fighting. Your class can hit very hard a small number of times, so stay in the thick of things to be useful when the moment comes up.

PALADINS AS ADVENTURERS

Paladins are versatile warriors with a variety of divine and martial abilities and proficiencies that make them perfect for a life of adventuring. They are hardy traveling companions, capable of shrugging off physical and mental strain, and they often possess rousing personalities and unshakable resolve that fortifies adventure, whether in backstabbing noble courts or monster-strewn badlands.

   Unlike clerics, paladins aren't bound to the sometimes-mercurial whim of gods, but to an oath that allows them to act with utter surety. Companions who try to subvert that oath might find themselves at odds with the powerful divine warrior.

PALADIN PROGRESSION

DIVINE SPELL SLOTS BY CIRCLE

LEVEL	PB	FEATURES	SPELLS KNOWN	1ST	2ND	3RD	4TH	5TH
1st	+2	Divine Sense, Lay on Hands	—	—	—	—	—	—
2nd	+2	Divine Smite, Martial Action, Spellcasting	2	2	—	—	—	—
3rd	+2	Paladin Subclass	3	3	—	—	—	—
4th	+2	Improvement	3	3	—	—	—	—
5th	+3	Multiattack (2/Attack Action)	4	4	2	—	—	—
6th	+3	Aura of Protection	4	4	2	—	—	—
7th	+3	Subclass Feature	5	4	3	—	—	—
8th	+3	Improvement	5	4	3	—	—	—
9th	+4	Aura of Courage	6	4	3	2	—	—
10th	+4	Heroic Boon	6	4	3	2	—	—
11th	+4	Subclass Feature	7	4	3	3	—	—
12th	+4	Improvement	7	4	3	3	—	—
13th	+5	Channel Divinity (2/Rest)	8	4	3	3	1	—
14th	+5	Cleansing Touch	8	4	3	3	1	—
15th	+5	Subclass Feature	9	4	3	3	2	—
16th	+5	Improvement	9	4	3	3	2	—
17th	+6	Aura Improvements	10	4	3	3	3	1
18th	+6	Channel Divinity (3/Rest)	10	4	3	3	3	1
19th	+6	Improvement	11	4	3	3	3	2
20th	+6	Epic Boon	11	4	3	3	3	2

CLASS FEATURES

As a paladin, you have the following class features.

HIT POINTS

Hit Dice: 1d10 per paladin level

Hit Points at 1st Level: 10 + your CON modifier

Hit Points at Higher Levels: 1d10 (or 6) + your CON modifier per paladin level after 1st

PROFICIENCIES

Armor: All armor and shields

Weapons: Simple weapons, martial weapons

Tools: None

Saves: WIS, CHA

Skills: Choose two from Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion

STARTING EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- *(a)* a martial weapon and a shield or *(b)* two martial weapons
- *(a)* five javelins or *(b)* any simple melee weapon
- *(a)* a priest's pack or *(b)* an explorer's pack
- Chain mail and a holy symbol

DIVINE SENSE

1st-Level Paladin Feature

During your turn, you can open your awareness to detect the presence of supernatural forces (no action required). For 1 minute, you know the location of any Celestial, Fiend, or Undead within 60 feet of you that isn't behind total cover. You know the creature type of any being whose presence you sense, but you don't know which specific creature it is. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated with the *hallow* spell.

  You can use this feature a number of times equal to your PB + 1. When you finish a long rest, you regain all uses.

LAY ON HANDS

1st-Level Paladin Feature

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to 5 × your paladin level.

  As an action, you can touch a willing creature and draw from the pool to restore a number of hit points to that creature up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of this feature, expending hit points separately for each one.

  As a bonus action, you can use this feature to affect yourself instead of a different creature. This feature has no effect on Constructs or Undead.

DIVINE SMITE

2nd-Level Paladin Feature

Once per turn, when you hit a creature with a weapon attack, you can expend one Divine spell slot to deal extra radiant damage to the target, in addition to the weapon's normal damage. The extra damage is 2d8 for a 1st-circle spell slot, plus 1d8 for each circle higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is a Fiend or Undead.

MARTIAL ACTION

2nd-Level Paladin Feature

Your tactical expertise allows you to act quickly on the battlefield. You can take a bonus action on each of your turns in combat to perform a weapon option (see **Weapon Options** in **Chapter 5**) or one of the martial actions granted by this feature.

  Choose one of the following martial actions that you know.

Guard

Requires Wielding a Shield

As a bonus action, you raise your shield to intercept incoming attacks. Select one enemy creature within 5 feet of you. That creature has disadvantage on the first attack roll it makes against you or an ally within 5 feet of you before the start of your next turn.

Wind Up

Requires Wielding a Heavy or a Versatile Weapon with Both Hands

As a bonus action, you ready a powerful attack against a nearby target. Select one target you can see within 10 feet of you. If you hit that target with a melee weapon attack before the end of your turn, the first such attack deals extra damage equal to your PB (of the same damage type as the weapon).

SPELLCASTING
2nd-Level Paladin Feature

At 2nd level, you enhance your martial prowess with the ability to cast Divine spells. See **Chapter 7: Spellcasting** for general rules of spellcasting and the Divine spell list.

Casting Spells
You know a small number of spells and can cast any of them by using a Divine spell slot of the spell's circle or higher. You don't need to prepare spells ahead of time.

The **Paladin Progression** table shows how many spells you know and how many Divine spell slots you have at a given level. For example, at 5th level, you have four 1st-circle slots and two 2nd-circle slots. If you know the 1st-circle spell *bless* and have a 1st-circle and a 2nd-circle spell slot available, you can cast *bless* using either slot. If you use a 1st-circle slot, you have three 1st-circle slots remaining.

You regain all used spell slots when you finish a long rest.

> **PLAYER ADVICE**
>
> Your Channel Divinity powers don't require concentration unless the ability explicitly states that it does. An oath of Justice paladin can, at high levels, affect a single target or multiple targets with Burden of Guilt and Judgement, prioritizing damage on certain targets and limiting the escape ability of others.

Spells Known of 1st Circle and Higher
At 2nd level, choose two 1st-circle spells from the Divine spell list to learn.

The Spells Known column of the **Paladin Progression** table shows when you learn additional Divine spells. Each spell you choose must be from a circle for which you have Divine spell slots. For instance, when you reach 5th level as a paladin, you can learn one new Divine spell from the 1st or 2nd circle.

In addition, when you gain a level of paladin, you can choose one Divine spell you know and replace it with another spell of your choice from the Divine spell list. The replacement spell must be of a circle for which you have Divine spell slots.

Spellcasting Ability
Charisma (CHA) is your spellcasting ability. Your CHA modifier determines the save DC or the attack modifier for certain spells you cast:

> **Spell save DC** = 8 + your proficiency bonus (PB) + your CHA modifier
>
> **Spell attack modifier** = your proficiency bonus (PB) + your CHA modifier

Spellcasting Focus
You can use a holy symbol (see **Adventuring Gear** in **Chapter 5**) as a spellcasting focus for your Divine spells.

PALADIN SUBCLASS
3rd, 7th, 11th, and 15th-Level Paladin Feature

Choose a subclass that reflects the oath you swear to uphold, either Devotion or Justice (detailed at the end of this class). Your choice grants you spells and other features at 3rd, 7th, 11th, and 15th level.

Oath Spells
Each paladin subclass has a list of oath spells that you can access as soon as you can cast spells of that circle (as shown in the **Paladin Progression** table). Once you gain such a spell, it is always on your list of known spells, and it doesn't count against the number of spells you know. However, casting an oath spell still expends a Divine spell slot as normal.

If one of these spells isn't on the Divine spell list, it still counts as a Divine spell for you. You can't replace oath spells when you gain a level of paladin.

Channel Divinity
Each paladin subclass gives you one or more ways to channel divine energy into magical effects, and each subclass explains how they work.

When you use your Channel Divinity feature, choose which effect you want. Some of these effects require a save, and in those cases, the DC is equal to your spell save DC.

Beginning at 13th level, you can use your Channel Divinity feature twice between rests, then three times at 18th level. When you finish a short or long rest, you regain any expended uses.

IMPROVEMENT
4th, 8th, 12th, 16th, and 19th-Level Paladin Feature
Choose one of the following improvements (ability scores can't be raised above 20 with this feature):

- Increase a single ability score by 2.
- Increase two different ability scores by 1 each.
- Increase one ability score by 1 and select a talent from the martial talents list (see **Martial Talents** in **Chapter 4**).

MULTIATTACK
5th-Level Paladin Feature

Your physical prowess has grown. On your turn, you can make two attacks when you take the Attack action.

AURA OF PROTECTION
6th-Level Paladin Feature

When you or a friendly creature within 10 feet of you makes a save, the creature gains a bonus to the save equal to your CHA modifier (minimum bonus of +1). You must

be conscious to grant this bonus. A creature can only receive the benefits of one Aura of Protection feature at a time (that is, auras from multiple paladins don't stack).

AURA OF COURAGE

9th-Level Paladin Feature

You and friendly creatures within 10 feet of you can't be frightened while you are conscious.

HEROIC BOON

10th-Level Paladin Feature

Your commitment to the paladin's path grants you a powerful new ability. Choose one of the following heroic boons:

- **Divine Recovery.** When you heal a creature with your Lay on Hands feature, the target can expend one of their hit dice, roll the die, and add their CON modifier to it. The target regains that many hit points, in addition to any healing received from Lay on Hands.
- **Radiant Strikes.** Your every strike is divinely empowered. When you hit a creature with a weapon, the attack deals an extra 1d8 radiant damage. Fiends and Undead instead take 2d8 radiant damage. This extra damage stacks with any damage from your Divine Smite feature.

CLEANSING TOUCH

14th-Level Paladin Feature

You can use your action to end one spell on yourself or on one willing creature you touch.

You can use this feature a number of times equal to your CHA modifier (minimum of one). You regain expended uses when you finish a long rest.

AURA IMPROVEMENTS

17th-Level Paladin Feature

The range of your Aura of Protection and Aura of Courage features (and any auras granted by your paladin subclass) increases to 30 feet.

EPIC BOON

20th-Level Paladin Feature

Your commitment to the paladin's path grants you a powerful new ability. You gain the following epic boon:

- **Aura of Salvation.** As an action, you can exude a calming reassurance for 1 hour. While the aura is active, you and friendly creatures within 30 feet of you have resistance to nonmagical damage and automatically succeed on death saving throws. A creature with at least 1 HP that starts its turn in the aura regains hit points equal to your CHA modifier. This effect ends early if you are incapacitated or die. Once used, you can't use it again until you finish a long rest.

PALADIN SUBCLASSES

When you have strengthened your resolve, pitted yourself against wickedness, and proven that fate is on your side, you will be ready to take your sacred oath. Each oath is both a set of principles to which you will strive and a reflection of manifestation of your divine powers.

Choose wisely, for breaking your oath may strip you of your powers until you right the wrong or overcome the adversity that broke your oath in the first place.

DEVOTION

Swearing an oath of Devotion binds a paladin to the principles of duty, honor, justice, and order. These paladins define themselves as holy warriors or knights, pledged to further a righteous cause to which they devote themselves. They typically hold angels, resplendent servants of good, in high regard, often adorning their armor, shield, or weapon with their iconography.

TENETS OF DEVOTION

Though the exact words and strictures of the oath of Devotion vary, its paladins share these tenets.

Compassion. Protect the weak, aid the helpless, and show mercy to your enemies whenever you are able.

Courage. Though caution is wise, never fear to act.

Duty. Do always as you have sworn to do. Obey those who have authority over you.

Honesty. Never tell a lie when the truth will suffice. Your word is your sacred promise.

Honor. Treat others with fairness. Let your deeds prove your character.

DEVOTION PROGRESSION

PALADIN LEVEL	FEATURES
3rd	Channel Divinity: Sacred Weapon, Channel Divinity: Sanctifying Light, Devotion Oath Spells
7th	Aura of Devotion
11th	Purity of Spirit
15th	Holy Nimbus

CHANNEL DIVINITY

3rd-Level Devotion Feature

You gain the following two Channel Divinity options.

Channel Divinity: Sacred Weapon

As an action, you can imbue one weapon you are holding with positive energy. For 1 minute, you add your CHA modifier to attack rolls you make with that weapon (minimum bonus of +1). The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that.

If the effected weapon isn't already magical, it becomes magical for the duration.

You can end this effect on your turn (no action required). It ends early if you fall unconscious.

Channel Divinity: Sanctifying Light

As an action, you present your holy symbol and speak a prayer to bathe yourself in a flash of holy light. Each Aberration, Fey, Fiend, and Undead of your choice within 30 feet of you that can see you must make a CHA save. If the creature fails its save, it is blinded for 1 minute. At the end of each of its turns, a target can make a CON save, ending the effect for itself on a success.

DEVOTION OATH SPELLS

3rd-Level Devotion Feature

You gain oath spells at the paladin levels listed in the **Devotion Oath Spells** table. See the Paladin Subclass class feature for how these spells work.

DEVOTION OATH SPELLS

PALADIN LEVEL	SPELLS
3rd	sanctuary
5th	warding bond
9th	protection from energy
13th	stoneskin
17th	mass cure wounds

AURA OF DEVOTION

7th-Level Devotion Feature

You and friendly creatures within 10 feet of you can't be charmed while you are conscious. This aura is enhanced by the 18th-level Aura Improvements class feature.

PURITY OF SPIRIT

11th-Level Devotion Feature

Your connection to divinity gives you constant protection from the influence of supernatural creatures. You always have the following protections against Aberrations, Celestials, Elementals, Fey, Fiends, Undead, and creatures with the Outsider tag:

- Listed creatures have disadvantage on attack rolls against you.
- You can use your Divine Sense feature to detect any listed creatures, not just Celestials, Fiends, and Undead.
- You can't be charmed, frightened, or possessed by listed creatures.

HOLY NIMBUS

15th-Level Devotion Feature

As an action, you can emanate a nimbus of sunlight. For 1 minute, bright light shines from you in a 30-foot radius, and dim light shines 30 feet beyond that. This light counts

as true sunlight, such as when interacting with Sunlight Hypersensitivity, and it banishes areas of magical darkness created by the *darkness* spell or similar magic.

When an enemy creature starts its turn in the bright light, it takes radiant damage equal to your paladin level. In addition, for the duration, you have advantage on saves.

Once you use this feature, you can't use it again until you finish a long rest.

JUSTICE

Swearing an oath of Justice binds a paladin to the purpose of bringing great evil to justice. These paladins have been stripped of concerns for honor, piety, or purity—given free rein to oppose evil as they find prudent. They have promised themselves only to enact divine justice on those who bring harm and terror. Oftentimes, these paladins can be identified by the trappings with which they adorn themselves—ceremonial weapons, etchings of scripture, or vestments depicting their fallen enemies.

TENETS OF JUSTICE

Simple, sharp, and undeniable, the tenets of justice are as efficient as the paladins who swear them. Enacting them supersedes the paladin's desires, fears, promises, and righteousness, so long as justice is served.

Bury the Fallen. Put to rest anyone who falls while facing your sworn enemy.

Excise the Wicked. Those who sow evil and terror must be destroyed.

No Mercy. Forgiveness of evil is evil itself.

JUSTICE PROGRESSION

PALADIN LEVEL	FEATURES
3rd	Channel Divinity: Burden of Guilt, Channel Divinity: Judgement, Justice Oath Spells
7th	Aura of Vigilance
11th	Unworthy Adversary
15th	Divine Executioner

CHANNEL DIVINITY

3rd-Level Justice Feature

You gain the following two Channel Divinity options.

Channel Divinity: Burden of Guilt

As a bonus action, you can call upon your divine power to curse a single foe you can see within 30 feet. For 1 minute, the target's speed is halved. If it is flying at the end of its turn, it must succeed on a CHA save or fall to the ground. This effect ends early if you fall unconscious.

Channel Divinity: Judgement

As a bonus action, you can use your Channel Divinity to designate a single target within 10 feet of you as your divine quarry. For 1 minute, you have advantage on attack rolls

against the target, and your weapon attacks against it deal additional radiant damage equal to your CHA modifier. This effect ends early if you deal damage to a creature other than the target of this feature.

JUSTICE OATH SPELLS

3rd-Level Justice Feature

You gain oath spells at the paladin levels listed in the **Justice Oath Spells** table. See the Paladin Subclass class feature for how these spells work.

JUSTICE OATH SPELLS

PALADIN LEVEL	SPELLS
3rd	*pendulum*
5th	*misty step*
9th	*haste*
13th	*greater invisibility*
17th	*greater hold*

AURA OF VIGILANCE

7th-Level Justice Feature

While you aren't incapacitated, you and friendly creatures within 10 feet of you gain a bonus to initiative rolls equal to your proficiency bonus. This aura is enhanced by the 18th-level Aura Improvements class feature.

UNWORTHY ADVERSARY

11th-Level Justice Feature

When a creature you can see within 30 feet of you makes an attack against an ally, you can use your reaction to move up to half your speed toward the attacking creature. If the attacking creature is the target of the Judgement effect of your Channel Divinity feature, you can make a weapon attack against that creature as part of the same reaction.

DIVINE EXECUTIONER

15th-Level Justice Feature

Using your action, you can channel the full might of order, balance, and righteous violence into yourself and become an instrument of decisive justice. You gain the following benefits for 1 hour:

- Each time you deal damage, you can reroll the damage, but you must use the new result.
- When you take the attack action on your turn, you can make one additional attack as part of that action.
- When an enemy you can see within 10 feet of you deals damage to you or an ally within 10 feet of you, you can use your reaction to force that creature to also take half the damage it dealt, of the same damage type.

Once used, you can't use this feature again until you finish a long rest.

RANGER

Rangers are unparalleled explorers with a mystical connection to the natural world. A combination of martial prowess, spellcasting, and supernatural awareness ensures rangers excel as scouts, trackers, and hunters. Few classes prove as deadly as a ranger once their quarry is within sight.

Ranger is a class that blends features from multiple classes and has plenty of opportunity for customization. Your class features lend themselves to creating a skirmisher, archer, or warrior focused on high-utility magic.

RANGERS AS ADVENTURERS

Rangers are born adventurers. No class is better suited to surviving the rigors of the wild than a ranger, and their excellent survival skills are often the difference between life and death for adventuring parties far from civilization.

While rangers shine outside of combat, they also possess an impressive array of martial abilities. They might lack the brawn of fighters or full spellcasting abilities of druids, but they make up for it with excellent damage output and mobility.

CLASS FEATURES

As a ranger, you have the following class features.

HIT POINTS

Hit Dice: 1d10 per ranger level

Hit Points at 1st Level: 10 + your CON modifier

Hit Points at Higher Levels: 1d10 (or 6) + your CON modifier per ranger level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, and shields

Weapons: Simple weapons, martial weapons

Tools: Your choice of herbalist tools, navigator tools, or trapper tools

Saves: STR, DEX

Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

STARTING EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail or (b) leather armor
- (a) two shortswords or (b) two simple weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- A longbow and quiver of 20 arrows

EXPLORER

1st-Level Ranger Feature

Your ability to deal with environmental challenges is unmatched. You gain the following benefits:

- You gain either a climbing speed or swimming speed equal to your base movement speed.
- You have advantage on checks to track a creature (see **Tracking** in **Chapter 6**).
- Your speed isn't halved when you move through nonmagical or magical difficult terrain. You suffer other penalties caused by moving through difficult terrain as normal.

MYSTIC MARK

1st, 6th, 13th, and 17th-Level Ranger Feature

When you hit a creature with an attack roll, you can mystically mark it as your favored quarry. The creature remains marked for 1 minute, until you use this feature to mark a different creature, or until you become incapacitated.

While a creature is marked (including for the attack that triggered the mark), you deal an extra 1d4 damage to it (of the same damage type as the weapon) each time you successfully hit it with a weapon attack.

You can use this feature a number of times equal to your PB. You regain all uses when you finish a long rest.

This extra damage increases as you gain ranger levels, becoming 1d6 at 6th level, 1d8 at 13th, and 1d10 at 17th.

MARTIAL ACTION

2nd-Level Ranger Feature

Your tactical expertise allows you to act quickly on the battlefield. You can take a bonus action on each of your turns in combat to perform a weapon option (see **Weapon Options** in **Chapter 5**) or one of the martial actions granted by this feature.

Choose one of the following martial actions that you know.

Aim

Requires Wielding a Ranged or Thrown Weapon

As a bonus action, you take the time to increase the effectiveness of your next ranged weapon attack. Select one target you can see. If you make a ranged weapon attack against that target before the end of your turn, double your PB for the first attack roll.

Quick Strike

Requires Wielding Two Light Weapons

After you take the Attack action on your turn and attack with a Light melee weapon that you're holding in one hand, you can use a bonus action to make two attacks with a different Light melee weapon that you're holding in the other hand—instead of the one attack typically granted by two-weapon fighting. Don't add your ability modifier to the damage of these additional attacks unless the modifier is negative.

RANGER PROGRESSION

PRIMORDIAL SPELL SLOTS BY CIRCLE

LEVEL	PB	FEATURES	SPELLS KNOWN	1ST	2ND	3RD	4TH	5TH
1st	+2	Explorer, Mystic Mark	—	—	—	—	—	—
2nd	+2	Martial Action, Spellcasting	2	2	—	—	—	—
3rd	+2	Ranger Subclass	3	3	—	—	—	—
4th	+2	Improvement	3	3	—	—	—	—
5th	+3	Multiattack (2/Attack Action)	4	4	2	—	—	—
6th	+3	Empowered Mark, Mystic Mark (d6)	4	4	2	—	—	—
7th	+3	Subclass Feature	5	4	3	—	—	—
8th	+3	Improvement	5	4	3	—	—	—
9th	+4	Stalker's Step	6	4	3	2	—	—
10th	+4	Heroic Boon	6	4	3	2	—	—
11th	+4	Subclass Feature	7	4	3	3	—	—
12th	+4	Improvement	7	4	3	3	—	—
13th	+5	Mystic Mark (d8)	8	4	3	3	1	—
14th	+5	Keensense	8	4	3	3	1	—
15th	+5	Subclass Feature	9	4	3	3	2	—
16th	+5	Improvement	9	4	3	3	2	—
17th	+6	Mystic Mark (d10)	10	4	3	3	3	1
18th	+6	Strider	10	4	3	3	3	1
19th	+6	Improvement	11	4	3	3	3	2
20th	+6	Epic Boon	11	4	3	3	3	2

SPELLCASTING
2nd-Level Ranger Feature

At 2nd level, you enhance your martial prowess with the ability to cast Primordial spells. See **Chapter 7: Spellcasting** for general rules of spellcasting and the Primordial spell list.

Casting Spells
You know a small number of spells and can cast any of them by using a Primordial spell slot of the spell's circle or higher. You don't need to prepare spells ahead of time.

The **Ranger Progression** table shows how many spells you know and how many Primordial spell slots you have at a given level. For example, at 5th level, you have four 1st-circle slots and two 2nd-circle slots. If you know the 1st-circle spell *animal friendship* and have a 1st-circle and a 2nd-circle spell slot available, you can cast *animal friendship* using either slot. If you use a 1st-circle slot, you have three 1st-circle slots remaining.

You regain all used spell slots when you finish a long rest.

Spells Known of 1st Circle and Higher
At 2nd level, choose two 1st-circle spells from the Primordial spell list that you know.

The Spells Known column of the **Ranger Progression** table shows when you learn additional Primordial spells. Each spell you choose must be from a circle for which you have Primordial spell slots. For instance, when you reach 5th level as a ranger, you can learn one new Primordial spell from the 1st or 2nd circle.

In addition, when you gain a level of ranger, you can choose one Primordial spell you know and replace it with another spell of your choice from the Primordial spell list. The replacement spell must be of a circle for which you have Primordial spell slots.

Spellcasting Ability
Wisdom (WIS) is your spellcasting ability. Your WIS modifier determines the save DC or the attack modifier for certain spells you cast:

> **Spell save DC** = 8 + your proficiency bonus (PB) + your WIS modifier
>
> **Spell attack modifier** = your proficiency bonus (PB) + your WIS modifier

Spellcasting Focus
You can use a druidic focus (see **Adventuring Gear** in **Chapter 5**) as a spellcasting focus for your Primordial spells.

RANGER SUBCLASS
3rd, 7th, 11th, and 15th-Level Ranger Feature

Choose a subclass that reflects your connection to the natural world, either Hunter or Pack Master (detailed at the end of this class). Your choice grants you spells and other features at 3rd, 7th, 11th, and 15th level.

Calling Spells
Each ranger subclass has a list of calling spells that you can access as soon as you can cast spells of that circle (as shown in the **Ranger Progression** table). Once you gain such a spell, it is always on your list of known spells, and it doesn't count against the number of spells you know. However, casting a calling spell still expends a Primordial spell slot as normal.

If one of these spells isn't on the Primordial spell list, it still counts as a Primordial spell for you. You can't replace calling spells when you gain a level of ranger.

IMPROVEMENT
4th, 8th, 12th, 16th, and 19th-Level Ranger Feature

Choose one of the following improvements (ability scores can't be raised above 20 with this feature):

- Increase a single ability score by 2.
- Increase two different ability scores by 1 each.
- Increase one ability score by 1 and select a talent from either the martial or the technical talents list (see **Talents** in **Chapter 4**).

MULTIATTACK
5th-Level Ranger Feature

Your physical prowess has grown. On your turn, you can make two attacks when you take the Attack action.

EMPOWERED MARK
6th-Level Ranger Feature

Your instincts have sharpened, granting you supernatural awareness of your quarry. While a creature marked by your Mystic Mark feature is within 60 feet of you, you know its exact location, and it can't gain advantage on attacks against you as a result of being invisible or otherwise unseen. In addition, when you attack a marked creature within 60 feet of you, an inability to see it doesn't impose disadvantage on your attack rolls against it.

STALKER'S STEP
9th-Level Ranger Feature

While you are in dim light, darkness, or are lightly obscured or heavily obscured by foliage, mist, or some other natural phenomenon, you can use a bonus action to magically become invisible (see **Appendix A: Conditions**), along with any equipment you are wearing or carrying, until the start of your next turn. This invisibility ends early if you attack or cast a spell.

You can use this feature a number of times equal to your PB and regain all uses when you complete a long rest.

HEROIC BOON

10th-Level Ranger Feature

Your commitment to the ranger's path grants you a powerful new ability. Choose one of the following heroic boons:

- **Path of the Predator.** When you roll initiative, you can expend a use of Mystic Mark to automatically mark one creature you can see, no attack required. In addition, if a marked creature is reduced to 0 HP, you can use your reaction to transfer the mark to a different creature you can see within 60 feet of the original target.
- **Path of the Sage.** You learn two cantrips of your choice from the Primordial spell list. You also learn two ritual spells of your choice from the Primordial spell list. Both ritual spells must be from circles you have spell slots for, as shown on the **Ranger Progression** table. Ritual spells learned this way don't count against your total number of spells known. WIS is your spellcasting ability for cantrips and ritual spells learned in this way. When you gain a level of ranger, you can replace one of these cantrips and one of these rituals with another cantrip or ritual spell from the Primordial spell list, as long as the replacement ritual spell is still of a circle you have spell slots for.

KEENSENSE

14th-Level Ranger Feature

You have keensense (see **Special Senses** in **Chapter 6**) to a range of 10 feet. Your keensense ceases to function while you are deafened (see **Appendix A: Conditions**) or otherwise deprived of hearing.

STRIDER

18th-Level Ranger Feature

Your movement never provokes opportunity attacks, and you have advantage on any check made to resist an effect that would cause you to become grappled, restrained, or paralyzed or that would otherwise reduce your movement speed to 0 feet (see **Appendix A: Conditions**).

EPIC BOON

20th-Level Ranger Feature

Your commitment to the ranger's path grants you a powerful new ability. You gain the following epic boon:

- **Foe Slayer.** You can add your WIS modifier to either the attack roll or the damage roll of each attack you make against a creature marked by your Mystic Mark on your turn.

RANGER SUBCLASSES

As a ranger fosters their skills, they gain new abilities that reflect their deepening relationship with the natural world. Your choice of subclass represents the way your connection to the Primordial manifests.

HUNTER

Rangers who heed the calling of the Hunter are no mere trappers or furriers. They are the last line of defense between the natural and the supernatural world. Hunters seek, stalk, and slay monstrous predators like outsiders, fiends, and undead who devastate populations with their malign magic.

HUNTER PROGRESSION

RANGER LEVEL	FEATURES
3rd	Hunter Calling Spells, Killer Instinct, Relentless Pursuit
7th	Favored Foe
11th	No Escape
15th	Predator's Shield

HUNTER CALLING SPELLS

3rd-Level Hunter Feature

You gain calling spells at the ranger levels listed in the **Hunter Calling Spells** table. See the Ranger Subclass class feature for how these spells work.

HUNTER CALLING SPELLS

RANGER LEVEL	SPELLS
3rd	*protection from evil and good*
5th	*misty step*
9th	*nondetection*
13th	*banishment*
17th	*greater hold*

KILLER INSTINCT

3rd-Level Hunter Feature

As a bonus action, choose a creature within 60 feet of you that you can see. You immediately learn the creature's immunities, resistances, and vulnerabilities, or you learn if it has none. This feature doesn't function if the target is magically concealed by a *nondetection* spell or similar effect that counters divination magic.

You can use this feature a number of times equal to your PB and regain all uses of it when you finish a long rest.

RELENTLESS PURSUIT

3rd-Level Hunter Feature

Your tenacity wears down even potent foes. When you hit a creature with a weapon attack, you deal extra damage if the target is below its hit point maximum. The extra damage is equal to the amount your Mystic Mark feature deals at your level and is of the same damage type as the weapon. You can deal this extra damage only once per turn.

FAVORED FOE

7th-Level Hunter Feature

As part of a long rest, you can spend time reviewing your research and preparing to face a specific type of monster.

Choose a type of enemy: Aberration, Beast, Celestial, Construct, Dragon, Elemental, Fey, Fiend, Giant, Monstrosity, Ooze, Plant, or Undead. For 24 hours, creatures of that type have disadvantage on attack rolls against you. You also have advantage on saves against being charmed, frightened, or possessed by them.

At the end of your next long rest, you can choose the same type of creature or a different creature type as your Favored Foe.

NO ESCAPE

11th-Level Hunter Feature

When a creature marked by your mystic mark attempts to move, you can use your reaction to magically teleport up to 30 feet. If you teleport to a space within your weapon's reach of the target, you can immediately make an opportunity attack as part of the same reaction.

PREDATOR'S SHIELD

15th-Level Hunter Feature

When you take damage from a creature you can see, you can use your reaction to supernaturally ward yourself against that creature for a short time. You have resistance to all damage dealt by the target for 1 minute, including resistance to the damage dealt by the triggering attack. This effect ends early if you become incapacitated.

Once used, this feature can't be used again until you finish a long rest.

PACK MASTER

Pack masters rarely choose this calling, rather they are chosen by it. Rangers who heed the call of the Pack Master are the appointed guardians of wild creatures. They naturally move to defend the interests of the wild and gain the service of a spirit creature.

PACK MASTER PROGRESSION

RANGER LEVEL	FEATURES
3rd	Beast Spirit, Life Link, Pack Master Calling Spells
7th	Shared Mark
11th	Soul Bond
15th	Undying Friendship

BEAST SPIRIT

3rd-Level Pack Master Feature

You learn a ritual that allows you to bind a beast spirit into a physical form to fight alongside you as a trusted companion. The ritual takes 1 hour to complete and can be done as part of a short or long rest.

Once the ritual is complete, the spirit appears in an unoccupied space of your choice that you can see within 30 feet of you. You choose whether the spirit assumes an avian, agile, aquatic, or sturdy form. Your choice of form affects the creature's statistics, as shown in the beast spirit stat block. Your choice also affects how the spirit looks, causing it to resemble a Medium animal of your choice that suits the chosen form. As part of a long rest, you can change the spirit's form.

The spirit has the ability to understand one language of your choice that you speak, and you can communicate with it telepathically while it is within 1 mile of you.

The beast spirit is friendly to you and your companions and obeys your commands. See this creature's statistics in the beast spirit stat block, which uses your PB in several places.

In combat, the spirit shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any commands, it takes the Dodge action and uses its move to avoid danger.
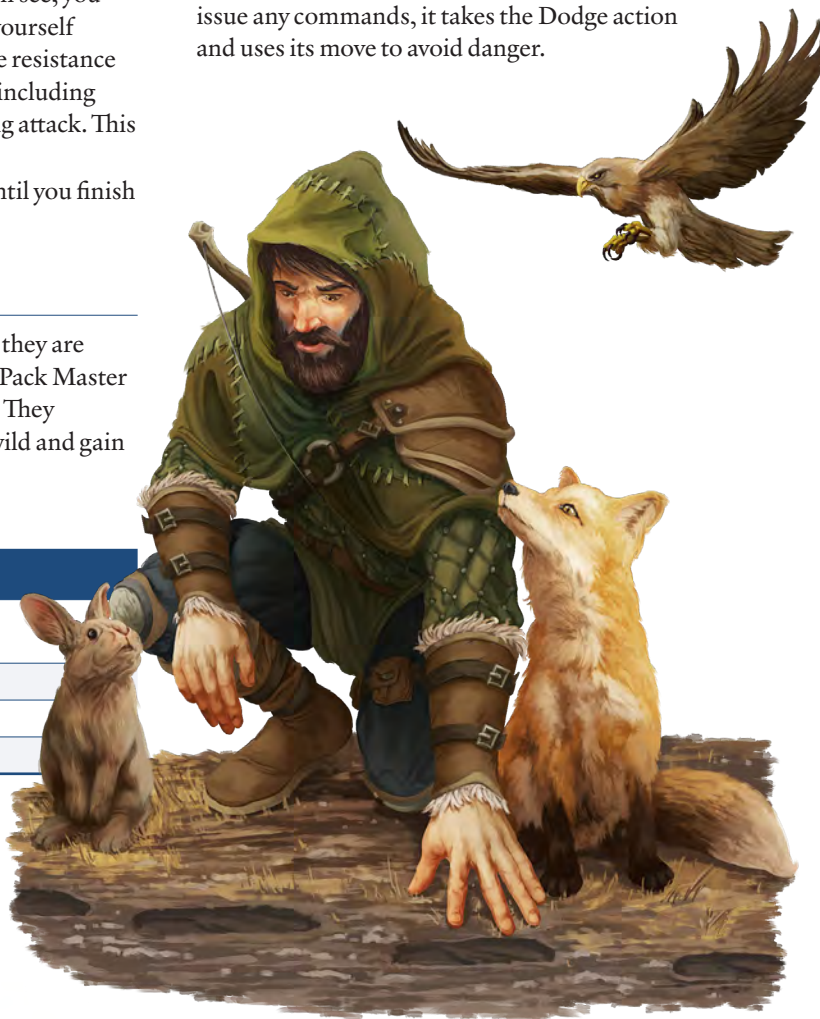
The spirit has a number of hit dice (d10s) equal to your ranger level. It can spend these Hit Dice to recover hit points during a short rest just as a PC would. It recovers all hit points during a long rest.

If the spirit is reduced to 0 hit points, its body is instantly destroyed, and you must perform the 1-hour ritual to create a new body for it. The new body appears in an unoccupied space within 30 feet of you, assuming the form it had when it was destroyed or a different form of your choosing. Even though it receives a new body, the spirit retains its memories and personality, unless you decide otherwise.

Beast Spirit   CR —

Medium Beast

Armor Class 11 + your PB (natural armor), 13 + your PB in Sturdy Form

Hit Points 5 + five × your ranger level (the companion has a number of Hit Dice [d10s] equal to your ranger level)

Perception 12   **Stealth** 14

Speed 30 ft., climb 30 ft. (Agile only); fly 60 ft. (Avian only); swim 30 ft. (Aquatic only)

Senses darkvision 60 ft.

Languages understands the languages you speak

STR	DEX	CON	INT	WIS	CHA
+4	+0	+3	−3	+2	−3

Agile Form. The spirit has a climbing speed equal to its walking speed and has advantage on saves to avoid being knocked prone.

Aquatic Form. The spirit has a swimming speed equal to its walking speed and can hold its breath for up to 20 minutes.

Avian Form. The spirit has a flying speed equal to its walking speed. Carrying a heavy load or creature of its size or larger while flying reduces its speed by half.

Sturdy Form. The spirit has a natural AC 13 + your PB. In addition, the creature counts as one size larger when determining its carrying capacity and the weight it can push or drag.

ACTIONS

Multiattack. The spirit makes a number of attacks equal to half your PB (rounded down).

Natural Weapons. *Melee Weapon Attack:* +4 + your PB to hit, reach 5 ft., one target. *Hit:* 8 + your PB (1d8 + 4 + your PB) damage. You decide whether this attack deals bludgeoning, piercing, or slashing damage when you choose the spirit's form.

LIFE LINK

3rd-Level Pack Master Feature

Your connection to your companion allows you to ease its injuries by taking on some of its pain. When your beast spirit takes damage while you are within 30 feet of it, you can use your reaction to take any amount of that damage

instead. Damage you take in this way isn't reduced by any resistances or immunities you have.

You can use this feature a number of times equal to your PB. You regain all expended uses when you finish a long rest.

PACK MASTER CALLING SPELLS

3rd-Level Pack Master Feature

You gain calling spells at the ranger levels listed in the **Pack Master Calling Spells** table. See the Ranger Subclass class feature for how these spells work.

PACK MASTER CALLING SPELLS

RANGER LEVEL	SPELLS
3rd	*animal friendship*
5th	*wildsense*
9th	*spirit guardians*
13th	*polymorph*
17th	*dominate*

SHARED MARK

7th-Level Pack Master Feature

Time spent with your companion has deepened your mystical connection. Your beast spirit's attacks now count as magical for the purpose of overcoming resistance or immunity to nonmagical attacks.

In addition, while a creature is marked by your Mystic Mark feature, your beast spirit deals an extra 1d6 damage to it each time it successfully hits the target with a weapon attack. This extra damage scales at the same rate as yours, becoming 1d8 when you reach 13th level and 1d10 when you reach 17th level in the ranger class.

SOUL BOND

11th-Level Pack Master Feature

When you are targeted by a spell, you can choose for your beast spirit to also be targeted, if it is within 30 feet of you when the spell is cast, receiving the same benefits as you.

In addition, when you cast a spell without a range of self, your beast spirit can deliver the spell as if it had cast the spell. It must still be within 100 feet of you and must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll or save, use your spellcasting modifier and spell save DC.

UNDYING FRIENDSHIP

15th-Level Pack Master Feature

If you are reduced to 0 HP or killed outright while your beast spirit is active, you can choose to allow your beast spirit to sacrifice itself. If you do so, the beast spirit's body is destroyed, and you return to life with a number of hit points equal to the number of hit points your spirit had when it was destroyed.

When a spirit is destroyed in this way, you must complete a long rest before you can perform the 1-hour ritual required to create a new body for it.

ROGUE

Rogues are clever and cunning with a wide array of skills. Their broad expertise makes them well suited for challenges that can't be overcome by either brute force or magic. There's no "standard" rogue; they come in all sizes and dispositions.

Rogue is a class that can shine out of combat, but you remain fearsome in the fight. Your class needs someone else around to draw fire, though. Don't get too far away from allies once weapons come out.

ROGUES AS ADVENTURERS

Rogues are jacks-of-all-trades who thrive in high-pressure situations—perfect adventurer qualities. Given the nature of their skill set, rogues are drawn to adventure. No class is better suited to bypassing obstacles quickly and quietly, whether confronted with a locked door, a trapped hallway, or a dozing guard.

A rogue's strength in combat relies on agility and precision. They can't hold down a front line for long. However, when allowed to play to their strengths, they dart around the battlefield, positioning to make deadly strikes against unprotected flanks.

CLASS FEATURES

As a rogue, you have the following class features.

HIT POINTS

Hit Dice: 1d8 per rogue level
Hit Points at 1st Level: 8 + your CON modifier
Hit Points at Higher Levels: 1d8 (or 5) + your CON modifier per rogue level after 1st

PROFICIENCIES

Armor: Light armor
Weapons: Simple weapons, martial weapons with the Finesse property
Tools: Thieves' tools
Saves: DEX, INT
Skills: Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

STARTING EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (*a*) a rapier or (*b*) a shortsword
- (*a*) a shortbow and quiver of 20 arrows or (*b*) a shortsword
- (*a*) a burglar's pack, (*b*) a dungeoneer's pack, or (*c*) an explorer's pack
- Leather armor, two daggers, and a set of thieves' tools

EXPERTISE

1st and 6th-Level Rogue Feature
Choose two of your skill proficiencies, or one skill proficiency and one tool proficiency. Double your PB for any ability check you make that uses either of the chosen proficiencies.

At 6th level, choose two more of your proficiencies (any combination of skills or tools) to gain this benefit.

SNEAK ATTACK

1st-Level Rogue Feature
You know how to strike subtly and exploit a foe's distraction. 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 weapon you use must have the Finesse property or be a 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.

The amount of your extra damage you deal increases as you gain levels in this class, as shown in the Sneak Attack column of the **Rogue Progression** table.

THIEVES' CANT

1st-Level Rogue Feature

During your rogue training, you learned Thieves' Cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature who knows Thieves' Cant understands such messages. It takes four times longer to convey a message in Thieves' Cant than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether people in an area are easy marks or will provide a safe house for thieves on the run.

CUNNING ACTION

2nd-Level Rogue Feature

Your quick thinking and agility allow you to move and act quickly. You can use a bonus action to take the Dash, Disengage, or Hide action (see **Combat** in **Chapter 6**).

ROGUE SUBCLASS

3rd, 7th, 11th, and 15th-Level Rogue Feature

Choose a subclass that represents your specialized set of skills, either Enforcer or Thief (detailed at the end of this class). Your choice grants you features at 3rd, 7th, 11th, and 15th level.

IMPROVEMENT

4th, 8th, 12th, 16th, and 19th-Level Rogue Feature

Choose one of the following improvements (ability scores can't be raised above 20 with this feature):

- Increase a single ability score by 2.
- Increase two different ability scores by 1 each.
- Increase one ability score by 1 and select a talent from the technical talents list (see **Technical Talents** in **Chapter 4**).

THIEVES' CANT SIGNS AND SYMBOLS

Thieves' Cant makes use of hidden signs to communicate messages. Examples of such signs are shown here.

Thieves' Guild

Closed Eye

Secret Door

Flame

Trap

ROGUE PROGRESSION

LEVEL	PB	SNEAK ATTACK	FEATURES
1st	+2	1d6	Expertise (2), Sneak Attack, Thieves' Cant
2nd	+2	1d6	Cunning Action
3rd	+2	2d6	Rogue Subclass
4th	+2	2d6	Improvement
5th	+3	3d6	Uncanny Dodge
6th	+3	3d6	Evasion, Expertise (4)
7th	+3	4d6	Subclass Feature
8th	+3	4d6	Improvement
9th	+4	5d6	Reliable Talent
10th	+4	5d6	Heroic Boon
11th	+4	6d6	Subclass Feature
12th	+4	6d6	Improvement
13th	+5	7d6	Precise Critical (1 Die)
14th	+5	7d6	Keensense
15th	+5	8d6	Subclass Feature
16th	+5	8d6	Improvement
17th	+6	9d6	Precise Critical (2 Dice)
18th	+6	9d6	Elusive
19th	+6	10d6	Improvement
20th	+6	10d6	Epic Boon

UNCANNY DODGE

5th-Level Rogue Feature

When an attacker that you can see hits you with an attack, you can use your reaction to reduce the attack's damage against you by half.

EVASION

6th-Level Rogue Feature

You can dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a *fireball* spell. When you are subjected to an effect that allows you to make a DEX save to take only half damage, you instead take no damage if you succeed on the save and only half damage if you fail.

ROGUE QUICK BUILD

To quickly create a rogue, follow these steps during character creation:

- For ability scores, prioritize DEX and then either STR (if you plan to take Enforcer subclass) or any other ability.
- For lineage and heritage, choose any combination you like.
- For background and talent, choose Outcast and either Aware (if you plan to take Enforcer subclass) or Touch of Luck.

RELIABLE TALENT

9th-Level Rogue Feature

You have refined your chosen skills until they approach perfection. When you make an ability check with a skill, tool, or vehicle that you have proficiency with, treat a d20 roll of 9 or lower as if you rolled a 10.

HEROIC BOON

10th-Level Rogue Feature

Your commitment to the rogue's path grants you a powerful new ability. Choose one of the following heroic boons:

- **Escape Artist.** When you are subjected to an effect that allows you to make any kind of save (including DEX saves) to take only half damage, you instead take no damage if you succeed on the save and only half damage if you fail.
- **Jack of All Trades.** When you gain a new talent, you can choose it from any talent list. Immediately gain one talent of your choice (that you meet the prerequisites for) when you gain this feature.

PRECISE CRITICAL

13th and 17th-Level Rogue Feature

You score a critical hit on a d20 roll of 19 or 20 with ranged weapons and weapons with the Finesse property. In addition, you can roll one additional weapon damage die (not an additional Sneak Attack die) when determining the extra damage for a critical hit with a ranged weapon attack or attack made with a Finesse weapon.

  This extra damage increases to two additional dice at 17th level.

KEENSENSE

14th-Level Rogue Feature

You have keensense (see **Senses** in **Chapter 6**) to a range of 10 feet. Your keensense ceases to function while you are deafened (see **Appendix A: Conditions**) or otherwise deprived of hearing.

ELUSIVE

18th-Level Rogue Feature

You are so evasive that attackers rarely gain the upper hand against you. While you aren't incapacitated, attack rolls can't have advantage against you, regardless of the source of advantage.

EPIC BOON

20th-Level Rogue Feature

Your commitment to the rogue's path grants you a powerful new ability. You gain the following epic boon:

- **Stroke of Luck.** You have got it when it counts. If your attack misses a target within normal range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20. Once you use this feature, you can't use it again until you finish a short or long rest.

ROGUE SUBCLASSES

Not all rogues are criminals, but the long history of rogues working on the wrong side of the law carries forward in discussion of your roguish specialties. Your subclass represents the brand of skullduggery you bring to the table, typically (but not necessarily) in the context of a criminal operation.

ENFORCER

Enforcers excel at practical violence. Whether plying their trade as bounty hunters, assassins, or mercenaries, rogues of this specialty strive to make their bloody craft efficient and effective.

ENFORCER PROGRESSION

ROGUE LEVEL	FEATURES
3rd	Ambush, Cold-Blooded, Expanded Talent List
7th	Brawler
11th	Ready to Rumble
15th	Kill Shot

AMBUSH

3rd-Level Enforcer Feature

During the first round of combat, you have advantage on the first attack roll you make against any creature involved in the combat. In addition, when you make a successful attack roll against a creature with the surprised condition, that attack is automatically considered a critical hit.

COLD-BLOODED

3rd-Level Enforcer Feature

Once per turn when you reduce a creature to 0 HP with a weapon attack, you can use the same weapon to immediately make an additional weapon attack against a different creature you can see within your weapon's normal range. You can't add Sneak Attack damage to this additional attack, even if circumstances would normally allow you to do so.

EXPANDED TALENT LIST

3rd-Level Enforcer Feature

When you gain a new talent, you can select that talent from either the martial or the technical talents list (see **Talents** in **Chapter 4**).

BRAWLER

7th-Level Enforcer Feature

You can now use your Sneak Attack feature against a target within 5 feet of you even if no other creatures (besides the target) are within 5 feet of you. You don't need to have advantage on the attack roll, but you can't have disadvantage on it. All other required conditions for Sneak Attack still apply.

In addition, you can now use your Sneak Attack feature with unarmed strikes (in addition to ranged weapons and weapons with the Finesse property).

READY TO RUMBLE
11th-Level Enforcer Feature
You have advantage on DEX checks made to determine your place in initiative order. As long as you aren't incapacitated, you can't be surprised (see **Appendix A: Conditions**).

KILL SHOT
15th-Level Enforcer Feature
When you roll Sneak Attack damage, you can reroll any number of the dice, but you must take the new result.

In addition, you can apply your Sneak Attack feature to any eligible weapon attack you make as part of an attack of opportunity if you haven't already used your Sneak Attack during the round.

THIEF

You have a reputation for quick thinking and quicker fingers. Leave throat-cutting and con-running to lesser scoundrels. You live to liberate treasures held under lock and key. The thrill of bypassing a sealed door, complex trap, or other "impassable" obstacle is the true prize—followed by the payday that comes from whatever you took.

THIEF PROGRESSION

ROGUE LEVEL	FEATURES
3rd	Fast Hands, Second-Story Work
7th	Appraising Eye
11th	Trap Specialist
15th	Thief's Reflexes

FAST HANDS
3rd-Level Thief Feature
Experience has honed your skills, allowing you to accomplish precision work in a flash. In addition to its standard uses, you can now use the bonus action granted by your Cunning Action feature to do any of the following:

- Make a DEX (Sleight of Hand) check.
- Take the Use an Object action.
- Use thieves' tools to attempt to disarm a trap or open a lock.

SECOND-STORY WORK
3rd-Level Thief Feature
You've never met a wall you couldn't conquer, and climbing them is second nature. You gain a climbing speed equal to your walking speed. If you already have a climbing speed when you gain this feature, it increases by 10 feet.

In addition, when you make a long jump, you cover a number of feet equal to your walking speed if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap half your walking speed. Either way, each foot you clear on the jump costs a foot of movement. In the event a STR (Athletics) check is required to clear or extend a jump, you can choose to make a DEX (Acrobatics) check instead.

APPRAISING EYE
7th-Level Thief Feature
You've developed an eye for quality. As an action, you can inspect any object within 10 feet of you that you can see to learn whether it is nonmagical or magical. If the object is nonmagical, you immediately learn its approximate value in gold pieces. You also learn whether the object is fake or could conceal other objects inside it (though you don't learn whether it is currently concealing objects or what those objects are).

If the object is magical, you can spend 1 minute examining it to learn its type, rarity, whether it is cursed, and if it requires attunement (and any specific attunement requirements it has). After you have examined a magic item in this way, you learn how to use it and can ignore any class or feature requirements that would normally prevent you from using it (though you still must abide by any level restrictions). If a magic item requires the use of a spellcasting ability, use your DEX to determine your spell save DC or spell attack bonus.

TRAP SPECIALIST
11th-Level Thief Feature
When you or a creature within 5 feet of you triggers a trap, you can use your reaction to roll an ability check to attempt to disarm the trap. If you are successful, the trap is disarmed and not triggered. If you are unsuccessful, the trap is triggered as normal.

In addition, you can now disarm any magical traps that would typically require the use of the *dispel magic* spell. When you do so, make an ability check using only your DEX modifier, without adding any other modifiers to the roll. If the result meets or exceeds the trap's DC (your GM has this number), it is disarmed as if you had successfully cast the *dispel magic* spell.

THIEF'S REFLEXES
15th-Level Thief Feature
You have become adept at laying ambushes and quickly escaping danger. Now, you can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature if you are surprised (see **Appendix A: Conditions**).

SORCERER

Though magic courses through all things, some people are so intrinsically tied to it that they can command magic through force of will. These spellcasters, called sorcerers, feel magic coursing through them just as they might feel their own heartbeat.

Sorcerer is a class that revolves around manipulating the game mechanics of spells, changing up timing, distance, targets, and effects. Your class doesn't give you a variety of spells, but this is not a hard limit on your play options.

SORCERERS AS ADVENTURERS

Sorcerers command a masterful control over a small reservoir of magic. No god, patron, book, or instrument holds sway over a sorcerer's magical abilities. They are versatile, reliable spellcasters capable of harnessing extremely potent magic as a part of their being.

Though most sorcerers embrace a life of adventure, they must rely on the skills, abilities, and equipment of others to truly thrive. Those who travel with the sorcerer must watch them closely, for the allure of power can overtake an otherwise amenable nature.

CLASS FEATURES

As a sorcerer, you have the following class features.

HIT POINTS

Hit Dice: 1d6 per sorcerer level

Hit Points at 1st Level: 6 + your CON modifier

Hit Points at Higher Levels: 1d6 (or 4) + your CON modifier per sorcerer level after 1st

PROFICIENCIES

Armor: None

Weapons: Simple weapons

Tools: None

Saves: CON, CHA

Skills: Choose two from Arcana, Deception, Insight, Intimidation, Persuasion, and Religion

STARTING EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a dungeoneer's pack or (b) an explorer's pack
- Two daggers

FONT OF MAGIC

1st-Level Sorcerer Feature

You begin to draw from an internal wellspring of magic. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

Sorcery Points

You start with 2 sorcery points at 1st level, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the **Sorcerer Progression** table. You can never have more sorcery points than shown in the table for your level. You regain all spent sorcery points when you finish a long rest.

Flexible Casting

You can sacrifice spell slots to gain additional sorcery points or use your sorcery points to gain additional spell slots. You learn other ways to use your sorcery points as you reach higher levels.

Converting a Spell Slot to Sorcery Points. As a bonus action, you can expend one Arcane spell slot and gain a number of sorcery points equal to the spell slot's circle.

Creating Spell Slots. You can spend sorcery points to gain one Arcane spell slot as a bonus action on your turn. The **Creating Spell Slots** table shows the cost of creating a spell slot of a given circle. You can create spell slots no higher than 5th circle with this feature, and the spell slots you create vanish when you finish a long rest.

SPELL SLOT CIRCLE	SORCERY POINT COST	SPELL SLOT CIRCLE	SORCERY POINT COST
1st	2	4th	6
2nd	3	5th	7
3rd	5		

SPELLCASTING
1st-Level Sorcerer Feature

As a conduit for arcane power, you can cast Arcane spells. See **Chapter 7: Spellcasting** for general rules of spellcasting and the Arcane spell list.

Cantrips
At 1st level, choose three cantrips from the Arcane spell list to learn. You choose more Arcane cantrips to learn at higher levels, as shown in the Cantrips Known column of the **Sorcerer Progression** table.

Casting Spells
You know a small number of spells and can cast any of them by using an Arcane spell slot of the spell's circle or higher. You don't need to prepare spells ahead of time.

The **Sorcerer Progression** table shows how many spells you know and how many Arcane spell slots you have at a given level. For example, at 3rd level, you have four 1st-circle slots and two 2nd-circle slots. If you know the 1st-circle spell *magic missile* and have a 1st-circle and a 2nd-circle spell slot available, you can cast *magic missile* using either slot. If you use a 1st-circle slot, you have three 1st-circle slots remaining.

You regain all used spell slots when you finish a long rest.

SORCERER QUICK BUILD
To quickly create a sorcerer, follow these steps during character creation:

- For ability scores, prioritize CHA and then CON.
- For lineage and heritage, choose any combination you like.
- For background and talent, choose Outcast and Aware.
- For spells, choose the *light*, *ray of frost*, and *shocking grasp* cantrips. Then choose your 1st-circle Arcane spells: *shield* and *magic missile*.

SORCERER PROGRESSION — ARCANE SPELL SLOTS BY CIRCLE

LEVEL	PB	SORCERY POINTS	FEATURES	CANTRIPS KNOWN	SPELLS KNOWN	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	+2	2	Font of Magic, Spellcasting	3	2	2	—	—	—	—	—	—	—	—
2nd	+2	3	Metamagic (2)	3	3	3	—	—	—	—	—	—	—	—
3rd	+2	4	Sorcerer Subclass	3	4	4	2	—	—	—	—	—	—	—
4th	+2	5	Improvement	4	5	4	3	—	—	—	—	—	—	—
5th	+3	6	Sorcerous Renewal (1 Die)	4	6	4	3	2	—	—	—	—	—	—
6th	+3	7	Metamagic (3)	4	7	4	3	3	—	—	—	—	—	—
7th	+3	8	Subclass Feature	4	8	4	3	3	1	—	—	—	—	—
8th	+3	9	Improvement	4	9	4	3	3	2	—	—	—	—	—
9th	+4	10	Sorcerous Renewal (2 Dice)	4	10	4	3	3	3	1	—	—	—	—
10th	+4	11	Heroic Boon	5	11	4	3	3	3	2	—	—	—	—
11th	+4	12	Subclass Feature	5	12	4	3	3	3	2	1	—	—	—
12th	+4	13	Improvement	5	12	4	3	3	3	2	1	—	—	—
13th	+5	14	Metamagic (4), Sorcerous Renewal (3 Dice)	5	13	4	3	3	3	2	1	1	—	—
14th	+5	15	Devour Spell	5	13	4	3	3	3	2	1	1	—	—
15th	+5	16	Subclass Feature	5	14	4	3	3	3	2	1	1	1	—
16th	+5	17	Improvement	5	14	4	3	3	3	2	1	1	1	—
17th	+6	18	Sorcerous Renewal (4 Dice)	5	15	4	3	3	3	2	1	1	1	1
18th	+6	19	Metamagic (5)	5	15	4	3	3	3	3	1	1	1	1
19th	+6	20	Improvement	5	15	4	3	3	3	3	2	1	1	1
20th	+6	21	Epic Boon	5	15	4	3	3	3	3	2	2	1	1

Spells Known of 1st Circle and Higher

At 1st level, choose two 1st-circle spells from the Arcane spell list to learn.

The Spells Known column of the **Sorcerer Progression** table shows when you learn additional Arcane spells. Each spell you choose must be from a circle for which you have Arcane spell slots. For instance, when you reach 3rd level as a sorcerer, you can learn one new Arcane spell of 1st or 2nd circle.

In addition, when you gain a level of sorcerer, you can choose one Arcane spell you know and replace it with another spell of your choice from the Arcane spell list. The replacement spell must be of a circle for which you have Arcane spell slots.

Spellcasting Ability

Charisma (CHA) is your spellcasting ability. Your CHA modifier determines the save DC or the attack modifier for certain spells you cast:

Spell save DC = 8 + your proficiency bonus (PB) + your CHA modifier

Spell attack modifier = your proficiency bonus (PB) + your CHA modifier

Spellcasting Focus

You can use an arcane focus (see **Adventuring Gear** in **Chapter 5**) as a spellcasting focus for your Arcane spells.

METAMAGIC

2nd, 6th, 13th, and 18th-Level Sorcerer Feature

You gain the ability to twist your spells to suit your needs in the moment. You start with two of the following Metamagic feature options of your choice. You gain another option at 6th, 13th, and 18th levels.

You can use only one Metamagic option on a spell when you cast it, unless otherwise noted. To alter a spell with metamagic, a spell must count as an Arcane spell for you.

When your sorcerer level grants you the Improvement feature, you can replace one Metamagic option you know with a different Metamagic option from this list.

Careful Spell

When you cast a spell that forces creatures to make a save, you can spend 1 sorcery point to exclude some of them from the effect. When you do, choose a number of those creatures up to half your sorcerer level (rounded up). A chosen creature automatically succeeds on its save and takes no damage from the spell.

You can use the Careful Spell option even if you have already used a different Metamagic option during the casting of the spell.

Distant Spell

When you cast a spell that has a range of 5 feet or greater, you can spend 1 sorcery point to increase its range by 100 feet. Spells with a range of touch instead have their range increased to 30 feet.

Empowered Spell

When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of damage dice up to your CHA modifier (minimum of one). You must use the new roll results.

You can use the Empowered Spell option even if you have already used a different Metamagic option during the casting of the spell.

Enlarged Spell

When you cast a spell with a range of self that affects an area (not a specific target), you can spend 3 sorcery points to increase the size of the spell's area of effect in one of the following ways (depending on the shape of the spell effect):

- **Circle, Cylinder, or Sphere.** The radius of circle, sphere, or circular base of the cylinder increases by 5 feet. For example, the *darkness* spell could be altered to affect a 20-foot-radius sphere (instead of a 15-foot-radius sphere).
- **Cone.** The cone's size increases by 15 feet. For example, the *burning hands* spell could be altered to affect a 30-foot cone (instead of a 15-foot cone).
- **Cube.** The length of each cube face increases by 5 feet. For example, the *thunderwave* spell could be altered to affect a 20-foot cube (instead of a 15-foot cube).
- **Line.** The length of the line increases by 15 feet. For example, the *lightning bolt* spell could be altered to affect a 115-foot line (instead of a 100-foot line).

Extended Spell

When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to increase its duration to 10 minutes. Spells with a duration of 10 minutes or longer instead have their duration doubled, to a maximum duration of 24 hours.

Flexible Spell

When you cast a spell, you can spend 1 sorcery point to change the spell's damage type to any other damage type, except psychic. Spells that naturally deal psychic damage can't benefit from the Flexible Spell option.

Heightened Spell

When you cast a spell that forces a target to make a save to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first save made against the spell.

Hunting Spell

When you cast a spell that requires a target to make a save or take damage, you can spend 2 sorcery points to cause the spell to deal half damage even if a target succeeds on its save. This damage still affects targets who could normally avoid taking all damage on a successful save (via Evasion or similar features).

Lucky Spell

When you cast a spell that requires an attack roll and miss, you can spend 2 sorcery points to add the total number of Luck that you currently have to the attack roll, potentially turning a failure into a success. Luck isn't expended by this Metamagic option and can subsequently be spent on the attack roll normally.

Quickened Spell

When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting. You can't use this feature to cast two 1st-circle or higher spells on the same turn.

Retain Spell

When you cast a spell that requires concentration, you can spend 2 sorcery point to have advantage on any concentration checks made to maintain the spell for its duration. Your concentration isn't automatically broken for that spell if you become incapacitated, meaning that you can still attempt concentration checks as you normally would.

You can use the Retain Spell option even if you have already used a different Metamagic option during the casting of the spell.

Shielding Spell

When you cast a spell, you can spend 2 sorcery points to gain a number of temporary hit points equal to 3 × the spell's circle. These temporary hit points last for 1 hour.

Subtle Spell

When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

Twinned Spell

When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to 1 + the spell's circle to target a second creature in range with the same spell. (Cantrips cost only 1 sorcery point.)

To be eligible, a spell must be incapable of targeting more than one creature at the spell's current circle. For example, *magic missile* and *scorching ray* aren't eligible but *acid arrow* and *ray of enfeeblement* are.

SORCERER SUBCLASS

3rd, 7th, 11th, and 15th-Level Sorcerer Feature

Choose a subclass that reflects the origins of your magical power, either Chaos or Draconic (detailed at the end of this class). Your choice grants you spells and other features at 3rd, 7th, 11th, and 15th level.

Origin Spells

Each sorcerer subclass has a list of origin spells that you can access as soon as you can cast spells of that circle (as shown in the **Sorcerer Progression** table). Once you gain such a spell, it is always on your list of known spells and doesn't count against the number of spells you know. However, casting an origin spell still expends an Arcane spell slot as normal.

If one of these spells isn't on the Arcane spell list, it still counts as an Arcane spell for you. You can't replace origin spells when you gain a level of sorcerer.

IMPROVEMENT

4th, 8th, 12th, 16th, and 19th-Level Sorcerer Feature

Choose one of the following improvements (ability scores can't be raised above 20 with this feature):

- Increase a single ability score by 2.
- Increase two different ability scores by 1 each.
- Increase one ability score by 1 and select a talent from the magic talents list (see **Magic Talents** in **Chapter 4**).

PLAYER ADVICE

While the Subtle Spell option of the Metamagic feature seems straightforward on paper, it allows for a wide array of powerful rules interactions. For example, spells cast using the Subtle Spell option can't be the target of the *counterspell* spell. Creatures have disadvantage on Insight and Perception checks made to determine that you were the source of such a spell. Plus, it allows you to cast without the use of your hands, which means you can cast even if you are bound or while wielding other objects.

SORCEROUS RENEWAL

5th, 9th, 13th, and 17th-Level Sorcerer Feature

When you finish a short rest, roll 1d4 + 1 and regain that many sorcery points.

At higher levels, your Sorcerous Renewal feature improves: you roll 2d4 + 1 at 9th level, 3d4 + 1 at 13th, and 4d4 + 1 at 17th.

HEROIC BOON

10th-Level Sorcerer Feature

Your commitment to the sorcerer's path grants you a powerful new ability. Choose one of the following heroic boons:

- **Arcane Instruction.** You find new ways to tap into internal magical resources. When you fail an ability check, you can spend 1 sorcery point to add your CHA modifier to the result, potentially turning a failure into a success.

- **Innate Spell.** You learn one spell of 1st or 2nd circle from the Arcane, Primordial, or Wyrd spell list. You can cast that spell at its lowest circle by expending a number of sorcery points equal to that spell's circle instead of using a spell slot. When you gain a level in sorcerer, you can replace your innate spell with another spell of 1st or 2nd circle from the available lists.

DEVOUR SPELL

14th-Level Sorcerer Feature

When a creature you can see targets you with a spell, you can use your reaction to attempt to immediately draw the spell's power into yourself. Make a CHA check with a DC equal to 10 + the spell's circle. On a success, you and every other target of the spell have advantage on saves against it and take only half as much damage from it. You also gain a number of sorcery points equal to the spell's circle.

Alternatively, you can target a magical effect within 30 feet of you that was created by a spell, such as *fog cloud* or *wall of fire*. On a successful CHA check, the spell ends.

Once you successfully devour a spell, you can't use this feature again until you finish a long rest, unless you spend 4 sorcery points to do so.

EPIC BOON

20th-Level Sorcerer Feature

Your commitment to the sorcerer's path grants you a powerful new ability. You gain the following epic boon:

- **Arcane Conjunction.** When a spell or magical effect affects you, you can use your reaction to target one creature you can see within 120 feet of you. That creature is affected as though it were also the target. Once used, you can't use this feature again until you finish a short or long rest, unless you spend 10 sorcery points to do so.

SORCERER SUBCLASSES

When you started adventuring, you might have been unaware of the source of your magical abilities. Now, as your power grows, so too does your understanding of your magic's origins. Alternatively, you may have had a passing knowledge of your sorcerous origin long ago, but as you gain greater mastery of the magic within, you move into its fuller power.

CHAOS

Be it a blessing or a curse, your innate magic stems from the churning chaos that spawned reality. You may have harnessed this enigmatic power through an ancient ritual, proximity to a cataclysmic event, or maybe you haplessly wandered into a ley line amid a cosmic convergence, wholly unaware. This magic pulses inside you, prepared to spring forth, unbidden, whenever it may.

CHAOS PROGRESSION

SORCERER LEVEL	FEATURES
3rd	*Chaos Manifestation, Chaos Origin Spells, Volatile Magic*
7th	*Embrace Chaos*
11th	*Inflict Disorder*
15th	*Apotheosis of Discord*

CHAOS MANIFESTATION

3rd-Level Chaos Feature

When you reduce one or more creatures to 0 HP or score a critical hit with a spell attack, the chaos within you manifests in a random way. To determine the effect, roll a d6 and consult the **Chaos Manifestation** table. Once you trigger a benefit, you can't trigger another before the start of your next turn.

CHAOS ORIGIN SPELLS

3rd-Level Chaos Feature

You gain origin spells at the sorcerer levels listed in the **Chaos Origin Spells** table. See the Sorcerer Subclass class feature for how these spells work.

CHAOS MANIFESTATION

d6	EFFECT
1	You become invisible until the end of your next turn (see **Appendix A: Conditions**). This invisibility ends early if you attack or cast a spell.
2	Threads of magic explode out from you, dealing 1d4 + your PB force damage to each creature within 30 feet of you of your choice.
3	You gain a +1 bonus to AC for each hostile creature within 30 feet of you that you can see, up to a number equal to your PB, until the end of your next turn.
4	Until the end of your next turn, you can move through creatures and objects as though they were difficult terrain. If you end your turn inside a creature or object, you take 4d10 force damage and are pushed to the nearest unoccupied space.
5	Until the end of your next turn, magical darkness pours out from you in a 10-foot-radius sphere. The darkness is centered on you and moves with you. You can see normally through this darkness.
6	You teleport to an unoccupied space within 60 feet of you that you can see. You must succeed on a DC 10 CON save or be stunned until the start of your next turn.

SORCERER LEVEL	SPELLS
3rd	*misty step, shatter*
5th	*blink, hypnotic pattern*
7th	*compulsion, polymorph*
9th	*seeming, telekinesis*
11th	*eyebite, irresistible dance*

VOLATILE MAGIC

3rd-Level Chaos Feature

The magic that courses through you is unpredictable at best, dangerous at worst. When you cast a spell of 1st circle or higher, you must roll a d20 against your volatile save DC. On a failure, the spell's effects happen, but the spell becomes volatile, and you must roll on the **Volatile Spell Effect** table to determine any additional effects the spell has:

> **Volatile save DC =** 20 – your sorcerer level + the circle of the spell

You can spend Luck, as normal, on the d20 roll to determine whether your magic is volatile. However, if you make a volatile magic roll while you have 0 Luck, roll twice and take the higher result.

Any effects created by the volatile spell that require a save use your sorcerer spell save DC.

EMBRACE CHAOS

7th-Level Chaos Feature

As a bonus action, you can roll on the **Volatile Spell Effect** table and suffer the effects as though you are the target of any effect or spell. If the result of your roll is an even number, you gain a number of sorcery points equal to your PB. If the result of your roll is an odd number, you gain a number of temporary hit points equal to your CON score, which last for 1 hour.

Once used, you can't use this feature again until you finish a short or long rest.

INFLICT DISORDER

11th-Level Chaos Feature

When a creature targets you with a spell or attack, you can use your reaction to roll on the **Volatile Spell Effect** table. After you roll, but before the effect takes place, you can spend 1 sorcery point to force the attacking creature to be the target of the effect instead of you.

Once used, you can't use this feature again until you finish a short or long rest, unless you spend 2 sorcery points to do so.
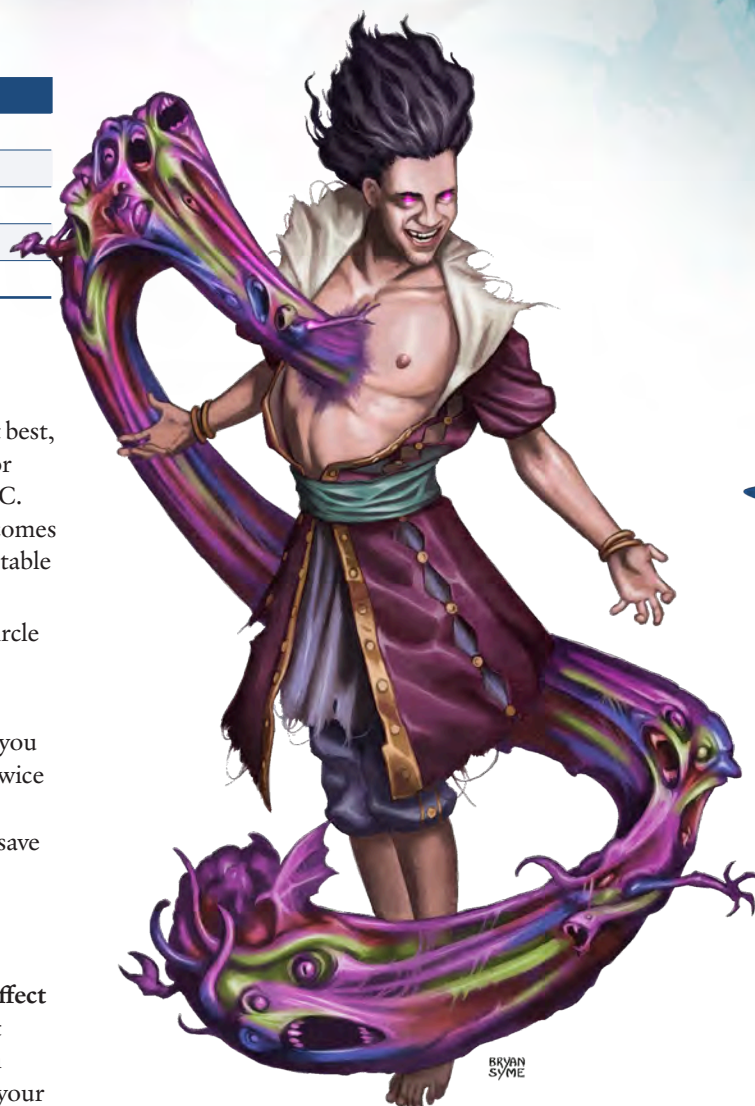
APOTHEOSIS OF DISCORD

15th-Level Chaos Feature

When you cast a spell of 6th circle or higher, you can choose to become a conduit for the magic around you, overwhelming you with Arcane power. This state lasts for 1 minute or until you are knocked unconscious. While affected, you gain the following benefits:

- The number of sorcery points required to use each metamagic option you know is reduced by 1 (to a minimum of 0).
- When you cast a spell of 1st circle or higher, you gain resistance to all damage until the end of your next turn.
- You can cast any Arcane or origin spell you know without expending a spell slot or needing any components. To do so, the spell must have a casting time of 1 minute or less and be of a spell circle no higher than half your PB (rounded down).

Once used, you can't use this feature again until you finish a long rest, unless you spend 15 sorcery points to do so.

VOLATILE SPELL EFFECT

d100	EFFECT
1–2	Roll on this table at the start of each of your turns for the next minute. For the duration, the cost of your Metamagic options is reduced by 1 (to a minimum of 0).
3–4	At the end of your next turn, a 3rd-circle *fireball* spell will detonate centered on you. If you are completely covered by water or dirt, the *fireball* doesn't go off.
5–6	A mischievous and judgmental **quasit** named Gerknoz appears in an unoccupied space within 30 feet of you. Gerknoz remains for 1 hour or until slain and is controlled by the GM.
7–8	The target of your spell is enlarged as if by the *enlarge/reduce* spell. If the spell has no target, you are enlarged instead.
9–10	At the end of your turn, wind blasts out from you in all directions (as the *gust of wind* spell).
11–12	You become as heavy as iron and are knocked prone. Until the end of your next turn, your speed is reduced to 0. A creature grappling, restraining, or carrying you must succeed on a DC 30 STR save or fall prone as well.
13–14	You rise 30 feet into the air and hover there until the end of your next turn, at which point you fall.
15–16	You are cloaked in shadow and reek of brimstone for 1 hour. Light sources within 5 feet of you have the range of their bright and dim light reduced by 20 feet. During this time, you have advantage on DEX (Stealth) checks and CHA (Intimidation) checks but disadvantage on CHA (Persuasion) checks.
17–18	Inky crows appear circling around you for 1 minute. The crows release a shrill caw that gives you and each creature within 20 feet of you disadvantage on concentration checks.
19–20	A falling star hurtles toward the target of your spell. If the spell has no target, the target is you. At the end of your next turn, if the target is within 100 feet of where it was when you cast the spell, they must succeed on a DEX save or take 3d10 bludgeoning damage and 3d10 fire damage from the meteor.
21–22	You and a being from another plane can use a bonus action to see, hear, and speak to one another for 1 minute. The being is neither hostile nor helpful, though that can change at GM's discretion.
23–24	You and a random creature that can see or hear you take 1 piercing damage as your mouths are stitched shut by arcane thread. Until a creature uses an action to cut the thread, you and the target can speak only in muffled groans and can't supply the verbal components for spellcasting.
25–26	Tar drips from the sky in a 30-foot radius around you. The tar makes the area difficult terrain, and any open flames in the area grow by 1d10 feet toward you at the start of each of your turns. The downfall persists for 1 minute.
27–28	A plush armchair, an end table with a magically burning oil lamp, and one of your favorite books all appear in an unoccupied space within 10 feet of you. You regain 2 additional sorcery points if you complete a short rest in such luxury.
29–30	Your hair falls out and takes the vague shape of an **animated sword**. The sword follows and defends you until it is reduced to 0 HP, at which point the hair scurries off, now free. Your hair regrows normally.
31–32	You gain resistance to all damage for 1 minute or until you are incapacitated.
33–34	Until you finish a short or long rest, you can't see or hear Fey, such as sprites.
35–36	You gain truesight to a distance of 100 feet for 1 hour. For the duration, you can't tell a lie by any means short of divine intervention.
37–38	Your skin glows with pale, colorful light. For 1 hour, you gain a bonus to AC equal to half your sorcerer level, rounded up.
39–40	A portal to a random elemental plane is ripped open in an unoccupied space within 10 feet of your spell's target. The portal remains for 1 minute. Roll a d4: 1, Plane of Fire; 2, Plane of Air; 3, Plane of Water; 4, Plane of Earth. On initiative count 20 of each round, roll a d20. On a roll of 20, an elemental creature of the GM's choice emerges from the portal.
41–42	Your skin becomes translucent, showing the muscle and vein beneath. For 1 minute, you gain vulnerability to bludgeoning, piercing, and slashing damage.
43–44	Each friendly creature within 30 feet of you can instantly choose to teleport up to 1 mile. The creature must be able to see or be familiar with the location in order to teleport there.
45–46	One creature of your choice on the same plane as you becomes paralyzed until the end of your next turn. Creatures with legendary actions are unaffected.
47–48	You and each hostile creature within 30 feet of you become stunned for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect for all stunned creatures on a success.
49–50	Until you finish a long rest, every word you utter sounds normal to you but is heard by others as incomprehensible babbling. This effect doesn't impair your ability to cast spells.
51–52	The sun or moon (depending on the time of day) is eclipsed for 10 minutes. For the duration, you are incorporeal and can move through creatures and objects as though they were difficult terrain. If you end your turn inside a creature or object, you take 1d10 force damage and are shunted to the nearest unoccupied space.
53–54	Arcane energy thrums through you, creating an unnatural warble that is audible to a distance of 300 feet. For 1 hour, your cantrips deal additional damage equal to your CHA modifier.
55–56	Until you finish a long rest, your movement speed increases by 15 feet. When you take the Dash action, your jump distance is tripled until the end of your turn.

57–58	For 1 hour, you leave behind smoldering footprints of hellfire. Ice, snow, or difficult terrain caused by a liquid, such as mud or oil, is burned away and doesn't affect you for the duration.
59–60	The surface upon which you stand becomes as smooth as polished glass to a distance of 300 feet. Difficult terrain in the area is instantly removed and creatures that move more than half their speed on the surface must succeed on a DEX save or fall prone.
61–62	You and another creature within 30 feet of you regain 3d10 hit points. If no other creature is within 30 feet of you, you instead take necrotic damage equal to half your current hit points.
63–64	Your STR score increases to 19 for 1 hour. If your STR score is 19 or higher already, your STR score instead becomes 10.
65–66	One item you are carrying or wearing ignites in harmless flames, as with the *continual flame* spell.
67–68	The target of your spell is bathed in a sickening pink light. The creature has disadvantage on attack rolls and saves until the start of your next turn.
69–70	Treat the next ability check, attack roll, or save that you make before the end of your next turn as though you rolled a 20 on the d20.
71–72	You and each creature within 20 feet of you are instantly dressed in fine clothing worth a total of 100 gp.
73–74	The target of your spell teleports to an unoccupied space within 5 feet of you. While you remain within 5 feet of the target, you are invisible to it.
75–76	You can immediately cast a cantrip or take the Attack, Dash, Disengage, Hide, or Use Object action as part of casting the spell that became volatile.
77–78	You fall asleep until a creature uses its action to shake you awake or you take damage. While asleep, hostile creatures within 20 feet of you take 1d6 psychic damage from your nightmares.
79–80	Each creature within 20 feet of you (other than you) is targeted by the *heat metal* spell as though you cast it. You lose concentration on any other spell you are currently concentrating on and begin concentrating on *heat metal* as though you cast it.
81–82	You become a fine pink mist, as with the *gaseous form* spell, for 1 hour. You can use your action to revert to your true form.
83–84	You take 2d6 piercing damage as bony spikes sprout from your limbs, chest, and head. For 10 minutes, a creature that touches you or hits you with a melee attack takes 2d6 piercing damage.
85–86	Massive insect wings, like those of either a dragonfly or a moth, sprout from your back. You gain a flying speed of 60 feet for 1 hour.
87–88	A nonmagical weapon held by the target of your spell (or the closest creature holding a weapon) becomes a **scorpion**. The scorpion has 30 temporary hit points, INT 7 (-2), can speak Abyssal, and regards the caster as a trusted friend.
89–90	A number of your teeth (1d4 + 1) fall out. For each tooth that hits the ground, a **skeleton** appears. Any such skeletons are hostile to everyone except you, and they fight until destroyed. Your teeth regrow when you finish a short or long rest.
91–92	You and the target of your spell (if any) can choose to teleport up to 30 feet to an unoccupied space you can see.
93–94	Each hostile creature within 30 feet of you that can see or hear you is frightened of you for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect for itself on a success.
95–96	Any metal weapons, armor, or jewelry you are wearing crackle with lightning and shine bright light in a 20-foot radius and dim light for an additional 10 feet for 1 minute. A creature that touches you or hits you with a melee attack takes 1d6 lightning damage.
97–98	For 1 hour, should you die, you instead remain at 1 hit point and appear in the location in which you last took a long rest.
99–100	You regain a number of sorcery points equal to half your PB (rounded up) at the start of each of your turns for the next minute. At the end of each of your turns for the duration, you take force damage equal to the number of sorcery points you have.

DRACONIC

Through lineage, bargain, or unrequited gift, the origins of your magic lie in the preternatural power of dragons. These beings, monumental in their age, power, and size, possess unshakeable bearing, unstoppable might, and mastery over the elements of the natural world.

DRACONIC PROGRESSION

SORCERER LEVEL	FEATURES
3rd	*Draconic Origin Spells, Draconic Resilience, Dragon Ancestor*
7th	*Elemental Affinity*
11th	*Imperious Wings*
15th	*Draconian Vengeance*

DRACONIC ORIGIN SPELLS

3rd-Level Draconic Feature

You gain origin spells at the sorcerer levels listed in the **Dragon Ancestor Damage Type and Spells** table. See the Sorcerer Subclass class feature for how these spells work.

Note that one of the spells you gain at each listed sorcerer level is determined by the type of dragon you select as your ancestor (see **Dragon Ancestor**).

DRACONIC ORIGIN SPELLS

SORCERER LEVEL	SPELLS
3rd	*command,* dragon ancestor spell
5th	*elemental blade,* dragon ancestor spell
7th	*fear,* dragon ancestor spell
9th	*elemental shield,* dragon ancestor spell
11th	*dominate,* dragon ancestor spell

DRACONIC RESILIENCE

3rd-Level Draconic Feature

As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. Your hit point maximum increases immediately by 1 and by an additional 1 when you gain a level of sorcerer.

In addition, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your DEX modifier.

DRAGON ANCESTOR

3rd-Level Draconic Feature

You begin to manifest traits of the type of dragon that instilled you with power. Choose that dragon's type now. This choice also dictates some of your spells gained with your Draconic Origin Spells feature, and the damage type associated with each dragon is used by additional features you gain later.

You can now speak, read, and write Draconic. In addition, when you make an ability check when interacting with or recalling information about dragons, treat any d20 roll less than your sorcerer level as if you rolled a number equal to your sorcerer level.

ELEMENTAL AFFINITY

7th-Level Draconic Feature

When you cast a spell that deals damage of the type associated with your draconic ancestry (including spells with a damage type modified by features such as your Flexible Spell metamagic option), you can spend 1 sorcery point to gain one of the following benefits:

- Each target takes additional damage equal to your PB.
- You gain resistance to that damage type for 1 minute.

IMPERIOUS WINGS

11th-Level Draconic Feature

You gain the ability to sprout a pair of dragon wings from your back, gaining a fly speed equal to your walking speed. You can create these wings as a bonus action on your turn, and they last until you dismiss them (also as a bonus action on your turn). While the wings are manifested, creatures that can see you have disadvantage on checks and saves to avoid being frightened or intimidated by you.

You can't manifest your wings while wearing armor.

DRACONIAN VENGEANCE

15th-Level Draconic Feature

As an action, you can target one creature within 60 feet of you that you can see to brand it with your draconic element. The target must succeed on a CHA save against your spell save DC or become vulnerable to the damage type associated with your draconic ancestry until the end of your next turn. A target resistant to that damage type loses that resistance for the duration, but a target immune to the damage type is still immune to it, even if the target fails the save.

Once used, you can't use this feature again until you finish a long rest, unless you spend 4 sorcery points to do so.

DRAGON ANCESTOR DAMAGE TYPE AND SPELLS

DRAGON TYPE	DAMAGE TYPE	3RD LEVEL	5TH LEVEL	7TH LEVEL	9TH LEVEL	11TH LEVEL
Black or Copper	*Acid*	grease	acid arrow	stinking cloud	stone shape	cloudkill
Blue or Bronze	*Lightning*	thunderwave	invisibility	lightning bolt	greater invisibility	conjure elemental (air)
Brass, Gold, or Red	*Fire*	burning hands	heat metal	fireball	wall of fire	flame strike
Green	*Poison*	entangle	barkskin	stinking cloud	blight	contagion
Silver or White	*Cold*	fog cloud	hold	sleet storm	ice storm	cone of cold
Void	*Necrotic*	inflict wounds	ray of enfeeblement	vampiric touch	blight	antilife shell
Yellow	*Radiant*	guiding bolt	moonbeam	daylight	mass faerie fire	flame strike

WARLOCK

Warlocks are ruled by their connection to the supernatural forces that lurk beyond the veil of reality. In exchange for secret knowledge and eldritch power, warlocks make pacts with mysterious entities who dwell in distant realms. The motivations of such beings are often shrouded, but many consent to sell their power to those that hunger for it—until they call in their marker.

Warlock is a class that does a handful of things very well. Your class features make you the very best at the things you decide to be best at, and chief among them is ranged combat. For the inevitable gaps that occur, rely on other characters to fill in.

WARLOCKS AS ADVENTURERS

Warlocks are exceptional combatants who back up damage-dealing capabilities with an array of spells and invocations. They have many available options, which means they can tailor their powers to become explorers or socializers. Either way, their raw blasting power shines on the battlefield.

Few understand the relationship between warlocks and their patrons, which often leads to distrust and misunderstandings. This can make adventuring life more attractive than remaining in one place. Travel also allows warlocks to uncover hidden knowledge to increase their own power or that of the patrons they serve.

							WYRD SPELL SLOTS BY CIRCLE				
LEVEL	**PB**	**INVOCATIONS KNOWN**	**FEATURES**	**CANTRIPS KNOWN**	**SPELLS KNOWN**	**1ST**	**2ND**	**3RD**	**4TH**	**5TH**
1st	+2	—	Eldritch Blast, Pact Boon	—	—	—	—	—	—	—
2nd	+2	2	Eldritch Invocations, Spellcasting	2	2	2	—	—	—	—
3rd	+2	2	Warlock Subclass	2	3	3	—	—	—	—
4th	+2	2	Improvement	3	3	3	—	—	—	—
5th	+3	3	Eldritch Blast (2 Beams)	3	4	4	2	—	—	—
6th	+3	3	Enhanced Boon	3	4	4	2	—	—	—
7th	+3	4	Subclass Feature	3	5	4	3	—	—	—
8th	+3	4	Improvement	3	5	4	3	—	—	—
9th	+4	5	Eldritch Blast (3 Beams)	3	6	4	3	2	—	—
10th	+4	5	Heroic Boon	4	6	4	3	2	—	—
11th	+4	6	Subclass Feature	4	7	4	3	3	—	—
12th	+4	6	Improvement	4	7	4	3	3	—	—
13th	+5	7	Pact Magic (3/Rest)	4	8	4	3	3	1	—
14th	+5	7	Eldritch Blast (4 Beams)	4	8	4	3	3	1	—
15th	+5	8	Subclass Feature	4	9	4	3	3	2	—
16th	+5	8	Improvement	4	9	4	3	3	2	—
17th	+6	9	Pact Magic (4/Rest)	4	10	4	3	3	3	1
18th	+6	9	Patron's Favor	4	10	4	3	3	3	1
19th	+6	10	Improvement	4	11	4	3	3	3	2
20th	+6	10	Epic Boon	4	11	4	3	3	3	2

WARLOCK PROGRESSION
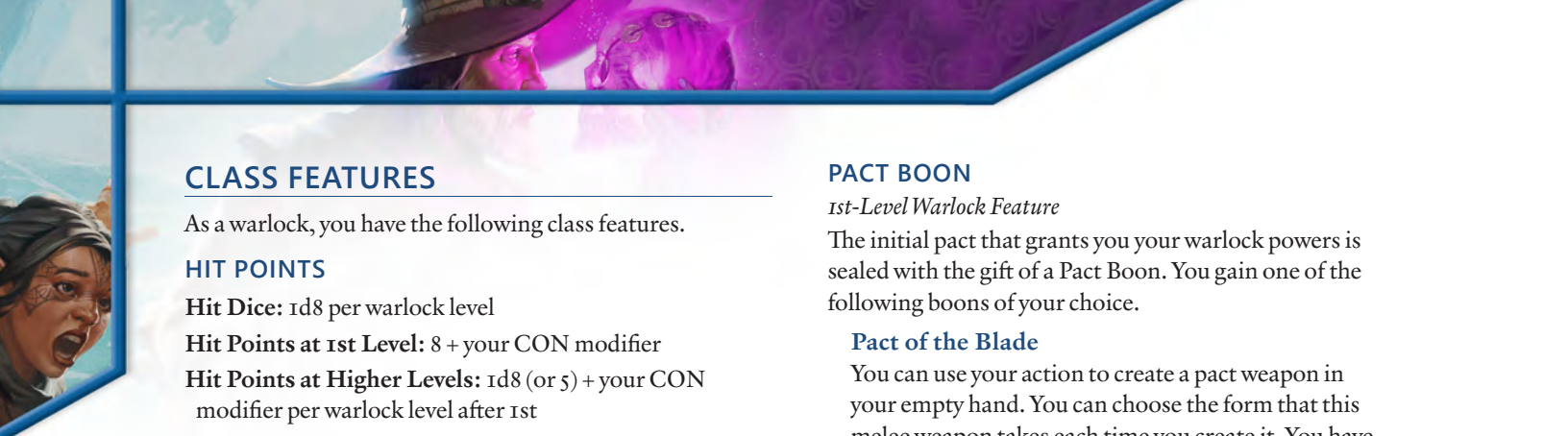
CLASS FEATURES

As a warlock, you have the following class features.

HIT POINTS

Hit Dice: 1d8 per warlock level

Hit Points at 1st Level: 8 + your CON modifier

Hit Points at Higher Levels: 1d8 (or 5) + your CON modifier per warlock level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons

Tools: None

Saves: WIS, CHA

Skills: Choose two from Arcana, Deception, History, Intimidation, Investigation, Nature, and Religion

STARTING EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (*a*) a light crossbow and 20 bolts or (*b*) any simple weapon
- (*a*) a component pouch or (*b*) a wyrd focus
- (*a*) a scholar's pack or (*b*) a dungeoneer's pack
- Leather armor, any simple weapon, and two daggers

ELDRITCH BLAST

1st, 5th, 9th, and 14th-Level Warlock Feature

As a result of binding yourself to otherworldly powers, you can conjure a baleful magical energy. As an action, you can send a beam of crackling eldritch power toward a creature within 120 feet of you. When you do so, make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

Upon achieving higher levels of warlock, you can create more than one beam: two beams at 5th level, three at 9th, and four at 14th. You can direct the beams at the same or different target. You make a separate attack roll for each beam.

PLAYER ADVICE

Though the Eldritch Blast class feature uses a ranged spell attack, it is not truly a spell. That means it can't be affected by the *counterspell* spell, altered by features like Metamagic, or affected by any other features that specifically interact with spells.

PACT BOON

1st-Level Warlock Feature

The initial pact that grants you your warlock powers is sealed with the gift of a Pact Boon. You gain one of the following boons of your choice.

Pact of the Blade

You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it. You have proficiency with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. When you attack with the weapon, you can use your CHA modifier, instead of STR or DEX, for attack and damage rolls.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You can transform an existing weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short or long rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears when you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

Pact of the Chain

You learn a more potent version of the *find familiar* ritual and can cast it without the need for any material components. The spell doesn't count against your number of spells known. A familiar summoned with this feature has the following differences from a standard familiar summoned by the spell:

- When you cast the spell, you can choose one of the normal familiar forms or one of the following special forms: **blink dog**, **imp**, **pseudodragon**, or **quasit**.
- You can telepathically communicate or see through your familiar's eyes as long as it is on the same plane as you, ignoring the standard 100-foot range restriction. In addition, while perceiving through your familiar's senses, you can also speak through your familiar in your own voice, even if your familiar is normally incapable of speech.
- Your familiar can attack. In combat, your familiar shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any commands, it takes the Dodge action and uses its move to avoid danger.

Pact of the Tome

You receive an eldritch grimoire called a Book of Shadows. You can use your Book of Shadows as a spellcasting focus for your spells. When you gain this feature, choose three cantrips from any source spell list (they don't have to be from the same list). While the book is on your person, you can cast those cantrips. These cantrips count as Wyrd spells for you.

If your Book of Shadows is lost or destroyed, you can perform a 1-hour ceremony to create a replacement. The replacement contains any spells previously transcribed within it. This ceremony can be performed as part of a short or long rest, and it destroys the previous grimoire—if it still exists. The book is unreadable by anyone but you, and it is instantly destroyed when you die.

ELDRITCH INVOCATIONS

2nd-Level Warlock Feature

In your study of occult lore, you have unearthed eldritch invocations. These fragments of forbidden knowledge imbue you with magical abilities that abide beyond any mere spell duration

You gain two eldritch invocations of your choice, though you must meet any prerequisites. Invocation options are detailed at the end of the class description. At certain warlock levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the **Warlock Progression** table.

In addition, when you gain a level in this class, you can choose one invocation you know and replace it with another invocation that you meet the prerequisites for.

SPELLCASTING

2nd-Level Warlock Feature

Your eldritch power deepens, giving you the ability to cast Wyrd spells. See **Chapter 7: Spellcasting** for general rules of spellcasting and the Wyrd spell list.

Cantrips

At 2nd level, choose two cantrips from the Wyrd spell list to learn. You choose more Wyrd cantrips to learn at higher levels, as shown in the Cantrips Known column of the **Warlock Progression** table.

Casting Spells

You know a small number of spells and can cast any of them by using a Wyrd spell slot of the spell's circle or higher. You don't need to prepare spells ahead of time.

The **Warlock Progression** table shows how many spells you know and how many spell slots you have per day at a given level. For example, at 5th level, you have four 1st-circle slots and two 2nd-circle slots. If you know the 1st-circle spell *bane* and have a 1st-circle and a 2nd-circle spell slot available, you can cast *bane* using either slot. If you use a 1st-circle slot, you have three 1st-circle slots remaining.

You regain all used spell slots when you finish a long rest.

Spells Known of 1st-Circle and Higher

At 2nd level, choose two 1st-circle spells from the Wyrd spell list to learn.

The Spells Known column of the **Warlock Progression** table shows when you learn additional Wyrd spells. Each spell you choose must be from a circle for which you have Wyrd spell slots. For instance, when you reach 5th level as a warlock, you can learn one new Wyrd spell of 1st or 2nd circle.

In addition, when you gain a level of warlock, you can choose one Wyrd spell you know and replace it with another spell of your choice from the Wyrd spell list. The replacement spell must be of a circle for which you have Wyrd spell slots.

Spellcasting Ability

Charisma (CHA) is your spellcasting ability. Your CHA modifier determines the save DC or the attack modifier for certain spells you cast:

Spell save DC = 8 + your proficiency bonus (PB) + your CHA modifier

Spell attack modifier = your proficiency bonus (PB) + your CHA modifier

Spellcasting Focus

You can use a wyrd focus (see **Adventuring Gear** in **Chapter 5**) as a spellcasting focus for your Wyrd spells.

WARLOCK SUBCLASS

3rd, 7th, 11th, and 15th-Level Warlock Feature

Choose a subclass that reflects the type of entity that becomes your patron, either Fiend or Reaper (detailed at the end of this class). Your choice grants you spells and other features at 3rd, 7th, 11th, and 15th level.

Pact Spells

Each warlock subclass has a list of pact spells that you can access as soon as you can cast spells of that circle (as shown in the **Warlock Progression** table). Once you gain such a spell, it is always on your list of known spells and doesn't count against the number of spells you know. However, casting a pact spell still expends a Wyrd spell slot as normal.
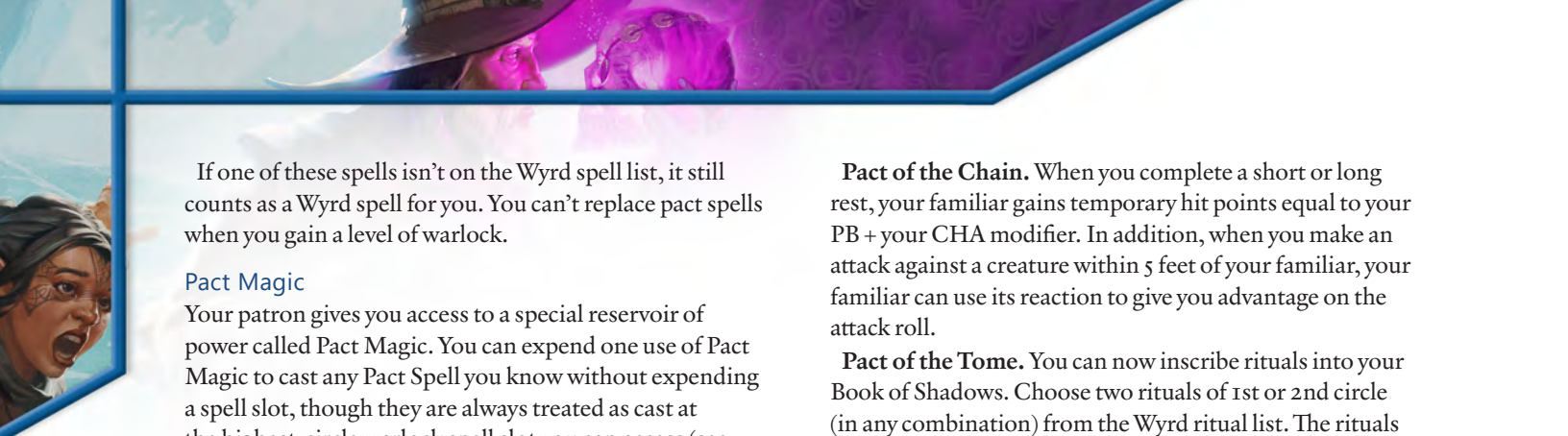
If one of these spells isn't on the Wyrd spell list, it still counts as a Wyrd spell for you. You can't replace pact spells when you gain a level of warlock.

Pact Magic

Your patron gives you access to a special reservoir of power called Pact Magic. You can expend one use of Pact Magic to cast any Pact Spell you know without expending a spell slot, though they are always treated as cast at the highest-circle warlock spell slot you can access (see **Warlock Progression**).

You can use this feature twice, whether casting the same or different spells from your Pact Spells. You gain additional uses of Pact Magic at higher warlock levels: at 13th level, you can use it three times between rests, and at 17th level, you can use it four times between rests.

You regain all expended uses of Pact Magic when you finish a short or long rest.

IMPROVEMENT

4th, 8th, 12th, 16th, and 18th-Level Warlock Feature

Choose one of the following improvements (ability scores can't be raised above 20 with this feature):

- Increase a single ability score by 2.
- Increase two different ability scores by 1 each.
- Increase one ability score by 1 and select a talent from the magic talents list (see **Magic Talents** in **Chapter 4**).

ENHANCED BOON

6th-Level Warlock Feature

Your patron enhances your Pact Boon as a reward for your service. You gain one of the following enhancements as determined by your chosen Pact Boon. If you have more than one Pact Boon, choose which one is enhanced.

Pact of the Blade. You can attack with your pact weapon twice, instead of once, when you take the Attack action on your turn.

Pact of the Chain. When you complete a short or long rest, your familiar gains temporary hit points equal to your PB + your CHA modifier. In addition, when you make an attack against a creature within 5 feet of your familiar, your familiar can use its reaction to give you advantage on the attack roll.

Pact of the Tome. You can now inscribe rituals into your Book of Shadows. Choose two rituals of 1st or 2nd circle (in any combination) from the Wyrd ritual list. The rituals appear in the book and don't count against the number of spells you know. With your Book of Shadows in hand, you can cast the chosen rituals.

On your adventures, you can add other Wyrd rituals you find to your Book of Shadows if a ritual's circle is equal to or less than half your warlock level (rounded up) and if you can spare the time to transcribe the spell. For each circle of the ritual, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it.

HEROIC BOON

10th-Level Warlock Feature

Your commitment to the warlock's path grants you a powerful new ability. Choose one of the following heroic boons:

- **Echoes of Knowledge.** You learn one 1st-circle and one 2nd-circle spell of your choice from any spell list, they count as Wyrd spells for you. The chosen spells can't be rituals, and they don't count against your total spells known. These spells are added to your list of Pact Spells and can be cast by expending a use of Pact Magic or by expending Wyrd spell slots as normal.
- **Echoes of Power.** When you successfully hit with one of your Eldritch Blast beams and roll a 10 on the damage die, you can roll the d10 again and add the result as extra force damage dealt by that beam.

PATRON'S FAVOR

18th-Level Warlock Feature

You can call upon your patron's power by expending a use of your Pact Magic feature to cast any spell you know of 5th-circle or lower from any spell list.

EPIC BOON

20th-Level Warlock Feature

Your commitment to the warlock's path grants you a powerful new ability. You gain the following epic boon:

- **Eldritch Master.** If you start your turn with no uses of Pact Magic remaining, you can beseech your patron to immediately restore all expended uses (no action required). You must finish a long rest before you can use this feature again.

ELDRITCH INVOCATIONS

This section lists the eldritch invocations available for warlocks to learn. If an invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites.

If a prerequisite lists a level requirement, that is the minimum warlock level required (you can take it at higher warlock levels).

AGONIZING BLAST

Prerequisite: None

When you use your Eldritch Blast feature, add your CHA modifier to the damage each beam deals on a successful hit.

ARMOR OF SHADOWS

Prerequisite: None

While you aren't wearing armor or wielding a shield, your AC becomes 13 + your CHA modifier. This effect is suppressed while you are unconscious (see **Appendix A: Conditions**) or in an area affected by an *antimagic field* spell.

ASCENDANT STEP

Prerequisite: 9th Level

You can cast the *levitate* spell on yourself as often as you wish, without expending a spell slot or material components.

BEWITCHING WHISPERS

Prerequisite: 7th Level

You can cast the *compulsion* spell once without expending a spell slot or material components. You can't do so again until you finish a long rest.

BEYOND SIGHT

Prerequisite: None

You can see in dim light, darkness, and magical darkness as though it were bright light, to a range of 120 feet (see **Vision and Light** in **Chapter 6**).

BOON SAVANT

Prerequisite: 7th-Level Warlock, Second Boon

Your second Pact Boon becomes more powerful, gaining the benefits detailed in your Enhanced Boon feature.

CHAINS OF CARCERI

Prerequisite: 15th Level

You can cast the *greater hold* spell without expending a spell slot or material components. You can't do so again until you finish a long rest.

DREADFUL WORD

Prerequisite: 7th Level

You can cast the *confusion* spell once without expending a spell slot or material components. You can't do so again until you finish a long rest.

ELDRITCH BURST

Prerequisite: None

You gain the following benefits when you use your Eldritch Blast feature:

- You don't have disadvantage on ranged spell attack rolls to hit a prone target (see **Appendix A: Conditions**) if it is more than 5 feet away from you.
- You don't have disadvantage on ranged spell attack rolls if you are within 5 feet of a hostile creature who can see you and who isn't incapacitated.

ELDRITCH SIGHT

Prerequisite: None

You can cast the *detect magic* spell as often as you wish, without expending a spell slot.

ELDRITCH SPEAR

Prerequisite: None

When you use your Eldritch Blast feature, you can now target creatures within 300 feet of you.

FIENDISH VIGOR

Prerequisite: None

You can cast the *false life* spell on yourself as often as you wish, without expending a spell slot or material components. You can cast it at the highest circle you have a Wyrd spell slot for (see **Warlock Progression** table).

GAZE OF TWO MINDS

Prerequisite: None

You can use your action to touch a willing Humanoid and perceive through its senses until the end of your next turn. As long as the creature is on the same plane as you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.

LIFEDRINKER

Prerequisite: 11th Level

When you hit a creature with a weapon attack, the creature takes additional necrotic damage equal to your CHA modifier (minimum of 1).

MASK OF MANY FACES

Prerequisite: None

You can cast the *disguise self* spell as often as you wish, without expending a spell slot.

MIRE THE MIND

Prerequisite: 5th Level

You can cast the *slow* spell without expending a spell slot or material components. You can't do so again until you finish a long rest.
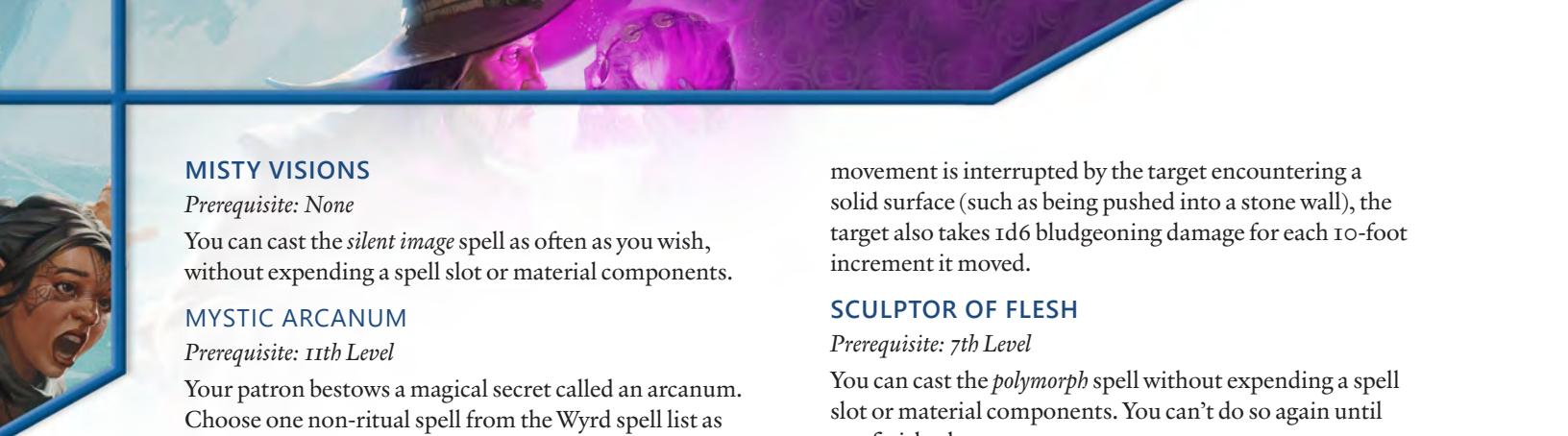
MISTY VISIONS

Prerequisite: None

You can cast the *silent image* spell as often as you wish, without expending a spell slot or material components.

MYSTIC ARCANUM

Prerequisite: 11th Level

Your patron bestows a magical secret called an arcanum. Choose one non-ritual spell from the Wyrd spell list as this arcanum. The highest circle spell you can choose is determined by your current warlock level, as shown in the **Maximum Circle by Level** table.

   You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can cast it in this way again. Alternatively, if your arcanum is of a circle for which you have spell slots, you can expend a spell slot to cast it as you would a standard spell.

   You can take this invocation multiple times, choosing a different spell each time.

MAXIMUM CIRCLE BY LEVEL

WARLOCK LEVEL	MAXIMUM SPELL CIRCLE OF ARCANUM
11th	6th Circle
13th	7th Circle
15th	8th Circle
17th	9th Circle

ONE WITH SHADOWS

Prerequisite: 5th Level

When you are in an area of dim light, darkness, or magical darkness, you can use your action to become invisible (see **Appendix A: Conditions**) until you move or take an action or a reaction.

OTHERWORLDLY LEAP

Prerequisite: 9th Level

You can cast the *longstrider* spell on yourself as often as you wish, without expending a spell slot or material components.

PATRON'S ANCHOR

Prerequisite: None

When you make a CON save to maintain concentration on a Wyrd spell or a spell cast with an Eldritch Invocation, you can choose to make a CHA save instead. In addition, you have advantage on the first save you make to maintain concentration each round.

REPELLING BLAST

Prerequisite: None

When you successfully hit a creature with one or more beams created by your Eldritch Blast feature, you can push the creature up to 10 feet per beam away from you in a straight line (in addition to dealing damage). If this

movement is interrupted by the target encountering a solid surface (such as being pushed into a stone wall), the target also takes 1d6 bludgeoning damage for each 10-foot increment it moved.

SCULPTOR OF FLESH

Prerequisite: 7th Level

You can cast the *polymorph* spell without expending a spell slot or material components. You can't do so again until you finish a long rest.

SECOND BOON

Prerequisite: 5th Level

You gain the benefits of a second boon from the options described in the 1st level feature **Pact Boon**: Pact of the Blade, Pact of the Chain, or Pact of the Tome.

SIGN OF ILL OMEN

Prerequisite: 5th Level

You can cast the *bestow curse* spell without expending a spell slot or material components. You can't do so again until you finish a long rest.

SPIRIT TRANSLATOR

Prerequisite: None

You can cast the *comprehend languages* spell on yourself as often as you wish, without expending a spell slot or material components.

STOLEN KNOWLEDGE

Prerequisite: None

You gain proficiency in any two skills or tools of your choice (in any combination).

   You can take this invocation multiple times, choosing different proficiencies each time.

THIEF OF FIVE FATES

Prerequisite: None

You can cast *bane* as a 1st-circle spell as often as you wish, without expending a spell slot or material components.

VISIONS OF DISTANT REALMS

Prerequisite: 15th Level

You can cast the *arcane eye* spell as often as you wish, without expending a spell slot or material components.

WHISPERS OF THE GRAVE

Prerequisite: 9th Level

You can perform the *speak with dead* ritual as often as you wish, without a ritual book or material components.

WITCH SIGHT

Prerequisite: 15th-Level

You can see the true form of any creature with the Shapechanger tag or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within line of sight.

WARLOCK SUBCLASSES

You have attracted the attention of a powerful being called a patron. When you choose (or are chosen by) a patron, all eldritch pacts previously made with lesser creatures pass into the patron's possession.

Patrons are distant beings who often display little care for the mundanities of mortal affairs. Patrons may impart knowledge of their desires to their warlocks, but far more often, their motivations are shrouded in mystery. Regardless of day-to-day involvement, your patron will someday require your services at a time and in the manner of their choosing. You will be in no position to decline.

FIEND

Your patron is a greater fiend who holds dominion over lesser demons or devils. Fiendish patrons are uncontestably bound to the forces of evil—though the warlocks they choose rarely are. These patrons often delight in granting power to mortals, even if those mortals openly strive against their destructive aims. Whether these tendencies are exercises in corruption or serve a more nefarious design, few can say.

FIEND PROGRESSION

WARLOCK LEVEL	FEATURES
3rd	Dark One's Blessing, Fiend Pact Spells
7th	Dark One's Own Luck
11th	Fiendish Resilience
15th	Hurl Through Hell

DARK ONE'S BLESSING

3rd-Level Fiend Feature

When you reduce a hostile creature to 0 HP or when a hostile creature within 30 feet of you is reduced to 0 HP, you gain temporary hit points equal to your PB + your warlock level. These hit points last until expended or until you complete a long rest.

FIEND PACT SPELLS

3rd-Level Fiend Feature

You gain pact spells at the warlock levels listed in the **Fiend Pact Spells** table. See the Warlock Subclass class feature for how these spells work.

FIEND PACT SPELLS

WARLOCK LEVEL	SPELLS
3rd	*burning hands, command*
5th	*scorching ray, suggestion*
9th	*fireball, stinking cloud*
13th	*blight, wall of fire*
17th	*dominate, flame strike*
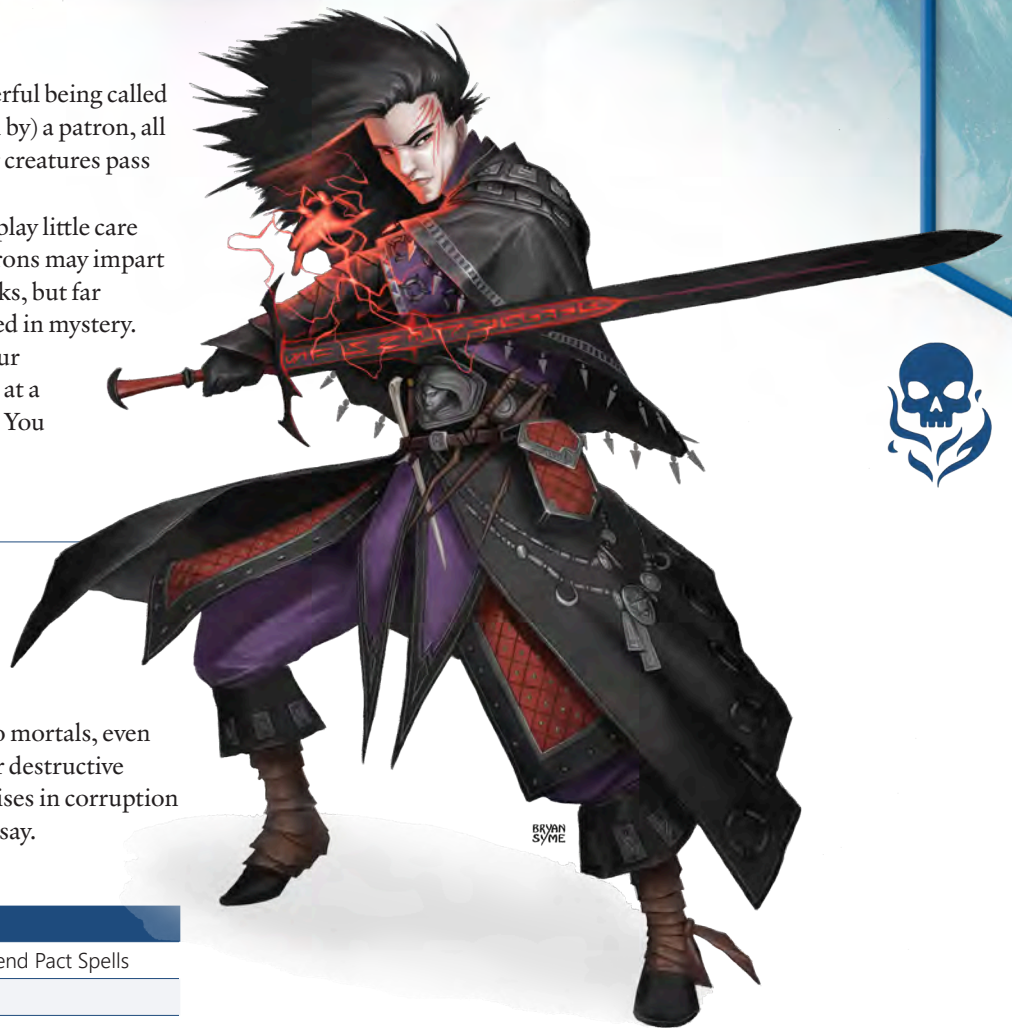
DARK ONE'S OWN LUCK

7th-Level Fiend Feature

You can call on your patron to alter fate in your favor. When you make an ability check or a save, you can use this feature to add 1d10 to your roll.

Once you use this feature, you can't use it again until you finish a short or long rest.

> ## PLAYER ADVICE
>
> Multiple sources of temporary hit points can't stack! If you have temporary hit points and receive more of them, you must decide whether to keep the ones you have or to gain the new ones.

FIENDISH RESILIENCE

11th-Level Fiend Feature

You can choose one damage type when you finish a short or long rest. You gain resistance to that damage type until you choose a different one with this feature.
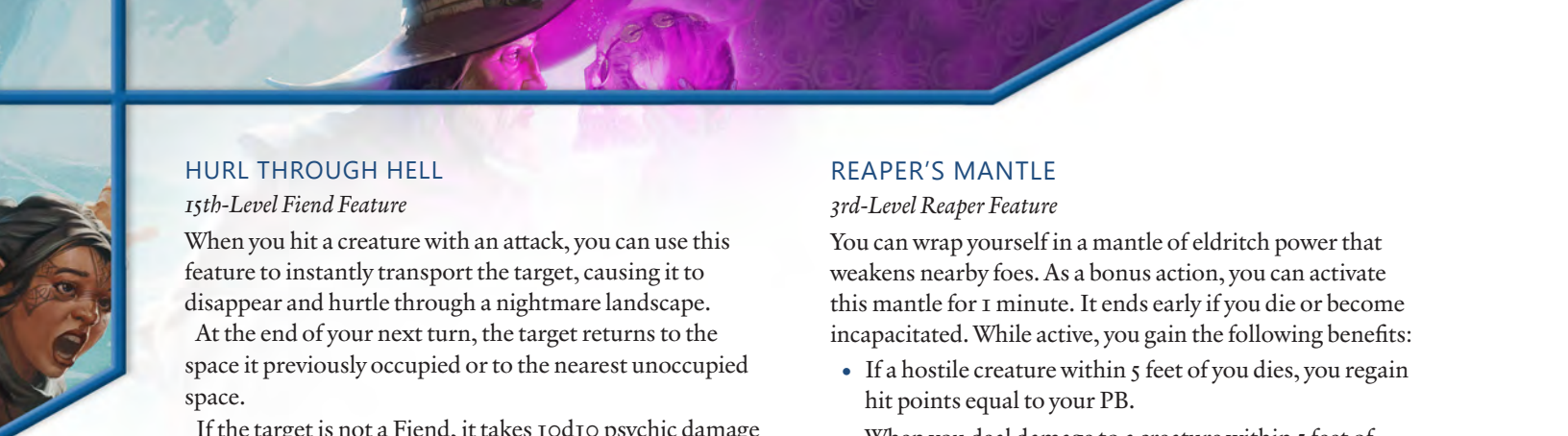
HURL THROUGH HELL

15th-Level Fiend Feature

When you hit a creature with an attack, you can use this feature to instantly transport the target, causing it to disappear and hurtle through a nightmare landscape.

At the end of your next turn, the target returns to the space it previously occupied or to the nearest unoccupied space.

If the target is not a Fiend, it takes 10d10 psychic damage as it reels from its horrific experience.

Once you use this feature, you can't use it again until you finish a long rest.

REAPER

Your patron is a formless entity given life by an endless hunger for death. These patrons are sometimes called spirits, but their power is far beyond that of the mere undead. Whether born from the collective consciousness of a slaughtered army, a legendary warrior murdered by treachery, or a sentience bound within a cursed blade—Reaper patrons desire glorious bloodshed above all else and seek warlocks capable of feeding their hunger.

REAPER PROGRESSION

WARLOCK LEVEL	FEATURES
3rd	Expanded Talent List, Reaper Pact Spells, Reaper's Mantle
7th	Eldritch Warrior
11th	Shield of Souls
15th	Swift Wings

EXPANDED TALENT LIST

3rd-Level Reaper Feature

When you gain a new talent, you can select that talent from the magic or martial talent list (see **Talents** in **Chapter 4**).

REAPER PACT SPELLS

3rd-Level Reaper Feature

You gain pact spells at the warlock levels listed in the **Reaper Spells** table. See the Warlock Subclass class feature for how these spells work.

REAPER PACT SPELLS

WARLOCK LEVEL	SPELLS
3rd	*false life, shield*
5th	*branding smite, spiritual weapon*
9th	*haste, vampiric touch*
13th	*death ward, phantasmal killer*
17th	*antilife shell, cloudkill*

REAPER'S MANTLE

3rd-Level Reaper Feature

You can wrap yourself in a mantle of eldritch power that weakens nearby foes. As a bonus action, you can activate this mantle for 1 minute. It ends early if you die or become incapacitated. While active, you gain the following benefits:

- If a hostile creature within 5 feet of you dies, you regain hit points equal to your PB.
- When you deal damage to a creature within 5 feet of you, that creature takes additional necrotic damage equal to your PB.
- When you make an attack roll against a creature within 5 feet of you, the attack is considered a critical hit on a roll of 19 or 20.

You can't use this feature again until you finish a short or long rest.

ELDRITCH WARRIOR

7th-Level Reaper Feature

When you take an action to use your Eldritch Blast feature, you can also make a single melee attack against a creature within 5 feet of you as part of that same action.

SHIELD OF SOULS

11th-Level Reaper Feature

When you reduce a hostile creature to 0 HP while your reaper's mantle is active, you can use your reaction to absorb part of the slain creature's spirit. When you do so, you gain a +1 to AC. This bonus is cumulative, increasing to a maximum bonus equal to your CHA modifier (minimum of +1). This bonus lasts for the duration of your reaper's mantle or until you take any amount of damage.

SWIFT WINGS

15th-Level Reaper Feature

As an action, you can make a single melee weapon attack against each creature of your choice within 5 feet of you. On a successful hit, a creature takes additional necrotic damage equal to your CHA modifier (minimum of 1). If none of your targets are reduced to 0 HP by these attacks, you gain one level of exhaustion.

Once you use this feature, you can't use it again until you finish a long rest.

WIZARD

The study of magic is infinitely complex, and every wizard develops a different approach to studying its intricacies. Regardless of the specific aspects you study, your class options reflect an ongoing dedication to mastering magic through research and experimentation.

Wizard is a spellcasting class that revels in a breadth of options. Your class features make you the expert on magic, and thinking ahead lets you do your best work. You're likely to have a spell for any occasion if you have time to prepare for it.

WIZARDS AS ADVENTURERS

Wizards are academics at heart, and their cerebral pursuits are typically ill-suited to the rigors of an adventuring life. Despite the troubles they might face when confronted by an armed minion or a sheer cliff face, many take up adventuring because it is the best way to acquire hidden knowledge and magical treasures to further their research.

While wizards rely on other party members for physical protection, every adventuring party benefits from having a wizard's knowledge and versatility in their corner. Whether staring down an enchanted foe, blocked by a mystic barrier, or ensorcelled by a possessed artifact, a well-prepared wizard is likely to have a magic solution (or five) in the pages of their spellbook.

CLASS FEATURES

As a wizard, you have the following class features.

HIT POINTS

Hit Dice: 1d6 per wizard level
Hit Points at 1st Level: 6 + your CON modifier
Hit Points at Higher Levels: 1d6 (or 4) + your CON modifier per wizard level after 1st

WIZARD PROGRESSION · ARCANE SPELL SLOTS BY CIRCLE

LEVEL	PB	FEATURES	CANTRIPS KNOWN	RITUALS KNOWN	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	+2	Arcane Recovery, Spellcasting	3	1	2	—	—	—	—	—	—	—	—
2nd	+2	Magic Sense	3	1	3	—	—	—	—	—	—	—	—
3rd	+2	Wizard Subclass	3	2	4	2	—	—	—	—	—	—	—
4th	+2	Improvement	4	2	4	3	—	—	—	—	—	—	—
5th	+3	Rote Spell (1st-Circle)	4	3	4	3	2	—	—	—	—	—	—
6th	+3	Superior Recovery	4	3	4	3	3	—	—	—	—	—	—
7th	+3	Subclass Feature	4	4	4	3	3	1	—	—	—	—	—
8th	+3	Improvement	4	4	4	3	3	2	—	—	—	—	—
9th	+4	Rote Spell (2nd-Circle)	4	5	4	3	3	3	1	—	—	—	—
10th	+4	Heroic Boon	5	5	4	3	3	3	2	—	—	—	—
11th	+4	Subclass Feature	5	6	4	3	3	3	2	1	—	—	—
12th	+4	Improvement	5	6	4	3	3	3	2	1	—	—	—
13th	+5	Rote Spell (3rd-Circle)	5	7	4	3	3	3	2	1	1	—	—
14th	+5	Spellguard	5	7	4	3	3	3	2	1	1	—	—
15th	+5	Subclass Feature	5	8	4	3	3	3	2	1	1	1	—
16th	+5	Improvement	5	8	4	3	3	3	2	1	1	1	—
17th	+6	Rote Spell (4th-Circle)	5	9	4	3	3	3	2	1	1	1	1
18th	+6	Spell Mastery	5	9	4	3	3	3	3	1	1	1	1
19th	+6	Improvement	5	9	4	3	3	3	3	2	1	1	1
20th	+6	Epic Boon	5	9	4	3	3	3	3	2	2	1	1

WIZARD QUICK BUILD

To quickly create a wizard, follow these steps during character creation:

- For ability scores, prioritize INT and then either DEX or CON.
- For lineage and heritage, choose any combination you like.
- For background and talent, choose Soldier and Combat Casting (if you plan to take Battle Mage subclass) or otherwise Scholar and School Specialization.
- For spells, choose the *light*, *mage hand*, and *ray of frost* cantrips. Your spellbook contains the following 1st-circle Arcane spells: *burning hands*, *charm*, *feather fall*, *mage armor*, *magic missile*, and *sleep*. Prepare a number of them equal to your INT modifier + 1. Then choose your 1st-circle ritual: *identify*.

PROFICIENCIES

Armor: None
Weapons: Simple weapons
Tools: None
Saves: INT, WIS
Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion

STARTING EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (*a*) a quarterstaff or (*b*) a dagger
- (*a*) a component pouch or (*b*) an arcane focus
- (*a*) a scholar's pack or (*b*) an explorer's pack
- A spellbook

ARCANE RECOVERY

1st-Level Wizard Feature

You have learned to regain some of your magical energy by studying your spellbook. Once per day, when you finish a short rest, you can recover expended Arcane spell slots of your choice. Recovered spell slots can have a combined circle total equal to or less than half your wizard level (rounded up).

  For example, if you're a 4th-level wizard, you can recover up to two circles' worth of spell slots. So you could choose to recover either a single 2nd-circle spell slot or two 1st-circle spell slots.

SPELLCASTING

1st-Level Wizard Feature

As a student of Arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power. See **Chapter 7: Spellcasting** for general rules of spellcasting and the Arcane spell list.

Cantrips

At 1st level, choose three cantrips from the Arcane spell list to learn. You choose more Arcane cantrips to learn at higher levels, as shown in the Cantrips Known column of the **Wizard Progression** table.

Spellbook

At 1st level, your spellbook contains six 1st-circle Arcane spells of your choice. It is the repository of all the Arcane spells you know—except for your cantrips, which are so simple and well-rehearsed that you don't even need to write them down.

Preparing Spells

You must prepare spells in advance before you can cast them. You can prepare any spell in your spellbook for which you have Arcane spell slots. (You determine which spell slots you can access by checking your level on the **Wizard Progression** table.) You can choose a number of spells equal to your INT modifier + your wizard level (minimum of one spell). This is your list of prepared spells from which you can cast.

  Preparing a new list of spells requires time studying your spellbook and re-memorizing incantations and gestures: at least 1 minute per spell circle for each spell you change. You can change your list of prepared spells as part of a long rest.

Casting Spells

You have prepared a number of spells and can cast any of them by using an Arcane spell slot of the spell's circle or higher.

  The **Wizard Progression** table shows how many Arcane spell slots you have at a given level. For example, at 3rd level, you have four 1st-circle and two 2nd-circle spell slots, and with a 16 INT, you can have six prepared spells of 1st or 2nd circle, in any combination. You only have two spell slots for 2nd-circle spells though, so if you prepare only 2nd-circle spells, you won't be able to use your 1st-circle spell slots at all.

  Casting a spell doesn't remove it from your list of prepared spells, it just uses up a spell slot. You regain all used spell slots when you finish a long rest.

Learning Spells of 1st Circle and Higher

Each time you gain a wizard level, you can add two Arcane spells of your choice to your spellbook for free. Each spell must be of a circle for which you have Arcane spell slots, as shown on the **Wizard Progression** table. During your adventures, you might also find other Arcane spells to add to your spellbook (see the **Your Spellbook** sidebar).

Spellcasting Ability

Intelligence (INT) is your spellcasting ability. Your INT modifier determines the save DC or the attack modifier for certain spells you cast:

> **Spell save DC** = 8 + your proficiency bonus (PB) + your INT modifier
>
> **Spell attack modifier** = your proficiency bonus (PB) + your INT modifier

Rituals

You can also cast a type of long-form spell called a ritual. Rituals don't need to be prepared, and they don't use up spell slots.

At 1st level, choose one ritual from the Arcane ritual list (see **Arcane Ritual List** in **Chapter 7**). You learn more rituals at higher levels, as shown in the Rituals Known column of the **Wizard Progression** table, but only from a circle for which you have spell slots. Rituals you learn don't count against the number of spells you learn at each level.

Rituals are contained in your spellbook alongside your regular spells, and new rituals written on *spell scrolls* can be copied into your spellbook like normal Arcane spells.

Spellcasting Focus

You can use an arcane focus (see **Adventuring Gear** in **Chapter 5**) as a spellcasting focus for your Arcane spells.

MAGIC SENSE

2nd-Level Wizard Feature

You learn to perceive magical workings. As an action, you can open your awareness to detect magical forces. Until the end of your next turn, you know the location of creatures with spellcasting ability, ongoing spell effects, or magic items within 30 feet of you. If the magical effect is the result of an ongoing spell, you learn which school of magic the spell belongs to.

This sense 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.

You can use this feature a number of times equal to your PB + 1. When you finish a long rest, you regain all uses.

WIZARD SUBCLASS

3rd, 7th, 11th, and 15th-Level Wizard Feature

Choose a subclass that reflects your specialized field of magical study, either Battle Mage or Cantrip Adept (detailed at the end of this class). Your choice grants you features at 3rd, 7th, 11th, and 15th level.

IMPROVEMENT

4th, 8th, 12th, 16th, and 19th-Level Wizard Feature

Choose one of the following improvements (ability scores can't be raised above 20 with this feature):

- Increase a single ability score by 2.
- Increase two different ability scores by 1 each.
- Increase one ability score by 1 and select a talent from the magic talents list (see **Magic Talents** in **Chapter 4**).

ROTE SPELL

5th, 9th, 13th, and 17th-Level Wizard Feature

Your continued practice of spellcraft has honed your mind, allowing you to affix a limited number of spells—called rote spells—in your mind. Choose one 1st-circle Arcane

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YOUR SPELLBOOK

The spells you automatically add to your spellbook as you gain levels reflect the spell research you conduct on your own. However, you might find other spells during your adventures as well. You could discover a spell recorded on a scroll in a dungeon chest or in a dusty tome in an ancient library.

Copying a Spell into the Book. When you find an Arcane spell of 1st circle or higher, you can add it to your spellbook if it is of a spell circle you can prepare and if you can make time to decipher and copy it. For each circle of the spell, the process takes 2 hours and costs 50 gp. The cost represents material components expended as you experiment with the spell to master it as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other Arcane spells.

Replacing the Book. You can copy a spell from your own spellbook into another book—for example, if you want to make a backup copy of your spellbook. This is just like copying a new spell into your spellbook but faster and easier since you understand your own notation and already know how to cast the spell. You need spend only 1 hour and 10 gp for each circle of the copied spell.

If you lose your spellbook, you can use the same procedure to transcribe the spells you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells, as normal. For this reason, many wizards keep backup spellbooks in a safe place.

The Book's Appearance. Your spellbook is a unique compilation of spells with its own decorative flourishes and margin notes. It might be a plain, functional leather volume, a finely bound gilt-edge tome, or even a loose collection of notes bound together after you lost your previous spellbook in a magical mishap.
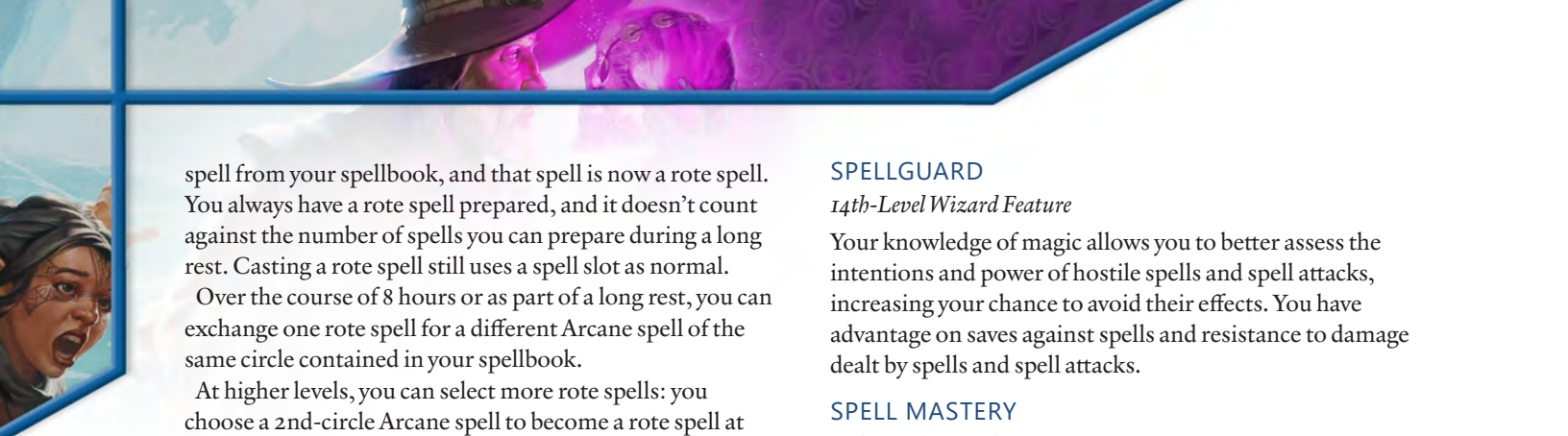
spell from your spellbook, and that spell is now a rote spell. You always have a rote spell prepared, and it doesn't count against the number of spells you can prepare during a long rest. Casting a rote spell still uses a spell slot as normal.

Over the course of 8 hours or as part of a long rest, you can exchange one rote spell for a different Arcane spell of the same circle contained in your spellbook.

At higher levels, you can select more rote spells: you choose a 2nd-circle Arcane spell to become a rote spell at 9th level, a 3rd-circle Arcane spell at 13th, and a 4th-circle Arcane spell at 17th.

SUPERIOR RECOVERY

6th-Level Wizard Feature

When you use your Arcane Recovery feature, you can choose to swap out a number of prepared Arcane spells with different Arcane spells from your spellbook—in addition to recovering Arcane spell slots. You can swap out a number of prepared spells equal to half your PB (rounded down) in this way.

PLAYER ADVICE

The ability to find spells in the world and copy them into your spellbook is a unique element of the wizard base class. Keep your eye out for spellbooks and *spell scrolls* during your adventures. If it's been a while since your character found—or had an opportunity to purchase—such treasures, ask your GM about creating more opportunities to expand your repertoire.

HEROIC BOON

10th-Level Wizard Feature

Your commitment to the wizard's path grants you a powerful new ability. Choose one of the following heroic boons:

- **Rite of the Ritualist.** When you learn a new ritual as part of gaining a level of wizard, you can choose it from any source of magic. In addition, you can now copy ritual spells from any source of magic into your spellbook. Any rituals gained in this way count as Arcane spells for you.
- **Rite of the Source Master.** Choose the Divine, Primordial, or Wyrd source of magic. When you add new spells to your spellbook as part of gaining a level of wizard (including the level you gain this feature), you can choose spells from the Arcane spell list or spells from your chosen source. Each spell must be a of a circle for which you have spell slots. In addition, you can now copy spells of your chosen source into your spellbook. Any spells gained in this way count as Arcane spells for you.

SPELLGUARD

14th-Level Wizard Feature

Your knowledge of magic allows you to better assess the intentions and power of hostile spells and spell attacks, increasing your chance to avoid their effects. You have advantage on saves against spells and resistance to damage dealt by spells and spell attacks.

SPELL MASTERY

18th-Level Wizard Feature

You can cast each of your rote spells at their lowest circle once without expending a spell slot. Once you cast a rote spell, you can't cast that same spell in this way again until you finish a short or long rest.

If you want to cast any of your rote spells at a higher circle, you must expend an Arcane spell slot as normal.

EPIC BOON

20th-Level Wizard Feature

Your commitment to the wizard's path grants you a powerful new ability. You gain the following epic boon:

- **Archmage.** When you cast a spell of 1st circle or higher and that spell expends an Arcane spell slot, you can choose to roll a d10. If the number rolled is higher than the circle of the expended spell slot, you automatically recover that slot. For example, if you expend a 1st-circle spell slot, a result of 2 or higher on the d10 means that you recover that 1st-circle spell slot. Once you successfully recover a spell slot in this way, you can't use this feature again until you complete a short rest.

WIZARD SUBCLASSES

As long as there has been magic, there have been creatures determined to experiment with it, quantify it, and define it. Most of them are wizards.

Centuries of magical study have led to various arcane traditions that encompass different methods of thinking about—and practicing—spellcasting. The subclass you choose represents the lens through which you focus your ongoing study of magic.

BATTLE MAGE

Wizards who follow the Battle Mage tradition aren't interested in theoretical musings or tedious experiments. Instead, they pursue new ways to enhance their power so that they can destroy their foes (and defend their allies) with ever-greater efficiency.

BATTLE MAGE PROGRESSION

WIZARD LEVEL	FEATURES
3rd	*Expanded Talent List, Spell Ward, Tactical Caster*
7th	*Contingency Plan*
11th	*Blasting Power*
15th	*Counterstrike*

EXPANDED TALENT LIST

3rd-Level Battle Mage Feature

When your gain a new talent, you can select it from either the magic or the martial talents list (see **Talents** in **Chapter 4**).

SPELL WARD

3rd-Level Battle Mage Feature

You can redirect a portion of your spellcasting energy into a defensive shield. When you cast an Arcane spell of 1st circle or higher, you can simultaneously weave a protective ward around yourself.

While the ward is active, you gain the following benefits if you aren't wearing medium or heavy armor:

- You gain a bonus to your armor class (AC) equal to your PB.
- You have resistance to bludgeoning, piercing, and slashing damage.

The ward lasts for 1 minute, but ends early if you are knocked unconscious or if your turn ends and you haven't cast an Arcane spell of 1st circle or higher since your last turn. You can also choose to dismiss your ward at any time (no action required by you).

You can use this feature a number of times equal to your PB, and you regain all uses of it when you finish a long rest.

TACTICAL CASTER

3rd-Level Battle Mage Feature

When you cast an Arcane spell that causes damage, you can choose yourself and any number of allies you can see to be immune to the damage caused by the spell. You can use this feature a number of times equal to your PB, and you regain all uses of it when you finish a long rest.

CONTINGENCY PLAN

7th-Level Battle Mage Feature

When you fail to hit a creature with a spell attack, you can use your reaction to redirect the spell toward a different target within the spell's range. You must make a new spell attack roll for the new target. If you miss the new target, you can't redirect again with the same spell attack.

BLASTING POWER

11th-Level Battle Mage Feature

When you deal damage with an Arcane spell, you can reroll any 1s you roll on any number of the damage dice. You must take the new result for any dice rerolled in this way (even if the new result is also a 1).

COUNTERSTRIKE

15th-Level Battle Mage Feature

When a creature succeeds on a save against an Arcane spell you cast and would take no damage or otherwise suffer any effects, they instead take force damage equal to a number of d6 dice equal to the spell's circle + your INT modifier.

CANTRIP ADEPT

It's easy to dismiss the cantrip as an unsophisticated afterthought plied by hedge wizards. But clever, cautious wizards sometimes specialize in these humble magics. While other mages must weigh the use of their magical resources, Cantrip Adepts hardly even notice. At their command, cantrips aren't so humble.

CANTRIP ADEPT PROGRESSION

WIZARD LEVEL	FEATURES
3rd	*Arcane Alacrity, Cantrip Polymath*
7th	*Versatile Cantrips*
11th	*Potent Cantrip*
15th	*Empowered Cantrips*

ARCANE ALACRITY

3rd-Level Cantrip Adept Feature

When you cast an Arcane cantrip that has a casting time of 1 action, you can change the casting time to a bonus action for that casting. You can use this feature a number of times equal to your PB, and you regain all uses of it when you finish a long rest.

CANTRIP POLYMATH

3rd-Level Cantrip Adept Feature

You learn two cantrips of your choice from the spell list of any magic source. For you, these cantrips count as Arcane cantrips and don't count against the number of cantrips you know. In addition, any cantrip you learn or can cast from any source, such as from a lineage or talent, counts as an Arcane cantrip for you.

VERSATILE CANTRIPS

7th-Level Cantrip Adept Feature

When you finish a short or long rest, you can replace one Arcane cantrip that you know with another cantrip from your list of available Arcane cantrips (including cantrips learned via the Cantrip Polymath feature).

POTENT CANTRIP

11th-Level Cantrip Adept Feature

You can add your INT modifier to one damage roll of any Arcane cantrip you cast.

EMPOWERED CANTRIPS

15th-Level Cantrip Adept Feature

Once per turn, when you cast an Arcane cantrip that deals damage, you can instead deal maximum damage with it. You can use this feature a number of times equal to your PB, and you regain all expended uses of it when you finish a long rest.

3 LINEAGE AND HERITAGE

When you create your character, you can choose to play as a human or a fantastic creature—a choice represented by your lineage.

   You also choose whether your character was raised among a typical community of their lineage or from a totally different culture—a choice represented by your heritage.

LINEAGE

Lineage represents the blood ties and hereditary traits of a creature. It's what you're born to, no matter where you were born. Lineage options include beastkin, dwarf, elf, human, kobold, orc, syderean, and smallfolk.

ELEMENTS OF A LINEAGE

Your lineage dictates certain traits that your character has due to their ancestry. The following sections are included among the descriptions of each lineage option.

AGE

This notes the age when a member of the lineage grows into adulthood, and their expected lifespan. You can choose any starting age for your adventurer, but if you want to play a very young or very old character, make sure to run it by your GM first.

SIZE

Most lineages are Medium, a size category including creatures that are roughly 4 to 8 feet tall. Members of a few lineages are Small (between 2 and 4 feet tall) or can choose to be Small—a few rules affect them differently. The most

important of these rules is that Small characters have trouble wielding weapons with the Heavy property (see **Weapon Properties** in **Chapter 5**).

SPEED

Your speed determines how far you can move when traveling overland and in combat. Most creatures have only a walking speed, but some lineages grant special types of movement such as a climbing or swimming speed (see **Movement** in **Chapter 6** for more information on various kinds of movement).

TRAITS

In addition to the standard information—age, size, and speed—each lineage grants hereditary traits that are unique to members of that lineage. These are traits your character is born with, such as a dwarf's ability to see in the dark. This can sometimes grant magical effects such as the syderean's Blessed or Dreadful Guise trait.

NATURAL ADAPTATION

Some lineages include the Natural Adaptation trait, which further defines specifics of your character's ancestry. In these instances, choose only one of the options presented.

LINEAGE DESCRIPTIONS

This section lists the lineage options available to characters.

BEASTKIN

Born between civilization and the wilds, beastkin are as varied as the animal kingdom itself. Sometimes called wildkin or werefolk, beastkin universally share the bipedal form of humans, elves, or dwarves, but have pronounced traits of a specific beast, such as hawk wings, a scorpion's tail, rabbit ears, owl eyes, a crab-like carapace, razor-sharp shark teeth, or bony ox horns. Some beastkin show only slight bestial features, while others resemble bipedal versions of their animal kin.

Some beastkin believe they are relatives of the intelligent beasts that hold court in the fey realms. Others claim they are descendants of lycanthropes or other magically transformed beings. Whatever the case, all beastkin share a tie to the natural world, and many choose to live alongside the animals they resemble.

Young beastkin are often driven by curiosity to seek out other civilizations and far-flung environments. Though such wanderlust may last for years, most beastkin return to their natural homes in later life, where they often act as wardens of their home territory.

While all beastkin contend with primal urges, they are quick to form unshakable bonds with those who show them compassion and loyalty, whether humanoid or beast.

BEASTKIN LINEAGE TRAITS

Your beastkin character has the following hereditary traits.

Age. Beastkin mature far more quickly than most Humanoids, reaching adulthood within 5 years. Though they may live nearly a century, some beastkin live only 20 or 30 years.

Size. Your size is Medium or Small. Beastkin vary in weight and height, depending on their Beast characteristics. Most are between 4 and 8 feet tall, but if you choose to play a beastkin shorter than 4 feet, you can choose your size to be Small. Your weight varies depending on your Beast characteristics. For example, a Medium beastkin descended from bears likely weighs upward of 350 pounds, while an avian beastkin of the same size is likely to weigh around 100 pounds.

Speed. Your base walking speed is 30 feet.

Animal Instinct. You have proficiency in either the Perception or Survival skill (your choice).

Natural Weapons. You have claws, horns, hooves, fangs, spines, or a similar adaptation that serves as a natural weapon. Work with your GM to determine what type of

BRYAN SYME

natural weapon you possess and decide whether it does bludgeoning, piercing, or slashing damage. You can use your natural weapon to make unarmed strikes. When you hit with it, the strike deals 1d6 + your STR or DEX modifier damage (choose which during character creation) of your chosen type, instead of the bludgeoning damage normal for an unarmed strike.

Natural Adaptation. You inherit one of the following traits determined by what kind of animal characteristics you want your character to have:

- *Avian.* Leathery, feathery, or gossamer wings sprout from your back or connect to your outstretched arms. You have a flying speed equal to your walking speed. You can't fly while wearing medium or heavy armor. Carrying a heavy load or a creature of your size or larger while flying reduces your speed by half.

- *Agile.* Sharp claws, cloven hooves, robust limbs, reversed joints, or suction pads on your hands and feet allow you to scrabble up trees, rock faces, and uneven surfaces with ease. You have a climbing speed equal to your walking speed. In addition, you have advantage on saves made to avoid being knocked prone.

- *Aquatic.* Oily fur, scales, fins, webbed hands and feet or long, gangly limbs are common for your people. have a swimming speed equal to your walking speed. You can hold your breath for up to 20 minutes.

- *Sturdy.* Powerful limbs, fat reserves, or a thick hide allow you to endure harm and accomplish feats of remarkable athleticism. When you aren't wearing armor, you have a natural AC of 13 + your DEX modifier. In addition, you count as one size larger when determining your carrying capacity and the weight you can push or drag.

DWARF

Dwarves are a hardy people, as sturdy and solid as stone. Most dwarves believe they were sculpted from living rock and were given life in the forge of a progenitor god.

The first dwarven cities were built below the world's surface, filling chiseled mountain halls and sprawling caverns deep within the earth. Plentiful ore and minerals led to mastery of stoneworking and metalworking, giving these first dwarves tools to survive the monsters lurking near their homes.

As ages passed, dwarves spread across many lands. Some chose lives far from their ancestral halls. However, dwarves still bear many adaptations that allowed their ancestors to thrive, including vision suited for sunless caverns and resistances to the poisonous denizens of the world below.

DWARF LINEAGE TRAITS

Your dwarf character has the following hereditary traits.

Age. Dwarves are physically mature around age 20, but most consider themselves young until they reach age 50. On average, they live about 350 years.

Size. Your size is Medium. Dwarves vary little in height or size, with most standing between 4 and 5 feet tall. Even the smallest dwarves possess broad frames and rarely weigh less than 150 pounds.

Speed. Your base walking speed is 30 feet.

Darkvision. You have darkvision to a range of 60 feet.

Dwarven Resilience. You have advantage on saves against becoming poisoned, and you are resistant to poison damage.

Dwarven Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

ELF

Elves are a long-lived people, regarded as the first mortal beings to walk the world. They boast ancestral ties to magic realms populated by immortal creatures. Some elves claim that their ancestors were themselves immortal beings made mortal to steward newborn lands.

Most elven settlements were established before any living memory. These beautiful cities are situated in quiet groves deep within ancient forests or atop mist-shrouded peaks that touch the sky—rich in magic and in beauty.

Due to their long lifespans, even elves born far from elven cities eventually feel compelled to visit the towering forests and windswept peaks so beloved by their ancestors. These compulsions also drive elves to deepen bonds with other creatures who share their long lifespan.

ELF LINEAGE TRAITS

Your elf character has the following hereditary traits.

Age. Although elves reach physical maturity around age 20, mental and emotional faculties reach full maturity around the age of 100. Elves can live to be 750 years old.

Size. Your size is Medium. Elves range from under 5 feet to over 6 feet tall and tend toward slender builds, averaging around 110 pounds.

Speed. Your base walking speed is 30 feet.

Heightened Senses. You have advantage on Perception checks that rely on sight or hearing. You can see through lightly obscured areas normally and areas of dim light as if it were bright light.

Magic Ancestry. You have advantage on saves against being charmed, and magic can't put you to sleep.

Trance. Elves don't need to sleep. Instead, they enter a meditative trance state, remaining semiconscious for 4 hours a day. You choose whether or not you can dream while meditating. After resting in this way, you gain the same benefit that other creatures do from 8 hours of sleep.

HUMAN

Humans are the youngest people of the world, and their tenacity and flexibility has allowed them to quickly spread. Humans are diverse in appearance and culture, so it's not surprising that their creation myths are similarly plentiful.

Despite, or perhaps as a consequence of their tangled history, humans leave their stamp wherever they go. A natural drive fills their lives with dreams of long-lasting achievements. More than just a few reach those dreams.

Humans are found in nearly every environment, in nearly every form of community. Humans crop up even in surprising places with an adaptability and a burning desire to succeed.

HUMAN LINEAGE TRAITS

Your human character has the following hereditary traits.

Age. Humans reach adulthood in their late teenage years and rarely live to be more than 100 years old.

Size. Your size is Medium or Small. Humans vary in height and weight, but most adults range between 5 feet and 6 feet tall and average around 150 pounds. If you choose to play a human shorter than 4 feet however, you can choose your size to be Small.

Speed. Your base walking speed is 30 feet.

Ambitious. You gain proficiency in one skill of your choice, and you gain one talent of your choice. This talent can be from any of the talent lists, but you must meet the talent's prerequisites if any are required (see **Talents** in **Chapter 4**).

KOBOLD

Kobolds are a cunning people with draconic features. Many kobolds believe ancient dragons made kobolds in their likeness, to serve their draconic masters. Cagey and strategic, these diminutive draconic humanoids instinctually seek safety in tunnels and similar enclosed spaces such as collapsed architecture or rubble.

Kobolds display an inborn mechanical aptitude which often manifests as trap-making and tinkering. The crafting of traps became such a monumental part of kobold civilization that those rare kobolds born away from their own people still gravitate toward occupations and hobbies that allow them to craft small, potentially dastardly, creations. Though they can live for decades, a penchant for curiosity claims as many kobold lives as time does.

KOBOLD LINEAGE TRAITS

Your kobold character has the following hereditary traits.

Age. Kobolds reach adulthood in their early teenage years and reach elderly status around the age of 80. Kobolds rarely live to be more than 100 years old.

Size. Your size is Small. Kobolds are rarely more than 3 feet tall, and tend toward extremes of body weight.

However, you can choose to play a rare oversized type of kobold known as a truescale. Truescales stand around 5 feet tall and are Medium size. Your size determines which trait you have access to via the Natural Adaptation feature.

Speed. Your base walking speed is 30 feet.

Darkvision. You have darkvision to a range of 60 feet.

Tinker's Fascination. Your innate fascination with how things work allows you to use tools with ease. When you make an ability check with a tool, you can roll a d8 and add the result to the check.

Natural Adaptation. You inherited one of the following unique traits, determined by your size.

- *Fierce (Small).* When a Large or larger creature you can see within 5 feet of you attacks you, you can use your reaction to attack that creature immediately after its attack.
- *Truescale (Medium).* Your naturally thick scales provide significant protection. You have a natural AC of 13 + your DEX modifier. In addition, you have resistance to one of following types of damage: acid, cold, fire, lightning, or poison (choose during character creation).

ORC

Orcs are a resilient people, whose origin was sudden and forceful. Indeed, many orcish priests believe they are blessed by the god of war. Though scholars and historians claim they've seen no sign of sprawling orcish empires, many orcs sing songs of glittering realms, crowded battlefields, and military brilliance against unknown foes—and some long-lived creatures remember a time before the orcs' unexpected appearance.

Despite their relatively short lives, orcs are driven by a powerful thirst for exploration and discovery. Even orcs born far away from orcish communities gravitate toward a life of travel, adventure, and thrill seeking. Due to their extraordinary survivability, orcs have been found desiccated within desert temples, locked within frozen lakes, and entombed in collapsed tunnels, only to make a full recovery within days of being freed.

ORC LINEAGE TRAITS

Your orc character has the following hereditary traits.

Age. Orcs reach adulthood within two decades and seldom live longer than 60 years. However, orcs remain in their prime for most of their lives, undergoing few physical changes or signs of aging between adulthood and the end of their natural lifespan.

Size. Your size is Medium. Orcs stand between 6 and 8 feet tall and commonly range from 110 to 350 pounds in weight.

Speed. Your base walking speed is 30 feet.

Heightened Senses. You have advantage on Perception checks that rely on sight or hearing. You can see through lightly obscured areas normally and areas of dim light as if it were bright light.

Orcish Perseverance. When you would die due to suffocating or gaining levels of exhaustion, you instead enter a death-like stasis. While in stasis you are incapacitated, can't move, can't speak, and are unaware of your surroundings. You also cease to age, and your body is protected from decay. You can remain in this state until you are restored by mundane or magical healing, or your body is completely destroyed.

Stalwart. When you are subjected to an effect that requires you to make a save at the end of your turn, you can instead choose to make the save at the start of your turn.

SYDEREAN

Sydereans (sigh-DEER-ee-ans) are mystical beings sired by creatures or powers from a different plane of existence. Sometimes called starborn or plane-touched, their origins are as varied and mysterious as the cosmic forces that shaped them.

Though sydereans may be conceived by the physical union of a mortal with an outsider—such as a celestial or fiend—such pairings are rare and steeped in portents or conspiracy. More often, sydereans are born to an unsuspecting mortal family perhaps as the result of magical upheaval, an ancient dormant trait within the family's bloodline, or a reincarnated soul returned by some unknown design. There are even instances of fully grown humanoids suddenly transformed into a syderean in a flash of light or a burst of smoke.
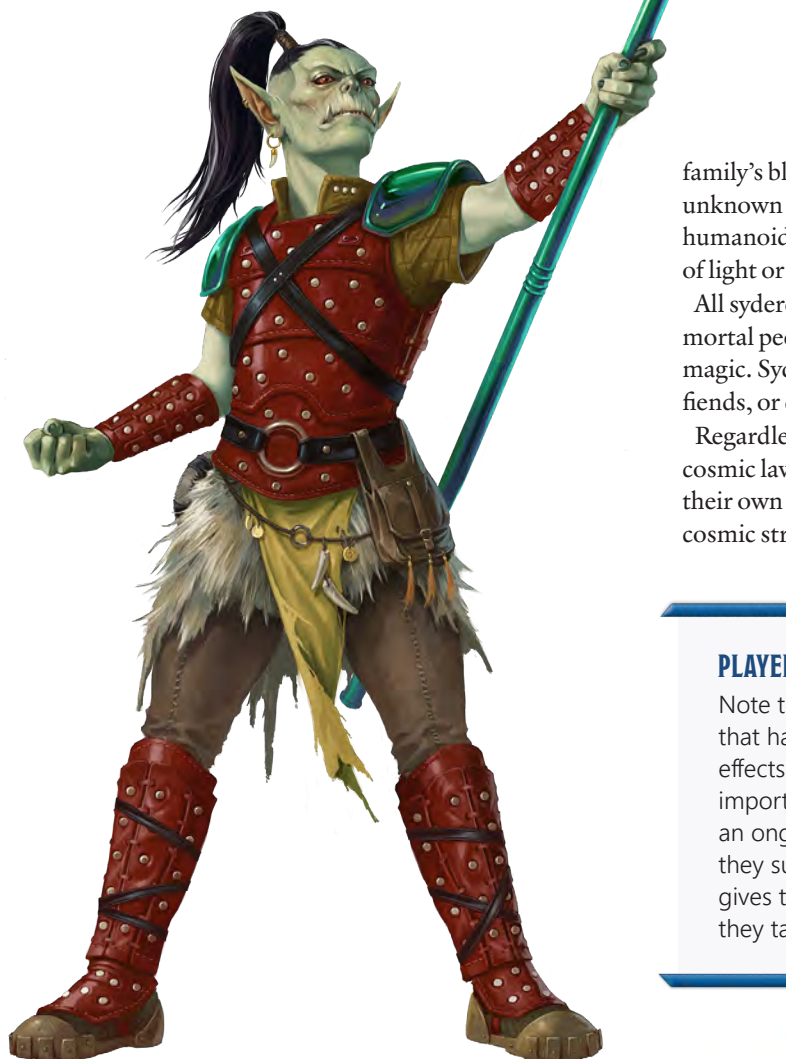
All sydereans live between two worlds: that of their mortal peers and a world connected to their indwelling magic. Sydereans may be shaped by celestials, born of fiends, or derived from less understood entities.

Regardless of parentage, sydereans aren't bound to the cosmic laws that govern their sires. They are the masters of their own destinies, free to embrace, reject, or ignore the cosmic struggles of their immortal kin.

PLAYER ADVICE

Note that a save made with the Stalwart trait is the first thing that happens at the start of the PC's turn, superseding any other effects that may trigger at the start of the turn. This distinction is important in certain circumstances. For example, if a PC is suffering an ongoing effect that deals damage at the start of their turn until they succeed on a save at the end of their turn, the Stalwart trait gives the PC the chance to end the ongoing damage effect before they take the damage.

Sydereans can be found among any humanoid culture, but often gravitate toward large cities, where they can skip the scrutiny of a village life. Sydereans welcomed by mortal peers often find success as clergy, leaders, or arcane scholars. The less fortunate might avoid civilization entirely, seeking solitude, embracing banditry, or adopting lives dedicated to travel and adventure.

SYDEREAN LINEAGE TRAITS

Your syderean character has the following hereditary traits.

Age. Sydereans reach adulthood by the age of 20. On average, they live about 150 years.

Size. Your size is Medium. Sydereans stand between 5 and 7 feet tall and average 160 pounds.

Speed. Your base walking speed is 30 feet.

Far Sight. You have darkvision to a range of 60 feet and can see in magical darkness to a range of 30 feet.

Otherworldly Form. You have resistance to necrotic damage and the amount of time you can survive without air, food, water, or sleep is double that of a typical character.

Natural Adaptation. You have inherited one set of the following unique traits, determined by the nature of the forces that shaped you.

- *Celestial.* You possess notable physical characteristics that mark your connection to realms of good or order. You might have luminous eyes, metallic-hued skin, or possess the ability to stay perfectly still for hours. You also gain the following:

    Blessed Guise. Once per long rest, you can use a bonus action to assume an otherworldly guise for 1 minute. When you do so, you sprout spectral wings and gain a flying speed equal to your walking speed for the duration of your transformation. While transformed, once on each of your turns when you deal damage with an attack or spell, you can choose to convert the damage type (or types) to radiant damage.

- *Fiendish.* You possess notable physical characteristics that mark your connection to realms of evil or chaos. You might bear bony horns that jut from your skull, emit a perpetual odor of smoke, or have a barbed tail. You also gain the following:

    Dreadful Guise. Once per long rest, you can use a bonus action to assume an otherworldly guise for 1 minute. While the transformation lasts, creatures of your choice that come within 10 feet of you for the first time on a turn or start their turn there must succeed on a CHA save (DC equals 10 + your PB) or become frightened of you until the end of your next turn. Once a creature succeeds on this save, they can't be affected by this feature again for 24 hours. While transformed, once on each of your turns when you deal damage with an attack or spell, you can choose to convert the damage type (or types) to necrotic or fire damage (your choice).

SMALLFOLK

Smallfolk are diminutive humanoids who rely on community and cleverness to survive a world of big threats. These brave people have walked the land for centuries but are largely overlooked in historical accounts, since they are rarely perceived to be a threat by larger peoples, or "bigfolk."

All smallfolk share a near-supernatural affinity for the earth, and distinct groups of smallfolk are categorized by how they embraced that affinity. One group, gnomes, split off to build communities almost entirely underground. The other group, halflings, remained on the surface to build farming communities. Regardless of where they choose to live, smallfolk possess boundless enthusiasm for improving the world around them. Their ancestral homes are filled with bounteous creature comforts resulting from ingenuity and hard work.

While many smallfolk contentedly live their lives in cozy communities with others of their kind, a seemingly bottomless zest for life drives more adventurous members of this lineage to travel the world or settle in more unusual climes. Smallfolk fit in wherever they go, and troubles seem to roll off their backs magically—qualities that have ensured their success spreading across the world.

SMALLFOLK LINEAGE TRAITS

Your smallfolk character has the following hereditary traits.

Age. Smallfolk reach adulthood around 20 and typically live to be around 150 years old, though gnomes sometimes live twice as long.

Size. Your size is Small. Smallfolk are rarely more than 3 feet tall and average about 40 pounds.

Speed. Your base walking speed is 30 feet.

Grounded. Once per day, when you fail a save, you can reroll the die and use the new roll. Regardless of whether the new roll is a success or failure, you generate 1 Luck.

Small Stature. You can move through the space of any creature that is Medium or larger size. You can also attempt to hide when you are obscured by a creature of Medium or larger size.

Natural Adaptation. You inherited one of the following unique traits, determined by whether your characteristics are gnomish or halfling:

- *Gnomish.* Your ancestors made their homes underground or in dark woodlands, providing you with darkvision to a range of 60 feet. In addition, you learn the *minor illusion* cantrip. Choose whether INT, WIS, or CHA is your spellcasting ability for this spell during character creation.

- *Halfling.* Your ancestors made their homes on the surface, displaying outsized pluck to drive back hostile wildlife and monsters. You have advantage on saves against being charmed or frightened.

Heritage

Heritage represents the upbringing and culture of a character. It's what your family, community, or other formative authority figures taught you. Sample heritages include cosmopolitan (city dwellers), grove (forest denizens), and stone (undermountain folk).

Heroic characters sometimes come from unexpected origins. Your character might have been raised among a typical community of their lineage or from a totally different life.

ELEMENTS OF A HERITAGE

Heritage dictates certain abilities you have because of your connection to a group or society. Heritage includes both tangible and intangible cultural elements, such as architecture, art, folklore, traditions, language, and natural environment.

LANGUAGES

Your heritage includes how many languages you know. By default, all characters know the Common language and one other language, but some heritages and backgrounds allow more. Choose from the **Standard Languages** table or one typical in your campaign. With the GM's permission, you can instead choose a language from the **Esoteric Languages** table or a secret language, such as Thieves' Cant (see **Rogue Class Features** in **Chapter 2**) or Druidic (see **Druid Class Features** in **Chapter 2**). If you are unsure which language to choose, look at the suggested languages provided in each heritage option.

Some languages are actually language families with many dialects. For example, the Primordial language includes the Auran, Aquan, Ignan, and Terran dialects, one for each of the four elemental planes. Creatures who speak different dialects of the same language can communicate with one another.

STANDARD LANGUAGES

LANGUAGE	TYPICAL SPEAKERS	SCRIPT
Common	Humans	Common
Dwarvish	Dwarves	Dwarvish
Elvish	Elves	Elvish
Giant	Ogres, giants	Dwarvish
Gnomish	Gnomes	Common
Goblin	Goblinoids	Dwarvish
Halfling	Halflings	Common
Orcish	Orcs	Dwarvish

ESOTERIC LANGUAGES

LANGUAGE	TYPICAL SPEAKERS	SCRIPT
Abyssal	Demons	Infernal
Celestial	Celestials	Celestial
Draconic	Dragons, kobolds	Draconic
Infernal	Devils	Infernal
Machine Speech	Mechadrons	Unreadable by non-Constructs
Primordial	Elementals	Dwarvish
Sylvan	Fey	Elvish
Undercommon	Underworld traders	Elvish

HERITAGE OPTIONS

This section contains descriptions of the heritage options available to characters. If you're not sure what to choose or want a character that reflects common fantasy archetypes, choose a recommended heritage listed on the **Common Heritages by Lineage** table. For instance, if you want to play a typical dwarf, select a heritage option listed in the dwarf section.

However, you can choose any heritage, regardless of lineage. For example, if your character has one human parent and one elven parent, you could choose the human lineage to represent your dominant hereditary traits, but a common elven heritage to represent being raised in a predominantly elven society.

COMMON HERITAGES BY LINEAGE

LINEAGE	RECOMMENDED HERITAGES
Beastkin	Slayer, Wildlands
Dwarf	Fireforge, Stone
Elf	Cloud, Grove
Human	Cosmopolitan, Nomadic
Kobold	Supplicant, Salvager
Orc	Diaspora, Slayer
Syderean	Anointed, Vexed
Smallfolk	Cottage, Salvager

ANOINTED HERITAGE

Anointed heritage characters have accepted a supernatural connection to extraplanar creatures or cosmic forces.

Selected by fate, favored by divinity, or made to bear an ancestral burden, you have wholly embraced a mystic purpose beyond your understanding. Your birth may have been marked by omens or you may have experienced a calling later in life.

Characters who bear this heritage come from all manner of backgrounds and lineages. Many forsake blood relatives and birthplaces to seek others who share their great purpose.

Anointed communities are few and often scattered, but those within them are loyal to one another, bound by common goals and calling. Opposing anointed factions may clash violently, especially if their goals or otherworldly bonds conflict. As such, anointed individuals often foster relationships and join culture with sympathetic clergy or cults from a young age. An anointed character might even serve as an emissary or herald to their guiding power, undergoing sacred rites or performing acts of devotion to understand their destined path.

Favored Disciple. You know the *thaumaturgy* cantrip and you have advantage on death saves.

Occult Studies. You have proficiency in the History or Religion skill. When you make a check to recall or interpret information about Celestials, Fiends, or creatures with the Outsider tag, you can make a skill check with advantage.

Languages. You know Common and two additional languages of your choice. Typical anointed heritage characters choose an esoteric language aligned with their guiding power: Abyssal, Celestial, or Infernal.

CLOUD HERITAGE

Cloud heritage characters come from communities deeply entwined with Arcane magic.

Many accounts concerning the origins of the elves have been spun, and almost all are deeply intertwined with tales of magic. In a time long lost to memory, a group of elves clung to these tales and named themselves mages, stewards of the magical forces that coursed through the cosmos. These elves formed the first cloud communities, and the towers they built to study the skies eventually became the hearts of thriving cities.

Though many elves still dwell within these towering cities, striving for a greater understanding of magic, people from all over the world are drawn as well, eager to study spellcasting at the finest magic academies or simply to dwell among kindred spirits for whom magic is the center of their world.

Touch of Magic. Choose a school of magic and learn a cantrip of your choice from that school. When you reach 3rd level, choose a 1st-circle spell from that school to learn. You can cast it at its lowest circle without expending a spell slot. Once you cast this spell, you must finish a long rest before you can cast it again using this feature. Your spellcasting ability for these spells is CHA, INT, or WIS (choose which during character creation).

World of Wonders. You have proficiency in the Arcana skill.

Languages. You know Common and two additional languages of your choice. Typical cloud heritage characters choose Elvish and Draconic.

COSMOPOLITAN HERITAGE

Cosmopolitan characters are citizens of the world whose values, interests, and ideas are influenced by exposure to many different peoples and cultures. Creatures of this heritage hail from major cities populated by people from many different parts of the world. Alternatively, it could mean you spent your formative years moving from place to place, immersing yourself in the customs and traditions of each community you lived with.

Street Smarts. While in a city or other urban environment, you have advantage on ability checks made to avoid getting lost and checks made to find a particular kind of business or other destination open to the public. In addition, while you are in such environments, you can't be surprised unless you are asleep or otherwise incapacitated.

Worldly Wisdom. You have proficiency with the History skill. When you make a check related to understanding the purpose or significance of a building, rite, or object from a culture you aren't familiar with, you can add your PB to the roll. If you have proficiency in a relevant skill or tool, double your PB for the roll.

Languages. You know Common and three additional languages of your choice. Typical cosmopolitan heritage characters choose Dwarvish and Elvish.

COTTAGE HERITAGE

Characters from this heritage were raised with the skills and practicality of an organized, integrated, agricultural community.

You hail from a self-sufficient community of people whose lives revolve around tending the land. People of this heritage are hardworking, possessing skills to grow food, care for livestock, and create necessary goods.

Whether these people hail from a sleepy village of dozens or a thriving countryside full of vineyards, family and community are critical to the cottage way of life. Even characters who choose to leave this life behind often carry strong ties to the hearth and home as they adventure into the wider world.

Comforts of Home. As part of a long rest, you can cook a meal, tell stories, or perform some other activity that comforts your allies. Choose a number of creatures who participated in the long rest equal to your PB (this can include you). Those creatures gain temporary HP equal to twice your PB. These temporary HP last until expended or until you complete your next long rest.

Homesteader. You have proficiency in either the Animal Handling or Nature skill.

Languages. You know Common and one additional language of your choice. Typical cottage heritage characters choose Halfling or Gnomish.

DIASPORA HERITAGE

Diaspora heritage characters were raised in a displaced community dedicated to the legacy of a lost ancestral empire. Your people may have been forced from their home by a cataclysm, dangerous creatures or deities, or financial or political ruin. Regardless, they work to reestablish their once-great empire, secure a new homeland, or uncover the mystery surrounding the collapse.

Though fractured, diaspora communities take pains to forge alliances, amass resources, and train future generations to preserve their traditions. Many diaspora communities brand themselves as guilds, mercenary companies, or religions to safeguard from enemies and swell their ranks with others who seek a noble cause.

Adventuring is an admirable trade within diaspora communities, allowing members to travel and nurture

alliances that could help restore their legacy. Many others work as soldiers of fortune, bodyguards, or military advisors, as opportunity allows.

Preserved Traditions. You gain proficiency with the History skill. You also gain proficiency with one type of martial weapon of your choice (see **Weapons** in **Chapter 5**).

Timeless Resolve. When you or an allied creature within 5 feet of you makes a save against becoming frightened, you and the ally have advantage on the save.

Languages. You know Common and one additional language of your choice. Many diaspora communities learn the languages most common to soldiers, mercenaries, and traders near the area in which they reside, most often Orcish or Dwarven.

FIREFORGE HERITAGE

Fireforge heritage characters were raised with the values and traditions of crafting communities dependent on the resources found in fiery—and often inhospitable—locales.

Dwarven legends are united in the belief that the best metalcrafting is done in the fires of the earth. Long ago, groups of dwarves following this tradition settled near areas of volcanic activity, turning such places into their forges. These dwarves were the first fireforge clans. These communities still toil in the heat of magma, creating weapons, armor, and goods noteworthy even among the finest crafts made across the world. They trade these goods for necessities not found in their harsh environment.

Because fireforge communities are built around sources of extreme heat, they often encounter and make relationships with Elemental creatures drawn to these same environments. Fireforge communities and elementals commonly form alliances when threatened by giants, dragons, and other volcano or mountain-dwelling creatures who compete for territory.

Forgecraft. You gain proficiency with Smithing tools (see **Tools** in **Chapter 5**). Double your PB for any ability check you make that uses them. In addition, you know the *mending* cantrip.

Heat Resilience. Lifelong exposure has made you resilient to the effects of severe heat. You are resistant to fire damage.

Languages. You know Common and one additional language of your choice. Typical fireforge heritage characters choose Dwarvish.

GROVE HERITAGE

Grove heritage characters grow in the values and traditions of forest communities dedicated to living in harmony with nature.

When elves first walked the world, many chose to settle in the bounteous forests. These were the first grove elves, who established communities that intertwined with the natural

world rather than seeking dominion. These communities preserve the forests they call home, communing with nature in sacred groves and taking up arms against those who dare to claim ownership of the land.

As competing interests threaten natural spaces, all manner of creatures have come to share the values of grove communities. Those whose hearts are open to the truths taught by the forests are welcome to settle among them.

Canopy Walker. You have a climbing speed equal to your walking speed.

Nature's Camouflage. You have advantage on DEX (Stealth) checks made while you are lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena. While in such conditions, you can always attempt to take the Hide action, even if circumstances would not normally allow you to do so.

Languages. You know Common and one additional language of your choice. Typical grove heritage characters choose Elvish.

NOMADIC HERITAGE

Nomadic heritage characters hail from a tight-knit community that regularly moves to and from different areas. Your people might migrate with plants and game in seasons, follow established trade routes, or roam for a more unique reason. People of nomadic heritage are suited to the rigors of travel and often understand environmental cycles and the hazards or benefits that come with them.

Resilient. You have advantage on checks or saves made to resist debilitating weather effects, such as those caused by extreme heat or cold. In addition, when you complete a short rest, you can reduce your exhaustion level by one. Once used, you can't reduce your exhaustion level in this way again until you complete a long rest.

Traveler. You have proficiency in the Survival skill.

Languages. You know Common and one additional language of your choice. Depending on the regions your people frequent or the kinds of communities your people trade with, typical nomadic heritage characters choose Dwarvish or Elvish.

SALVAGER HERITAGE

Characters who choose this heritage were raised with the skills and tenacity of making do with what's at hand.

Your people have, for whatever reason, carved out a society away from the comforts of traditional cities or settlements. From an early age, members of this heritage learn to build shelter, weaponry, and tools from whatever materials they find.

Salvager communities might cluster in inhospitable or difficult-to-access locations. Or perhaps they patrol enormous expanses, moving from opportunity to opportunity without drawing attention. Among these patient opportunists, knowledge and resourcefulness are deeply respected skills, prized above all else.

Repurpose. You can create Tiny nonmagical items using materials from your surroundings. An item takes 1 minute to create and can be anything of 25 gp value or less from the Adventuring Gear table (see **Adventuring Gear** in **Chapter 5**). When done, it must sit or float on a surface within 5 feet of you. The item is obviously kitbashed, and resale value is minimal. After one use, the item becomes nonfunctional.

Tinkerer. You have proficiency with tinker's tools or one other kind of tool of your choice (see **Tools** in **Chapter 5**). When you make a check to create, identify, or disarm a magical or nonmagical object, trap, or device, where you have a relevant proficiency, double your PB for the roll.

Languages. You know Common and one additional language of your choice. Typical scavenger heritage characters choose Draconic or Gnomish.

SLAYER HERITAGE

Members of a slayer heritage were raised in a society of like-minded people dedicated to hunting monsters.

Slayer communities dedicate their lives to hunting powerful predators that might topple natural ecosystems, such as dragons or trolls. Sometimes slayer packs accept coin to kill specific monsters or types of monsters. More often, they support themselves with treasure seized from monster lairs or profits from selling harvested monster parts. They might hunt Huge and Gargantuan monsters as a pack or scatter to hunt individually and reconvene at intervals.

Given their lifestyle, slayer communities value strength and tracking skill highly. From infancy, members of slayer communities are taught to hunt, track, and survive in wilderness environments. Slayers who can no longer hunt due to age, illness, or injury are honorably retired from the pack to live with non-slayer relatives, and some still serve as fundraisers and information gatherers. Rumors also tell of hidden enclaves populated by retired slayers.

Natural Predator. You have proficiency in the Intimidation skill. You have advantage on Intimidation checks to influence Beasts and creatures with the Animal tag.

Tracker. When you make a check to locate, spot, or track a creature, you can add your PB to the roll. If you have proficiency in the skill or tool being used, double your PB for the roll.

Languages. You know Common and one additional language of your choice. Typical slayer heritage characters choose Primordial or Sylvan.

STONE HERITAGE

Stone heritage characters were raised in a subterranean community of miners and stoneworkers.

Above all else, the residents of the ancient cities of the stone dwarf clans value tradition and champion the deeds of ancestors who allowed their people to find safety within the earth. From childhood, people of the stone are instructed in the arts of smithing, metalworking, and masonry. Many devote their lives to mining and working precious metals beneath the surface of the world.

Though members of the stone heritage take great pride in their societies, life in their cities is far from easy. The splendid caverns and mines occupied by stone communities come under frequent attack by other subterranean denizens. As children are raised to swing a mining pick, they are also taught to swing arms against the enemies that seek generations of dwarven treasures for themselves.

Ancestral Arts. You gain proficiency with Construction tools (see **Tools** in **Chapter 5**). Double your PB for any ability check you make that uses them. You also gain proficiency with one type of martial weapon of your choice (see **Weapons** in **Chapter 5**).

Eye for Quality. When you make an ability check related to the origin or purpose of an object or structure made of metal or stone, you can add your PB to the roll. If you have proficiency in a relevant skill or tool, double your PB for the roll.

Languages. You know Common and one additional language of your choice. Typical stone heritage characters choose Dwarvish.

SUPPLICANT HERITAGE

Characters of this heritage were raised in a community bound to serve a monstrous overlord.

Monstrous creatures of fearsome might and intelligence have always sought dominion. But dominion implies someone to dominate—minions and subjects made loyal through adoration or fear.

Your people served, or still serve, such an overlord. They built their lives around whatever whims and commands fell to them. Many creatures make suitable monstrous overlords, but the most common are dragons who use servants to maintain and defend their lairs. As such, most supplicant communities live in natural shelters such as caves, thickets, and precarious rock faces near their overlord's redoubt. There, they cultivate traps and deadly hazards for protection.

It's easy to imagine why a member of this heritage might leave. In addition to running away, an overlord might command subjects to take an expedition to gather information or treasure. Perhaps an overlord has been recently dispatched, forcing your people to explore a strange, new freedom . . . or to seek a new overlord.

Scurry. As a bonus action, you can move up to 10 feet without provoking opportunity attacks. This movement doesn't trigger traps or hazards that you are aware of, even if they are armed.

Supplicant. You have proficiency in either the Insight or Persuasion skill. When a creature within 30 feet of you spends Doom, you have advantage on ability checks and saves until the beginning of your next turn.

Languages. You know Common and one additional language of your choice, typically the language favored by your current or previous overlord (such as Draconic, Giant, or Undercommon).

VEXED HERITAGE

The lives of vexed heritage characters are defined by their defiance of a supernatural connection to extraplanar creatures or cosmic forces. Characters of this heritage are often a "culture" of one person.

You have spent your life trying to break free of the forces that have a grip on you. You might have been claimed by a powerful outsider at birth, haunted by whispers in your dreams, or found yourself the inheritor of an ancient blood

debt. Regardless, something or someone has a plan for you, and your life has been characterized by running from its influence.

Most vexed characters suffer in self-imposed solitude, burdened with shame and fear of their foretold fate. Many such vexed spend their lives fleeing from their supposed destiny. Others seek answers that can free them from forces that hunt them. Though active communities of vexed are rare, some occultists and scholars take keen interest in the circumstances surrounding such people's lives.

Prodigal Disciple. When you make a save to resist becoming charmed or possessed, you can treat any d20 die roll of 9 or lower as though you rolled a 10.

Quarry's Cunning. You have proficiency in either the Deception or Insight skill.

Languages. You know Common and one additional language of your choice. To better avoid an unwanted destiny, typical vexed heritage characters choose an esoteric language most closely aligned with their pursing power or force: Abyssal, Celestial, or Infernal.

WILDLANDS HERITAGE

Wildlands heritage characters were raised in communities deeply entwined with Primordial magic.

Some wild places well up with magic. Such an abundance of power might come from a mystic connection to the primal fey realms or an echo of a Primordial spell cast long ago. This power transforms beasts who dwell there, granting gifts of speech and reason. They develop nature-based societies unlike those found in humanoid civilizations.

Members of these communities live in unspoiled territory, where beasts and humanoids live as equals. A wildlands community is typically composed of intelligent beasts and humanoids with animalistic traits, such as beastkin, working together.

Preservation of common interests is one of the few reasons members of this heritage ever leave. When encroaching powers put a wildlands community at risk, the task of gathering information or forging diplomatic relations falls upon the more humanoid-like members of the group.

Beast Affinity. Using gestures and sounds, you can communicate simple ideas with Beasts and creatures with the Animal tag, and you have advantage on checks made to interact with such creatures.

Shepherd's Gift. You have proficiency in the Animal Handling skill. Any Beast or creature with the Animal tag whose CR is equal to or less than your PB that targets you with an attack must first make a WIS check contested by your WIS (Animal Handling). If you succeed, the creature must choose a new target or lose the attack.

Languages. You know Common and one additional language of your choice. Typical wildlands heritage characters choose Sylvan.

4 BACKGROUNDS AND TALENTS

Backgrounds

Background helps define your character's personal history before becoming an adventurer. When choosing a background, consider how it plays into your character's heritage and class. Did life as a soldier pave the way for you to become a fighter? Did a religious experience pull you away from a community that holds a different faith?

Your background can provide some missing detail and give you access to additional proficiencies, talents, equipment, or languages.

ELEMENTS OF A BACKGROUND

This section explains the components of a background.

SKILL PROFICIENCIES

Each background gives you proficiency in two skills. If your character would already gain the same skill proficiency from their class, lineage, or heritage features, you can choose a different skill proficiency instead.

ADDITIONAL PROFICIENCIES OR LANGUAGES

Most backgrounds grant proficiency with one or more tools (see **Tools** in **Chapter 5**) or vehicles, or allow a character to learn additional languages.

EQUIPMENT

Each background provides a package of starting equipment.

TALENT

Each background allows a character to choose one talent from a few options. These options are typically a mix from different talent lists, so they allow you to grab a talent your class might not have access to in the future.

ADVENTURING MOTIVATION

A background contains suggested motivations to help inform your reasons for becoming an adventurer. You can roll to determine it randomly, pick one off the list, or use them as inspiration for creating your own motivation.

ADHERENT

Before you began adventuring, you committed yourself to a faith, belief, or cause. The exacting tasks required of this commitment—daily prayers, holy rites, or cryptic ceremonies—instilled in you a sense of duty and purpose.

Perhaps you were a hopeful inductee into the war god's clergy, a priest excommunicated from a fiend-worshipping sect, or a lifelong member of a secret society with global reach. In any case, you still carry the teachings and traditions of your devotion.

Skill Proficiencies: Choose two from History, Investigation, Religion, or Persuasion.

Additional Proficiencies: Gain proficiency with artist's tools and an additional tool of your choice.

Equipment: A prayer book or ceremonial dagger, a holy symbol, a block of fragrant incense, vestments, a set of common clothes, and a pouch containing 10 gp.

W.O'Brien

TALENT

You devoted yourself to an array of highly specific tasks and teachings known only to your order, each of which demanded mental and emotional precision. Choose a talent from this list to represent your experience: Field Medic, Mental Fortitude, or Ritualist.

ADVENTURING MOTIVATION

Many adherents don't stray far from the object of their devotion. Those who roam often do so for reasons specific to their order. When you begin your adventures, consider what tempted—or perhaps called—your character to step into the unknown.

ADVENTURING MOTIVATION

d8	ADVENTURING MOTIVATION
1	I can test the limits of my devotion out in the wider world through adventuring.
2	Adventuring allows me to learn about and report on other religions and orders.
3	Adventuring frees me to practice more unorthodox methods of worship.
4	I may find others sworn to my order when I am out adventuring.
5	Encountering new people while adventuring lets me share my faith with heretics, pagans, and the uninitiated.
6	When I triumph through adventuring, I will bring glory and notoriety to my order.
7	Adventuring furnishes me with the tithe my order deserves.
8	Staying on the move keeps me from being dragged back to the order from which I narrowly escaped.

ARTIST

You doggedly practiced artistic pursuits before taking up the adventuring life. Countless hours of practice, reflection, and expression altered the way you see the world, and demand for your artistic expression grew.

Perhaps you began an acrobat honing your body, a shadow puppeteer hungry for monstrous material, a dour thespian in search of a patron to admire your dark performances, or a bubbly singer enraptured by the applause of strangers. No matter what form your expression has taken, you still thrive where an audience waits to be entertained, frightened, or inspired.

Skill Proficiencies: Choose two from Acrobatics, Insight, Performance, or Persuasion.

Additional Proficiencies: Learn one additional language of your choice and gain proficiency with one tool representative of your artistic pursuits.

Equipment: A musical instrument or tool you are proficient with, a steel mirror, a set of fine clothes, an ink pen and bottle of ink, and a coin purse containing 4 gp.

ARTISTIC EXPRESSION

d10	ARTISTIC EXPRESSION
1	Painting
2	Sculpture
3	Poetry
4	Storytelling
5	Acting
6	Dancing
7	Juggling
8	Puppetry
9	Music
10	Gymnastics

TALENT

You have developed the skills and talents required to delight the masses and capture the imaginations of even nobility. Choose a talent from this list to represent your experience: Quick, Scrutinous, or Trade Skills.

ADVENTURING MOTIVATION

Artists are risk takers at heart. Though some enjoy a quiet life of self-discovery, many are driven to seek unknown experiences with new audiences, chasing perfection of their craft. Contemplate why your character decided—or was forced—to forgo comfort and choose a path that may lead anywhere.

ADVENTURING MOTIVATION

d8	ADVENTURING MOTIVATION
1	Adventuring secures my fortune while my art secures my reputation.
2	Adventuring inspires me by allowing me to meet new people and experience new places.
3	The thrills and terror of adventuring make me far more comfortable in front of even hostile crowds.
4	Adventuring develops skills for me to use when entertaining a crowd.
5	Adventuring puts me out of reach of the patron I've neglected.
6	My mentor was an adventurer. If their travels made them a master, it may work for me as well!
7	Adventuring is how I will find someone who appreciates my art as much as it deserves.
8	Tales of heroism born from adventuring will make my fans hungry for more of my art.

COURTIER

You spent a great deal of time in a royal court. Lessons of decorum and expectations of duty and honor granted expert understanding of the world and your place within it, as well as the station and manner of others.

Perhaps you were a dignitary from a far-off land, a master of spies working at the queen's bidding, a constable tasked with capturing fugitives, or a noble stricken with wanderlust. Regardless of your courtly appointment, your life was one of leadership, service, or privilege, driven by the expectations of others and your own ambitions. You still carry these with you.

Skill Proficiencies: Choose two from History, Religion, Insight, or Deception.

Additional Proficiencies: Learn one additional language of your choice and gain proficiency with either artist's tools or navigator's tools and a musical instrument of your choice.

Equipment: A writ of nobility or patronage from a noble, signet ring, a set of fine clothes, and a coin purse containing 12 gp.

TALENT

You have intimate knowledge of people and experience with courtly ceremony and propriety. Choose a talent from this list to represent your experience: Combat Conditioning, Mental Fortitude, or Polyglot.

ADVENTURING MOTIVATION

Courtiers travel for any number of purposes, but most return to court as quickly as possible. When you begin your adventures, consider why your character chose—or was made to—eschew the courtly life.

ADVENTURING MOTIVATION

d8	ADVENTURING MOTIVATION
1	Adventuring allows me to experience the world firsthand, without court drama.
2	Adventuring is how I will attain glory and stand apart from others of my station.
3	Adventuring is a means to amass power and influence, which I'll use to found my own kingdom.
4	I have been cast out from royal court in disgrace. Adventuring is my best way to find redemption.
5	Danger is my obsession, and adventure is how I'll slake my thirst for it.
6	I have been ordered to adventure by royal decree, and so I shall, until summoned back to court.
7	Through adventuring, I shall forge new alliances for the benefit of the realm.
8	I wish to destroy another member of the court—perhaps adventuring will provide me the means to do so.

CRIMINAL

You were a cutpurse, grifter, thief, or assassin. Surviving in the criminal underworld while plying your nefarious trade taught you patience, resourcefulness, and careful planning.

Perhaps you were a pickpocket jailed one too many times, a con artist hoping to fleece nobles out of their ill-gotten gains, or an assassin ready to turn over a new leaf after being left for dead. Regardless, a life of crime has left you tied to society's underbelly.

Skill Proficiencies: Choose two from Stealth, Investigation, Insight, or Deception.

Additional Proficiencies: You know Thieves' Cant. If you already know this language, you learn a different language of your choice. Gain proficiency with a tool and a vehicle.

Equipment: Five pieces of chalk, a grappling hook, a set of dark traveler's clothes or a costume, and a pouch containing 10 gp.

TALENT

You have eked out a living on the fringes of lawful society. Choose a talent from this list to represent your experience: Covert, Scrutinous, or Touch of Luck.

SECRET

Criminals collect secrets as often as coin during their life of crime. Roll on the **Criminal Secret** table to determine such a secret, choose one, or create your own. This secret is known only to your closest allies and fiercest enemies at the start of your adventuring career.

CRIMINAL SECRET

d12	SECRET
1	I inherited a massive fortune but lost it all.
2	My closest friend wants me dead, and I deserve it.
3	I am not who I claim to be. I borrowed this life from a dying criminal.
4	I have a rare terminal illness, and it's making me reckless.
5	My loving family regularly sends me messages begging me to come home.
6	I only pretend to be a criminal to make life exciting.
7	I sometimes make mistakes on purpose just so things will turn violent.
8	I am terrified of the person I was becoming and pray that I can still change.
9	I used to be a royal spy until my sovereign betrayed me.
10	I plan to manipulate adventurers who trust me into destroying the enemies of my guild.
11	My family doesn't know I am a criminal, and I'll kill to keep that secret.
12	I am a celebrity in some parts of the world.

ADVENTURING MOTIVATION

Most criminals are content with life in a guild or gang, trusting a select few and staying near their next mark. At the start of your adventuring career, decide what—or who—made your character step away to face a less certain life.

ADVENTURING MOTIVATION

d8	ADVENTURING MOTIVATION
1	The bounty on my head is too high! I adventure to keep ahead of those who seek to claim it.
2	An adventurer got me out of prison, and I'll never go back.
3	My allies turned on me and left me for dead. Adventuring will help me build a new life.
4	Adventuring is easy coin, nothing more.
5	Adventuring tests the limits of my skills, something crime hasn't done in years.
6	I've done too many dark things to ever sleep well, but adventuring might help me make amends.
7	It's time to dismantle the criminal guild I helped create, and adventuring will give me the power to do so.
8	A dogged constable is after me, but even they won't go where adventuring will take me.

HOMESTEADER

You forged a livelihood in the places between civilization and the unknown hinterlands. The demands of frontier life calloused you, but you understand the wilderness and your place in it.

Perhaps you were a weather-beaten frontiersman done with the lumber camps behind, a hermit who wished to quit your seclusion, or a young hunter ready to test your mettle on more dangerous prey. No matter, you forged your own path in a harsh wilderness, and those skills will only help you forge ahead.

Skill Proficiencies: Survival and choose one from Athletics, Animal Handling, or Intimidation.

Additional Proficiencies: Gain proficiency with either herbalism tools or navigator's tools.

Equipment: A hunting trap, fishing tackle, a razor-sharp skinning knife, a canvas hammock, a set of heavy traveler's clothes, and a pouch containing 8 gp worth of gold-crusted quartz.

TALENT

You have pitted yourself against danger in far-flung places few have ever seen. Choose a talent from this list to represent your experience: Aware, Dungeoneer, or Far Traveler.

ADVENTURING MOTIVATION

Most homesteaders have already answered their call to adventure. It led them into the wilds in the first place. When you begin your adventures, consider what tempted—or forced—your character to step away from their previous life in exchange for another grand adventure.

ADVENTURING MOTIVATION

d8	ADVENTURING MOTIVATION
1	Adventuring will give me new challenges to overcome without the expectation of settling down.
2	I've been alone for too long. Adventuring will allow me to find companionship.
3	My name is all I have, and adventuring will help it grow into something to be proud of.
4	Adventuring will take me to exotic places where I may start my next, or last, expedition.
5	Hopefully adventuring will give me enough coin to buy back the camp that was stolen from me.
6	Settling down didn't work for me, so adventuring is how I find thrills.
7	I accompany travelers on their adventure for pay—promises, gold, or favors.
8	I've yet to find anyone as skilled and reliable in the wilds as I am, but adventuring may change that.

MAKER

You pursued a unique, often profitable craft and became an expert. Those with an eye for quality might seek your work out among hundreds of other crafters.

Perhaps you were the disgraced scion of an illustrious family of jewelers, a famous swordsmith ready to test your finest work, or a toy maker who manufactured clockwork monstrosities. No matter what your artform, you worked so fervently that it stays a part of you wherever you go.

Skill Proficiencies: Investigation and one skill of your choice from the following: History, Performance, or Sleight of Hand.

Additional Proficiencies: Gain proficiency with one tool. Double your PB when you make a check using that tool.

Equipment: A tool you are proficient with; a wax seal, ink stamp, or chisel of your personal emblem; a set of traveler's clothes, and a pouch containing 10 gp worth of gold shavings or silver dust.

TALENT

You have invested time in perfecting a singular craft, securing patronage, and learning from trial and error or under the watchful guidance of a master craftsperson. Choose a talent from this list to represent your experience: Artillerist, School Specialization, or Trade Skills.

ADVENTURING MOTIVATION

Rare is the maker who abandons their shop and supplies in favor of the long road. When you begin your adventures, decide why your character chose—or was driven—to leave their workshop, peers, and accustomed surroundings to venture into the unknown.

ADVENTURING MOTIVATION

d8	ADVENTURING MOTIVATION
1	I seek inspiration so divine or perilous that only adventuring may provide it.
2	Adventuring allows me to test my creations to the fullest.
3	Adventuring aids me in discovering rare and otherwise unknown ingredients.
4	Jealousy drove my peers to chase me from my workshop, but adventuring may secure my fortune once again.
5	Adventuring is how I make the coin required to fund my artifice to its fullest.
6	I have yet to find an equal in my craft, and I hope that in adventuring one will cross my path.
7	Adventuring is the only way to grow my fame, as my craft is too unique or obscure for common minds.
8	Adventuring is the only way I might find someone worthy of possessing my greatest work.

OUTCAST

You spent your life surviving on scraps and taking what you could. Living on the streets sometimes left you on the wrong side of the law, but you were instilled with skills to survive, overcome, and prosper.

Perhaps you were an urchin chased from your stomping grounds, a pickpocket who tried to make ends meet, or a bandit who left the life, wanting to make amends. Whatever your circumstances, the thrills and misfortunes of life outside polite society will never leave you.

Skill Proficiencies: Choose two from Deception, Insight, Sleight of Hand, or Stealth.

Additional Proficiencies: You gain proficiency with one type of game set and one of the following: charlatan's tools, herbalism tools, or thieves' tools.

Equipment: A dark cloak and a set of dark, common clothes, a silver coin given to you by a kind stranger, and a pouch containing 10 gp.

TALENT

You developed skills and physical abilities to survive on the streets. Choose a talent from this list to represent your experience: Aware, Opportunist, or Quick.

ADVENTURING MOTIVATION

Outcasts like you are familiar with the hardships adventurers face, but think about how your own history of hardship shapes your relationships and reasons to travel to unfamiliar places. When you begin your adventures, consider why your character chose—or was forced—to leave an unglamorous, but safe routine for a life of exploration and bravura.

ADVENTURING MOTIVATION

d8	ADVENTURING MOTIVATION
1	Adventuring is a way to stay ahead of the law, I hope.
2	Adventuring is how I'll finally earn (or seize) my fortune.
3	I will amass power and influence by adventuring before I return home.
4	Adventuring is how I'll make amends for a life of wrongdoing.
5	I can master my skills through adventuring without fear of ending up in a cell.
6	Adventuring will give me the clout to make a name for myself that will be feared and respected.
7	I'll track down the person who ruined my life while I'm adventuring.
8	Adventuring is a way to find a crew I can trust.

RUSTIC

You spent most of your life as no one of consequence. Years of hard work gave you an unshakeable resolve, but your past is no mystery and affords you no grand understanding of the world.

Perhaps you were the blacksmith's child who preferred to wear the armor, a shepherd who watched her flock devoured by ogres, or an elderly dwarf miner who wanted to see the world before the end. Wherever you come from, whoever you were, even a perilous future seems better than the doldrums of your past.

Skill Proficiencies: Choose two from Athletics, Acrobatics, Investigation, or Medicine.

Additional Proficiencies: Gain proficiency with vehicles (land) and one of the following: a martial weapon, a musical instrument, a tool, or one type of armor.

Equipment: A backpack, a bedroll, a warm blanket woven by a friend or family member, three candles, a set of traveler's clothes, and a pouch containing 20 sp.

TALENT

You spent your life working to put food on the table and squeeze out a better living than those who came before you. Choose a talent from this list to represent your experience: Comrade, Hand to Hand, or Physical Fortitude.

ADVENTURING MOTIVATION

Most commoners accept their lot in life, despite the tedium. When you begin your adventures, determine why your character took the opportunity to—happily or regrettably—leave their fellows behind for a life of uncertainty.

ADVENTURING MOTIVATION

d8	ADVENTURING MOTIVATION
1	Adventuring gives me thrills I never experienced back home.
2	Adventuring supplies coin that will secure a better future—if not for me, for my family.
3	I'd rather risk my life adventuring than waste it in obscurity.
4	Adventuring will give me such stories to tell around the fire when it's time to settle down again.
5	I can't face my friends after what I did—not until I make a name for myself through adventuring.
6	Maybe adventuring can teach me the skills I need to become a noble.
7	I was blamed for the ill fate that befell my home. Maybe by adventuring, I can make things right.
8	An adventurer saved my life, and I won't rest until I do the same for others.

SCHOLAR

You spent years researching a branch of study. Time spent in academic pursuits honed your mind, allowing you to view the world through an intellectual lens afforded to few.

Perhaps you were only recently a student eager to learn outside the classroom, a teacher who retired but wasn't ready to stop hands-on learning, or a discredited researcher expelled but driven to prove your theories. Regardless, your way has always been lit by your keen mind, and you retain a desire to know more.

Skill Proficiencies: Choose two from Arcana, History, Nature, or Religion.

Additional Proficiencies: Learn two additional languages of your choice or gain proficiency with a tool or vehicle relevant to your field of study.

Equipment: A bottle of ink, a quill, a small knife, a reference book on a highly specific subject, a set of common clothes, and a pouch containing 10 gp.

TALENT

You have spent time researching particular academic subjects at an institute of learning or under a knowledgeable teacher. Choose a talent from this list to represent your experience: Polyglot, Ritualist, or School Specialization.

ADVENTURING MOTIVATION

Most scholars spend their lives cloistered within libraries, laboratories, and workshops, immersed in academia. When you begin your adventures, consider why your character chose—or was driven—to leave a traditional lifestyle and brave the unknown.

ADVENTURING MOTIVATION

d8	ADVENTURING MOTIVATION
1	The coin I need for my research comes from adventuring.
2	Adventuring provides valuable field experience relevant to my study.
3	I will prove those fools wrong with my discoveries made through adventuring.
4	Adventuring pays the bills until I can prove the validity of my theories.
5	I can uncover lost or forbidden knowledge by adventuring for it. No institution can provide that!
6	Adventuring is the best way to collect data for my patron or employer.
7	Adventuring will lead me to the answers I desperately seek.
8	Adventuring is a way to escape a life of academia I never wanted.

SOLDIER

You spent a significant amount of time risking your life to defend others. You survived through rigorous training, discipline, and sacrificing comforts that most people take for granted.

Perhaps you were a veteran who washed out, a deserter who ran from the atrocities of war, or a fresh-faced patriot who went looking for new ways to fight for your cause. Whatever course you took, you remain forever changed having borne the weight of duty.

Skill Proficiencies: Choose two from Animal Handling, Athletics, Medicine, or Survival.

Additional Proficiencies: Gain proficiency with a tool and a vehicle of your choice.

Equipment: A symbol of rank (like a letter, badge, or identification tags), a mess kit, a pack of playing cards or a set of dice, a set of common clothes, and a pouch containing 10 gp.

TALENT

You have received special training or honed natural capabilities that kept you safe during your service. Choose a talent from this list to represent your experience: Combat Casting, Combat Conditioning, or Field Medic.

ADVENTURING MOTIVATION

You know the dangers and demands of an adventurer's lifestyle, but consider how your military responsibilities have altered to accommodate your new path. When you begin your adventures, consider why your character's duties as a soldier ended—or changed—to allow for less-regimented pursuits.

ADVENTURING MOTIVATION

d8	ADVENTURING MOTIVATION
1	After a dishonorable discharge, adventuring is the way I make a living.
2	Adventuring is a way to continue fighting, even though the war is over.
3	Adventuring is a way to keep protecting others, since those I used to protect are gone.
4	Adventuring lets me use the skills I learned without having to give my life to the military.
5	I perform special missions for those I serve when I go adventuring.
6	When I go adventuring, I take justice into my own hands without concern for policy or politics.
7	Adventuring is the return to action I've craved since my retirement.
8	Adventuring is a way to keep my skills sharp before I can return to duty.

TALENTS

Talents represent the specific ways an adventurer improves over the course of their adventures. Talents are divided into three categories: magic talents, martial talents, and technical talents. Your class typically determines which talent lists you have access to. Talents are gained in two main ways:

- When you choose a background during character creation, select one talent from a list of options provided in that background. You must still meet a talent's prerequisites.
- When a class grants an Improvement, you can choose to select a talent from the list specified by their class or subclass features—assuming you meet any necessary prerequisites.

MAGIC TALENTS

Most magic talents affect a character's spellcasting abilities, but they also include features that strengthen the mind and defend against harmful magic effects.

Arcanist

Prerequisite: Spellcasting Class Feature
Your focus on magical studies yielded incredible results, granting these benefits:

- Double your PB for any ability check you make that uses the Arcana skill.
- You can replace one cantrip or spell that you know (not a spell in a spellbook) with a different cantrip or spell of the same circle from your Spellcasting feature's source list. The spell must be of a circle you can cast.
- You learn one additional cantrip from your Spellcasting feature's source list.

Combat Casting

Experience on the battlefield has given you superior focus to cast your spells. You gain these benefits:

- When you make a CON save to maintain concentration on a spell, treat any d20 roll of 7 or less as though you rolled an 8.
- When a creature provokes an opportunity attack from you, you can use your reaction to cast a cantrip instead of making a melee attack.
- You can use a shield or weapon you wield as a spellcasting focus. As normal, you can use the same hand or hands holding this focus to perform somatic spell components.

Elemental Savant

Prerequisite: Ability to Cast at Least One Spell that Deals Damage
Choose one of the following elemental damage types: acid, cold, fire, lightning, or thunder. When you cast a spell that deals damage, you can convert the damage type of that spell to your chosen elemental damage type. You must decide to convert the damage type when you declare you are casting the spell.

  In addition, when you roll damage for a spell that naturally uses your chosen elemental damage type—not a spell you convert to your chosen type—you can reroll any damage dice results of 1. You must keep the new result.

  You can select this talent multiple times, selecting a different damage type each time.

Focus (Death)

Prerequisite: Access to 2nd-Circle Spell Slots

Your focus on the magic of life, death, and seeing beyond grants you these benefits:

- When you succeed on a death save, you can expend a spell slot of 2nd circle or higher to regain a number of hit points equal to five times the circle of the expended spell slot. Once used, you can't use this feature again until you finish a long rest.

- You learn one 1st-circle divination or necromancy spell from any source spell list. When you cast that spell, you can choose to expend 2 hit dice instead of a spell slot to cast it at its lowest circle.

A character can have only one focus talent.

Focus (Creation)

Prerequisite: Access to 2nd-Circle Spell Slots

Your focus on the magic of reshaping and translocating has granted you these benefits:

- When you cast a conjuration or transmutation spell, you can use your reaction to expend a spell slot of 2nd circle or higher. When you do, you and one other creature summoned or targeted by your spell are empowered until the end of your next turn. While empowered, your and your target's speed increase by 5 feet for each circle of the expended spell slot and your movement doesn't provoke opportunity attacks.

- You learn one 1st-circle conjuration or transmutation spell from any source spell list. When you cast that spell, you can choose to expend 2 hit dice instead of a spell slot to cast it at its lowest circle.

A character can have only one focus talent.

Focus (Fey)

Prerequisite: Access to 2nd-Circle Spell Slots

Your focus on the spells of the fey have instilled in you these benefits:

- When you expend a spell slot to cast an enchantment or illusion spell of 1st circle or higher, roll a d6. On a roll of 6, the spell slot isn't expended.

- You learn one 1st-circle enchantment or illusion spell from any source spell list. When you cast that spell, you can choose to expend 2 hit dice instead of a spell slot to cast it at its lowest circle.

A character can have only one focus talent.

Focus (War)

Prerequisite: Access to 2nd-Circle Spell Slots

Your focus on battlefield magic, both protective and destructive, grants you these benefits:

- When you or a creature within 10 feet of you takes damage, you can use your reaction to expend a spell slot of 2nd circle or higher. When you do, the creature either gains a number of temporary hit points or takes additional damage of the triggering type (your choice) equal to twice the circle of the expended spell slot.
- You learn one 1st-circle abjuration or evocation spell from any source spell list. When you cast that spell, you can choose to expend 2 hit dice instead of a spell slot to cast it at its lowest circle.

A character can have only one focus talent.

Mental Fortitude

Through rigid mental exercise, you have fortified yourself against mind-altering effects. You gain these benefits:

- Once per short rest, when you fail an INT, WIS, or CHA save, you can choose to reroll the save and take the new result.
- When you start your turn charmed, frightened, paralyzed, or stunned, you gain 1 Luck.

Psycanist

Prerequisite: INT 13 or Higher

Through magic, you learned to influence and manipulate the world around you with your mind. You gain one of the following benefits:

- You can telepathically speak with any creature within 30 feet of you. A creature doesn't need to share a language with you to communicate this way, but it must understand at least one language. Creatures you speak to can reply to you telepathically, but can't initiate a telepathic conversation.
- As a bonus action, you can read the aura of a single creature that you can see within 30 feet of you until the end of your next turn. For the duration, the target isn't invisible or heavily obscured to you. You know its current hit points, its resistances, immunities, and vulnerabilities, and learn the creature's emotional state, including whether it is hostile or docile.
- As a bonus action, you can attempt to lift, push, pull, or shove one Medium or smaller creature or object (up to 200 pounds) that you can see within 30 feet of you. A creature that succeeds on a STR save against your spell save DC is unaffected. On a failed save, the creature or object is pulled, pushed, or lifted 5 feet in the direction of your choice.

You can select this talent multiple times, choosing a different benefit each time.

Ritualist

Prerequisite: Spellcasting Class Feature

Your study of magic has unlocked the mysteries of ritual spells. When you gain this talent, you also gain a ritual book, which contains the rituals you know. To cast a ritual spell, you must have your ritual book in hand.

Choose a spell source: Arcane, Divine, Primordial, or Wyrd. You must choose your rituals from that source's spell list. Regardless of which source you choose, you use your normal spellcasting ability for these spells.

When you gain your ritual book, add one ritual of each spell circle you have already unlocked via your spellcasting class. For example, a cleric who selects this talent at 4th level has spell slots for 1st and 2nd circles, so they would add one 1st-circle ritual and one 2nd-circle ritual to their book.

Each time you gain access to a new circle of spell slots by gaining a level in your spellcasting class, add one new ritual spell to your book. This new ritual must be from the same circle of magic you originally chose, and it must be of a circle for which you have spell slots. For example, when a cleric reaches 5th level, they gain access to 3rd-circle spells, so the cleric would select one ritual spell of 3rd circle or lower to add to their ritual book.

School Specialization

Choose one of the eight schools of magic: abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, or transmutation. You gain these benefits:

- When you cast spells of your chosen school, your spell attack bonus and spell save DC are both increased by 1.
- If you use a spellbook to cast your spells, the gold and time you must spend copying a spell of that school into your spellbook is halved.
- When you spend two or more sorcery points while casting a spell of that school, you regain 1 sorcery point at the end of your turn.

You can select this talent multiple times, selecting a different school of magic each time.

Spell Duelist

Prerequisite: Ability to Cast One or More Cantrips

When a creature you can see damages you with a spell, you can use your reaction to cast a cantrip targeting that creature. In addition, when you cast a spell that requires an attack roll, you gain these benefits:

- Double the range of the spell. If the spell's range is touch, its range increases to 15 feet.
- The spell ignores any AC bonus granted by cover.

MARTIAL TALENTS

Martial talents affect a character's combat abilities, including enhancements to overall fitness and the ability to wield weaponry.

Athletic

You focused on honing your athletic capabilities. You gain these benefits:

- Double your PB for any ability check you make that uses the Athletics skill.
- When factoring your carrying capacity, multiply your STR score by 18 instead of 15. When factoring the amount you can push, drag, or lift, multiply your STR score by 35 instead of 30 (see **Lifting and Carrying** in **Chapter 6**).
- You can stand up from being prone on your turn by expending 5 feet of movement.
- The length of your running long jump increases by 10 feet. The height of your running high jump increases by 3 feet.

Armor Expert

Prerequisite: STR 13 or Higher

Your experience with armor allows you to weather mighty onslaughts. While you are wearing medium or heavy armor with which you are proficient, you gain these benefits:

- Your AC increases by 1.
- You have advantage on saves to avoid being pulled, shoved, or knocked prone.

Armor Training

Prerequisite: Proficiency with Light or Medium Armor

You've trained to improve your use of armor. You gain these benefits:

- If you are proficient with light armor, you gain proficiency with medium armor. If you are proficient with medium armor, you gain proficiency with heavy armor and shields.
- If you are wearing armor that would normally impose disadvantage on DEX (Stealth) checks, you instead roll normally and can't have advantage or disadvantage on the check.
- You can add up to +3 (instead of +2) to your AC based on your DEX while wearing medium armor.

Artillerist

Prerequisite: STR 13 or Higher

You trained to master complex ranged weapons. You gain these benefits:

- You ignore the Loading property of all weapons with which you are proficient.
- You have advantage on attack rolls made with siege weapons or other Medium or larger projectile-launching objects that you operate. Your GM has final say on whether an object falls into this category.
- When you make an attack roll with a ranged weapon and have advantage on the roll, you can reroll one of the d20s once.

Combat Conditioning

You've endured extensive training to withstand the rigors of combat. You gain these benefits:

- Your hit point maximum increases by 2 for each character level you have. Each time you gain a level after taking this talent, your hit point maximum increases by 2.
- When you roll hit dice to recover hit points, treat any roll lower than your current PB as though it were equal to your PB.

Critical Training

You've learned to aim for vital points on your targets. You gain these benefits:

- You score a critical hit on a d20 roll of 19 or 20 when attacking with a weapon.
- When calculating the extra damage of a critical hit with a weapon, add the ability modifier used in the attack to the damage one additional time.

Furious Charge

You've learned to press every advantage and hammer into enemies. Each time you move 20 feet in a straight line toward a creature and hit it with a melee weapon attack or an unarmed strike, the attack gains your choice of two of the following benefits:

- The attack deals additional damage of your weapon's damage type equal to your PB.
- If the target is one size larger than you or smaller, it is pushed 10 feet directly away from you.
- The target must succeed on a STR save or be knocked prone. The save DC equals 8 + your PB + your STR modifier.
- If the target is Huge or smaller, you swap places with it.

To gain any of these benefits, you must be wielding a melee weapon with which you are proficient that doesn't have the Light property.

Hand to Hand

You mastered techniques that allow you to efficiently fight barehanded. You gain these benefits:

- The damage of your unarmed strikes increases from 1 + STR modifier to 1d6 + STR modifier.
- You gain proficiency with improvised weapons. While wielding an improvised weapon with one hand, the weapon deals a minimum of 1d8 + STR modifier damage. While wielding an improvised weapon with two hands, the weapon deals a minimum of 1d10 + STR modifier damage.
- You have advantage on ability checks made to initiate or escape a grapple. When you start your turn grappled with or restrained by a creature, that creature takes bludgeoning damage equal to your STR modifier.

Heavy Weapon Mastery

Prerequisite: Character 4th Level or Higher

You have great skill with two-handed weapons. While wielding a melee weapon with the Heavy property in two hands, you gain these benefits:

- When you score a critical hit, you can make one additional melee weapon attack as part of that Attack action.

In addition, your attacks become overpowering. As a bonus action on each of your turns, you can give yourself one of the following benefits:

- The next melee attack you make with a Heavy weapon ignores resistance to your weapon's damage.
- Your next melee attack with a Heavy weapon has a –5 penalty to the attack roll. If the attack hits, it deals extra damage equal to half your STR score.

Opportunist

You find openings in your targets' defenses.
You gain these benefits:

- When you make an opportunity attack, you have advantage on the attack roll.
- A creature within reach of your melee weapon provokes an opportunity attack from you when they stand up from being prone or take the Use an Object action.

Physical Fortitude

You've fortified yourself against physically debilitating effects. You gain these benefits:

- Once per turn, when you fail a STR or CON save, you can expend one of your hit dice to reroll the save. You must take the new result.
- When you start your turn blinded, deafened, restrained, or poisoned, you gain 1 Luck.
- You have advantage on checks and saves to avoid being knocked prone, pulled, or pushed.

Ranged Weapon Mastery

Prerequisite: Character 4th Level or Higher

You have great skill with ranged weapons. While wielding a ranged or thrown weapon, you gain these benefits:

- You don't have disadvantage on attack rolls made at long range or when a hostile creature is within 5 feet of you.

In addition, your accuracy borders on the unnatural. As a bonus action on each of your turns, you can give yourself one of the following benefits:

- The next ranged weapon or thrown weapon attack you make ignores half and three-quarters cover.
- Your next ranged weapon or thrown weapon attack has a penalty to the attack roll equal to your PB. If the attack hits, it deals additional damage equal to double your PB.

Return Fire

You are skilled at suppressing long-ranged foes in combat. When a creature you can see hits or misses you with a ranged attack, as a reaction you can make a single weapon attack against that creature with a ranged or thrown weapon if the target is within your weapon's range (short or long).

Shield Mastery

Prerequisite: Character 4th Level or Higher

You can wield a shield as an extension of your own body. While wielding a shield, you gain these benefits:

- As a bonus action, you can attempt to shove a creature within 5 feet of you with your shield. If you move 10 feet or more directly toward a creature before using this bonus action, you have advantage on the check.
- When you use your action to Dodge, your AC increases by an amount equal to the armor bonus of your shield.
- When you make a DEX save to avoid taking damage, you can use your reaction to halve any damage taken by taking shelter behind your shield.

Spell Hunter

You have a penchant for overpowering even skilled spellcasters. You gain these benefits:

- When a creature you can see within your reach casts a spell, as a reaction you can make a single melee attack against that creature. On a hit, the attack deals additional damage equal to the circle of the spell they are casting. On a critical hit, the spell is interrupted and isn't cast, but the spell slot isn't expended.
- While you are within 5 feet of a creature, you have advantage on saves against their spells and they have disadvantage on saves made to maintain concentration.
- While you are grappling a creature, it can't cast spells that require a somatic component.

Two Weapon Mastery

Prerequisite: Character 4th Level or Higher

You have mastered the art of wielding two weapons simultaneously. While wielding a different melee weapon in each hand, you gain these benefits:

- You can use the bonus action attack granted by two-weapon fighting even if the weapons you are wielding don't have the Light property. You are no longer restricted to the use of Light weapons if you have the Quick Strike Martial Action.
- When you take the Attack action and hit a creature, the bonus attack granted by two-weapon fighting deals additional damage equal to your PB against that creature.
- You can draw or stow two one-handed weapons in the same time it would normally take you to draw or stow a single weapon.
- When you score a critical hit or reduce a creature to 0 HP with the bonus action attack granted by two-weapon fighting, you can move up to half your speed without provoking opportunity attacks and make a single melee weapon attack against a creature or object within reach.

Vanguard

You trained in capitalizing on every opening and stopping enemies in their tracks. You gain these benefits:

- When a creature within reach makes a melee attack against a target other than you, as a reaction you can make a melee weapon attack against the attacking creature.
- You can make an opportunity attack against a creature that leaves your reach even if their movement doesn't provoke opportunity attacks.
- When you take the Ready action to attack with a melee weapon, you gain a bonus to your attack and damage rolls equal to your PB when the trigger occurs. On a hit, the creature's speed is reduced to 0 feet until the end of its next turn.

Weapon Discipline

Prerequisite: Proficiency with at Least One Martial Weapon

You seek perfection with a single weapon. Choose a simple or martial weapon (such as spear, heavy crossbow, or greataxe) you are proficient with. While wielding that weapon, you gain these benefits:

- You gain a +1 bonus to attack and damage rolls made with your chosen weapon.
- When you score a critical hit with your chosen weapon, you can roll one additional weapon damage die for damage.

- When you reduce a creature to 0 HP with your chosen weapon, you gain temporary hit points equal to your PB. These temporary hit points last for 1 minute or until expended.

You can select this talent multiple times, selecting a different weapon each time.

Wrestling Mastery

Prerequisite: STR 15 or Higher, Character Level 4 or Higher

You excel in close-quarters combat. You gain these benefits:

- You have advantage on checks made to initiate or escape a grapple and advantage on attack rolls against creatures you are grappling.
- When a creature starts its turn grappling or being grappled by you, it takes bludgeoning damage equal to your STR modifier.
- As an action, you can attempt to twist a creature you are grappling into a dangerous position. Make a STR (Athletics) check contested by the grappled target's STR (Athletics) or DEX (Acrobatics) check. If you succeed, the target is restrained until the grapple ends.

TECHNICAL TALENTS

Technical talents affect a character's noncombat abilities, granting utility-based improvements to social encounters, exploration, and object interactions.

Aware

You have exceptional situational awareness. When you select this talent, you gain these benefits:

- When you roll for initiative, treat any d20 roll of 9 or lower as though you rolled a 10.
- As long as you are conscious, you can't be affected by the surprised condition.
- Hidden creatures don't have advantage on attack rolls made against you.

Bottomless Luck

Your skill is only outmatched by your infectious lucky streak. You gain these benefits:

- When you roll a 20 on a d20 roll, one ally of your choice that can see or hear you gains 1 Luck.
- When you make a die roll to reset your Luck total, roll two dice and keep the result you prefer.
- When you spend Luck to reroll a d20, roll two dice and keep the result you prefer.

Comrade

You excel while helping others. You gain these benefits:

- You can use the Help action as a bonus action on each of your turns.
- When an ally you can see or hear within 30 feet of you spends one or more Luck, you can also spend Luck to increase their roll.
- When an ally within 30 feet of you is reduced to 0 hit points or fails a death save, you gain 2 Luck.

Covert

Prerequisite: Proficiency with the Stealth Skill, DEX 13 or Higher

You trained in the art of espionage. You gain these benefits:

- You can attempt to hide while in three-quarters cover or while lightly obscured.
- Creatures that rely on darkvision can't see you while you remain motionless in dim light or darkness. This effect ends if you move, take an action or bonus action, or use a reaction while in the creature's line of sight.
- You don't have disadvantage on attack rolls and WIS (Perception) checks against targets in dim light.
- If you make a ranged attack against a creature or if a creature spots you while you are hidden, you can use your reaction to make a DEX (Stealth) check at disadvantage opposed by the creature's Perception. On a success, you remain hidden and the creature is unaware of your position. Once used on a creature, the target can't be affected by this feature again for 24 hours.

Dungeoneer

You've studied—or at least survived—your share of hazards and learned a thing or two about sniffing out secrets. You gain these benefits:

- You can add your PB to checks made to disarm traps and open doors, even if you aren't proficient with the tools to do so. The first time you fail an ability check while disarming a trap, opening a door, or passing a hazard, the failure doesn't trigger the trap, block the door, or force you into the hazard's area—no consequence befalls you from the failure.
- You have advantage on Perception and Investigation checks made to search for secret doors, find traps, and see through illusions.
- You have advantage on saves made to avoid or resist traps or hazards. You are resistant to damage from traps and hazards.
- When combat begins, you and allies within 5 feet of you can attempt a DEX (Stealth) check for the purpose of determining who is surprised (see **Combat Encounters** in **Chapter 6**).

Far Traveler

You have traveled the world and been to many fantastical places. You gain these benefits:

- You and your allies can travel up to 10 hours each day, instead of the standard 8, before you must make a CON save for a forced march.
- Traveling at a fast pace doesn't impose the standard –5 penalty to your passive Perception.
- You have advantage when you make a WIS (Survival) check to determine if you become lost.
- You ignore the effects of having one level of exhaustion. When you have two or more levels of exhaustion, you suffer the effects of exhaustion normally.

Field Medic

You trained to provide emergency medical assistance. When you select this talent, you gain these benefits:

- When you make a WIS (Medicine) check, treat any d20 roll of 9 or lower as though you rolled a 10.
- As an action, you can tend to the wounds of a creature you can see and touch. When you do, the creature regains a number of hit points equal to your PB + their CON modifier. A creature healed in this way can't receive the benefits of this feature again until it finishes a short or long rest.
- When you spend hit dice to regain hit points during a short rest, you can reroll a number of dice equal to your PB and must take the new result.

Hard Target

You've shored up weaknesses in a particular ability. You gain these benefits:

- You gain proficiency in saves with one ability of your choice.
- When you fail a save in that ability, you can expend one hit die, roll it, and add the number rolled to the save result.

You can select this talent multiple times, selecting a different ability each time.

Noxious Apothecary

Prerequisite: INT 13 or Higher or Proficiency with Herbalism Tools

You invested countless hours in the art of poison crafting. You gain these benefits:

- Double your PB when using herbalism tools to harvest a poison.
- When you harvest poison from a natural source, such as a creature or plant, you harvest twice as much.
- When you apply poison to weapons and ammunition, it lasts 1 hour instead of 1 minute.

With one hour of work, you can concentrate, customize, or otherwise empower a single dose of poison. When you do, that poison gains these benefits:

- The poison ignores resistance to poison damage.
- The poison's save DC and damage both increase by an amount equal to your PB.
- A creature that fails its save against your poison by 5 is poisoned until the end of its next turn (see **Appendix A: Conditions**).

Polyglot

You have studied language extensively. You can communicate in multiple languages and puzzle out critical information from languages you don't know. When you select this talent, you gain these benefits:

- Learn three languages of your choice.
- When you converse with a creature in a language you both know (other than Common) you have advantage on a single CHA ability check made to influence or interact with that creature. Once you use this feature, you can't do so again until you finish a long rest.
- When you make an ability check related to understanding the meaning of a verbal or written language you don't know, you can add your PB to the result. If you have proficiency in a relevant skill or tool, double your PB for the roll.

Quick

You are uncommonly agile. While not wearing medium or heavy armor, you gain these benefits:

- Your speed increases by 10 feet.
- When you take the Dash action, you can move along vertical surfaces during your movement.
- If you fall, as a reaction you can ignore a number of feet equal to 5 times your PB, lessening any fall damage you take. If this allows you to ignore the entire distance of a fall, you can land on your feet.
- As a bonus action you can move up to 5 feet without provoking an opportunity attack or expending movement.

Scrutinous

You have a keen eye for detail. You gain these benefits:

- When a creature you can see speaks in a language that you know, you can discern what they are saying even if you can't hear them.
- You gain a +5 bonus to your passive Perception and passive Investigation.
- When you spend 1 minute or longer examining an object for fine or hidden details, you can ask your GM one question about it, and they must answer truthfully.

- If you hear a creature speak for 1 minute or longer, you can mimic its voice. A creature familiar with your target can succeed on a WIS (Insight) check opposed by your CHA (Deception) to understand the ruse.

Trade Skills

You honed your skills to work in a particular profession. When you select this talent, decide what that profession is and gain these benefits:

- Gain proficiency with one skill and a tool or vehicle relevant to your chosen profession. Alternatively, gain proficiency with any combination of two tools or vehicles relevant to your chosen profession.
- Double your PB for one skill you are proficient with. That skill must not already double your PB.
- You have advantage on checks you make where both a tool and skill you are proficient with would apply to the check. For example, when identifying a plant, if you are proficient with the herbalism kit and the Nature skill, your check would have advantage.

You can select this talent multiple times, but you must choose a different profession each time.

Touch of Luck

Fortune's favor always makes its way back to you. You gain these benefits:

- When you would gain 1 Luck as a result of failing an attack roll or save, you instead gain 2 Luck.
- If you have 5 Luck and would gain a 6th, your Luck total resets to 1d4 + 1.

5 EQUIPMENT & MAGIC ITEMS

Equipment and treasure are a vital part of every heroic adventure, both as tools and as loot. This chapter lists the equipment available to PCs and explains the rules for using it. It also contains magic items PCs might find during their adventures.

Currency

Coins are minted in precious metals valuable almost everywhere. The four most common coins are the copper piece (cp), the silver piece (sp), the gold piece (gp), and the platinum piece (pp). Gold is the common coin for adventurers, but most people use silver and copper for day-to-day transactions. An average coin weighs less than half an ounce. A pouch of 50 coins weighs 1 pound.

CURRENCY CONVERSION

COIN	CP	SP	GP	PP
Copper (cp)	1	1/10	1/100	1/1,000
Silver (sp)	10	1	1/10	1/100
Gold (gp)	100	10	1	1/10
Platinum (pp)	1,000	100	10	1

Selling Nonmagical Items

A nonmagical item can be resold for roughly half its original value, if it is in good shape. Equipment taken from the corpses of monsters is rarely in resale condition.

Nonmagical treasures like cut gemstones, works of art, or fine jewelry can generally be resold at full price.

In remote communities or communities that reject standardized currency, you can use trade goods to buy and sell items instead of coins. There, you can spend a sack of flour or a full waterskin as you would spend gold of equivalent value.

For rules on buying and selling magic items, see the **Magic Items** section in this chapter.

Equipment

This section covers standard nonmagical equipment and the rules for using it. Equipment is anything you can wear, wield, or carry on your person—primarily armor, weapons, adventuring gear, and tools.

ARMOR

This section lists the types of armor available to PCs and covers special rules regarding their use. The **Armor** table lists the cost, AC bonus, weight, special properties, and proficiencies required for every kind of armor.

CALCULATING ARMOR CLASS (AC)

Wearing armor increases your armor class (AC), which in turn increases your chance of avoiding enemy attacks. An enemy's attack roll total must meet or beat your AC to deal damage. So, the higher your AC, the greater your chance of avoiding damage!

A typical PC who isn't wearing armor has an AC of 10 + their DEX modifier.

STUDDED LEATHER

BRIGANDINE

PADDED

LEATHER

HIDE

SCALE MAIL

When you wear armor, use the AC equation listed with the type of armor you are wearing instead of the typical 10 + DEX modifier equation. See the **Armor** table for an armor type's AC equation as well as specific bonuses or limitations it imposes when calculating AC.

ARMOR TYPES & PROFICIENCIES

Armor types are categorized into three weights: light, medium, or heavy. You need proficiency in a weight of armor to use it well. For instance, a character with proficiency in light armor can wear any type of armor listed as light armor without penalty.

Your character can wear any kind of armor, regardless of proficiency. However, if you don't have proficiency, you have disadvantage on all STR and DEX ability checks made while wearing it. You also can't cast spells while wearing armor you aren't proficient with.

LIGHT ARMOR

Light armor provides minimal protection while still allowing its wearer to move with relative ease.

Padded. This full-body outfit consists of quilted layers of cloth and batting.

Leather. The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

Studded Leather. Made from tough but flexible leather, studded leather is reinforced with close-set rivets or spikes.

Brigandine. This knee-length coat is made of heavy cloth or canvas lined with small metal plates.

MEDIUM ARMOR

Medium armor provides more protection than light armor, but it uses bulkier materials that interfere with range of motion.

Hide. This full-body suit of armor consists of thick furs and pelts.

Chain Shirt. A chain shirt is made of interlocking metal rings that are worn between layers of clothing or leather. This armor protects the wearer's upper body and the outer layers muffle the sound of the rings rubbing against one another.

RING MAIL

SPLINT

PLATE

BREASTPLATE

CHAIN SHIRT

SHIELD

HALF PLATE

CHAIN MAIL

ARMOR	COST	ARMOR CLASS (AC)	WEIGHT	PROPERTIES
Light Armor				
Padded	5 gp	11 + DEX modifier	8 lb.	Noisy [*]
Leather	10 gp	11 + DEX modifier	10 lb.	Natural Materials
Studded leather	45 gp	12 + DEX modifier	13 lb.	—
Brigandine	50 gp	13 + DEX modifier	25 lb.	Noisy
Medium Armor				
Hide	10 gp	12 + DEX modifier (max 2)	12 lb.	Natural Materials
Chain Shirt	50 gp	13 + DEX modifier (max 2)	20 lb.	—
Scale mail	50 gp	14 + DEX modifier (max 2)	45 lb.	Noisy
Breastplate	400 gp	14 + DEX modifier (max 2)	20 lb.	—
Half plate	750 gp	15 + DEX modifier (max 2)	40 lb.	Noisy
Heavy Armor				
Ring mail	30 gp	15	40 lb.	Noisy
Chain mail	75 gp	16	55 lb.	Cumbersome (STR 13), Noisy
Splint	200 gp	17	60 lb.	Cumbersome (STR 15), Noisy
Plate	1,500 gp	18	65 lb.	Cumbersome (STR 16), Noisy
Shield				
Shield	10 gp	+2	6 lb.	— [*]

[*] At the GM's discretion, this armor can have the Natural Materials property. Make this decision when you acquire it and note it on your character sheet.

Scale Mail. This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish.

Breastplate. This armor consists of a fitted metal chest lined with supple leather. This armor leaves limbs unprotected but provides good protection for vital organs and allows for easier movement than most medium armor.

Half Plate. Half plate consists of shaped metal plates that cover most of the wearer's body. It doesn't include leg protection beyond greaves attached with leather straps.

WHAT ABOUT EQUIPMENT SIZE?

To keep things simple, assume that PCs can wear any nonmagical armor or wield any nonmagical equipment they find, within bounds of common sense. For example, it's unlikely that a smallfolk could wear armor taken from a slain giant. Note that magic items have special sizing rules (see **Magic Items** in this chapter).

However, a GM can decide a piece of armor or equipment requires alteration or won't work for a PC due to its size. The cost for resizing a piece of equipment varies from 10 to 40 percent of the item's base cost depending on how much alteration is needed and whether the item is made of special materials.

HEAVY ARMOR

Heavy armor provides the most protection of any armor type, but wearing it demands great physical prowess.

Ring Mail. This leather armor has heavy rings sewn into it. The rings help reinforce the armor against attacks.

Chain Mail. This is a head-to-toe suit of armor made of interlocking metal rings. Chain mail includes a layer of quilted fabric worn underneath the mail to prevent chafing and to cushion the impact of blows.

Splint. This armor is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chain mail protects the joints.

Plate. Plate consists of shaped, interlocking metal plates to cover the entire body. A suit of plate includes gauntlets, heavy leather boots, a visored helmet, and thick layers of padding underneath the armor. Buckles and straps distribute the weight over the body.

SHIELDS

A shield is handheld armor that is wielded instead of worn. This means their AC bonus can be lost if the shield is destroyed or becomes disarmed. Wielding a shield requires the use of one hand, which means a PC can't use two-handed weapons while holding a shield. You can only benefit from one shield AC bonus at a time, even if you wield multiple shields.

Shield. This broad piece of wood and metal is held by a handle attached to one side.

GETTING INTO AND OUT OF ARMOR

The time it takes to don (put on) or doff (take off) armor depends on the armor's weight.

Don. This is the time it takes to put on armor. You benefit from the armor's AC only if you take the full time to don the suit of armor.

Doff. This is the time it takes to remove armor. If you have help, halve this time, except for shields, which take 1 action regardless of help.

DONNING AND DOFFING ARMOR

CATEGORY	DON	DOFF
Light Armor	1 minute	1 minute
Medium Armor	5 minutes	1 minute
Heavy Armor	10 minutes	5 minutes
Shield	1 action	1 action

ARMOR MATERIALS

Armor can be made from a special material that gives it additional properties. Note that these properties aren't considered magical.

Armor made from special materials typically costs (and can be sold for) more than the same armor made with standard materials. Some well-known special armor materials are described here. Your GM decides whether armor made from special materials is available for purchase.

Adamantine. Adamantine is an exceptionally hard metal that is difficult to find and costly to mine. While wearing adamantine armor, any critical hit against you becomes a normal hit. Adamantine armor can be purchased for an amount equal to the item's base cost + 1,000 gp. Only medium or heavy armor without the Natural Materials property can be made from adamantine.

Mithral. Mithral is a light yet durable metal that is difficult to find and requires master-level skill to work. Armor made from mithral doesn't impose disadvantage on DEX (Stealth) checks or have a STR requirement, even if the standard version of the armor has the Cumbersome or Noisy properties. Mithral armor can be purchased for an amount equal to the item's base cost + 1,000 gp. Only medium or heavy armor without the Natural Materials property can be made from mithral.

ARMOR PROPERTIES

Many sets of armor have properties that affect their use, as shown in the Properties column of the **Armor** table.

Cumbersome. This armor is heavy and difficult to move in unless you have the required STR score. If your STR score doesn't equal or exceed the STR score listed in parentheses, your movement speed is reduced by 10 feet while you wear the armor, even if you're proficient with it.

Natural Materials. This armor is made from materials like wood, leather, or other organic materials. This renders the item immune to the effects of spells like *heat metal* or features like the rust monster's Antenna action.

Noisy. This armor imposes disadvantage on any ability checks made to avoid notice, like sneaking, hiding, or otherwise attempting to move silently.

> ### PLAYER ADVICE
> Casting spells with somatic components requires at least one free hand. Unless you have a feature that allows you to work around this (such as the Combat Caster talent), you can't cast spells while you wield both a weapon and a shield.

WEAPONS

The Weapons table lists the cost, damage dice and type, weight, weapon options, and special properties for common weapons. The table is also split by the proficiencies required (simple or martial) to wield the various weapons most effectively.

WEAPON TYPES & PROFICIENCIES

Each weapon is categorized into a type associated with a proficiency. For instance, a character with proficiency in martial weapons gets to add their PB to attack rolls made with any weapon listed in the martial weapons section of the **Weapons** table.

Any character can wield any weapon, but only a character with proficiency can add their PB to attack rolls with those weapons.

MELEE WEAPONS

Melee weapons are used to attack nearby targets within reach. Unless the weapon has the Reach property, melee weapons have a reach of 5 feet.

RANGED WEAPONS

Ranged weapons are used to attack targets at a distance.

SIMPLE WEAPONS

Simple weapons require little experience to use effectively.

MARTIAL WEAPONS

Martial weapons, including swords, axes, and polearms, require training to use effectively.

IMPROVISED WEAPONS

When your favorite weapon is across the room, you can attack with whatever's handy. An improvised weapon includes any object you can wield in one or two hands,

WEAPONS

WEAPON	COST	DAMAGE	WEIGHT	WEAPON OPTION	PROPERTIES
Simple Melee Weapons					
Club	1 sp	1d4 bludgeoning	2 lb.	Bash	Light
Dagger	2 gp	1d4 piercing	1 lb.	Pinning Shot	Finesse, Light, Thrown (range 20/60 ft.)
Greatclub	2 sp	1d8 bludgeoning	10 lb.	Bash	Two-handed
Handaxe	5 gp	1d6 slashing	2 lb.	Hamstring	Light, Thrown (range 20/60 ft.)
Javelin	5 sp	1d6 piercing	2 lb.	Pinning Shot	Thrown (range 30/120 ft.)
Light hammer	2 sp	1d4 bludgeoning	2 lb.	Bash	Light, Thrown (range 20/60 ft.)
Mace	5 gp	1d6 bludgeoning	4 lb.	Bash	—
Quarterstaff	2 sp	1d6/1d8 bludgeoning	4 lb.	Bash	Versatile
Sickle	1 gp	1d4 slashing	2 lb.	Hamstring	Light
Spear	1 gp	1d6/1d8 piercing	3 lb.	Pull, Trip	Thrown (range 20/60 ft.), Versatile
Simple Ranged Weapons					
Crossbow, light	25 gp	1d8 piercing	5 lb.	—	Ammunition (range 80/320 ft.), Loading, Two-handed
Dart	5 cp	1d4 piercing	1/4 lb.	—	Finesse, Thrown (range 20/60 ft.)
Shortbow	25 gp	1d6 piercing	2 lb.	—	Ammunition (range 80/320 ft.), Two-handed
Sling	1 sp	1d4 bludgeoning	—	Ricochet Shot	Ammunition (range 30/120 ft.)
Martial Melee Weapons					
Battleaxe	10 gp	1d8/1d10 slashing	4 lb.	Disarm, Hamstring	Versatile
Flail	10 gp	1d8 bludgeoning	2 lb.	Bash, Disarm	—
Glaive	20 gp	1d10 slashing	6 lb.	Trip	Heavy, Reach, Two-handed
Greataxe	30 gp	1d12 slashing	7 lb.	Disarm, Hamstring	Heavy, Two-handed
Greatsword	50 gp	2d6 slashing	6 lb.	Disarm, Hamstring	Heavy, Two-handed
Halberd	20 gp	1d10 slashing	6 lb.	Trip	Heavy, Reach, Two-handed
Lance	10 gp	1d12 piercing	6 lb.	—	Reach, Special
Longsword	15 gp	1d8/1d10 slashing	3 lb.	Disarm, Hamstring	Versatile
Maul	10 gp	2d6 bludgeoning	10 lb.	Bash, Disarm	Heavy, Two-handed
Morningstar	15 gp	1d8 piercing	4 lb.	Disarm	—
Pike	5 gp	1d10 piercing	18 lb.	Trip	Heavy, Reach, Two-handed
Rapier	25 gp	1d8 piercing	2 lb.	Disarm	Finesse
Scimitar	25 gp	1d6 slashing	3 lb.	Hamstring	Finesse, Light
Scythe	20 gp	2d4 slashing	4 lb.	Pull, Trip	Reach, Two-handed
Shortsword	10 gp	1d6 piercing	2 lb.	Disarm	Finesse, Light
Trident	5 gp	1d6/1d8 piercing	4 lb.	Disarm	Thrown (range 20/60 ft.), Versatile
War pick	5 gp	1d8 piercing	2 lb.	Disarm	—
Warhammer	15 gp	1d8/1d10 bludgeoning	2 lb.	Bash, Disarm	Versatile
Whip	2 gp	1d4 slashing	3 lb.	Pull, Trip	Finesse, Reach
Martial Ranged Weapons					
Blowgun	10 gp	1 piercing	1 lb.	—	Ammunition (range 25/100 ft.), Loading
Crossbow, hand	75 gp	1d6 piercing	3 lb.	Pinning Shot	Ammunition (range 30/120 ft.), Light, Loading
Crossbow, heavy	50 gp	1d10 piercing	18 lb.	Pinning Shot	Ammunition (range 100/400 ft.), Heavy, Loading, Two-handed
Longbow	50 gp	1d8 piercing	2 lb.	Pinning Shot	Ammunition (range 150/600 ft.), Heavy, Two-handed

such as broken glass, a table leg, a frying pan, a wagon wheel, or a dead goblin.

When in doubt about how much damage an object should deal, find a weapon on the **Weapons** table most like the object and use its damage die. For example, a table leg is a lot like a club. At the GM's discretion, a character proficient with a weapon can use a similar object as if it were that weapon and add their PB as normal.

If a character uses a ranged weapon to make a melee attack or throws a melee weapon that doesn't have the Thrown property, those are improvised weapons, and typically deal 1d4 damage of an appropriate damage type. An improvised thrown weapon typically has range of 20 feet and a long range of 60 feet.

WEAPON OPTIONS

This section offers options for using weapons in ways other than dealing damage. The Weapon Option column on the **Weapons** table shows which weapons can be used to perform which weapon options. A character can use a weapon option only if the character is wielding and is proficient with an appropriate weapon.

Weapon Option Saves. If an option requires a creature to make an ability check or save, the DC equals 8 + the attacker's PB + the attacker's STR or DEX modifier (attacker's choice).

Unless specified otherwise, a weapon attack used to perform a weapon option has only the option's listed effect and doesn't deal normal weapon damage. Weapon options can be used only when a wielder takes the Attack action on their turn, unless a feature like the fighter's Martial Action allows a weapon option attack to be performed as a bonus action. Characters with the Multiattack feature can perform a weapon option in place of one of the attacks granted by Multiattack.

At the GM's discretion, some weapon options might not work against certain creatures. For example, the trip weapon option might not work against a creature without discernable legs, such as an ooze, or that is anchored or attached to the ground in some way, such as a tree with animated limbs.

BASH
Make an attack roll with this weapon. On a hit, the target has disadvantage on its next attack roll.

DISARM
Make an attack roll with this weapon. On a hit, the target must succeed on a STR or DEX save (target's choice) or drop a weapon, shield, or object it is wielding. The dropped item lands in an unoccupied space within 5 feet of the target. If no unoccupied space is within range, the item lands at the target's feet.

CLUB

DAGGER

GREATCLUB

HANDAXE

JAVELIN

LIGHT HAMMER

MACE

SICKLE

QUARTERSTAFF

SPEAR

CROSSBOW, LIGHT

DART

SLING

SHORTBOW

BATTLEAXE

FLAIL

GREATAXE

GLAIVE

GREATSWORD

HALBERD

MAUL

MORNINGSTAR

LANCE

LONGSWORD

PIKE

HAMSTRING

Make an attack roll with this weapon. On a hit, the target's base movement speed is reduced by 10 feet for 1 minute. A creature's speed can't be reduced by more than 10 feet with this weapon option. A creature within 5 feet of the target can take an action to tend the wound with a successful WIS (Medicine) check (against your weapon option DC), ending the effect on the target. The effect also ends if the target receives any magical healing.

PINNING SHOT

Make an attack roll with this weapon against a Large or smaller creature. On a hit, the target must succeed on a STR or DEX save (target's choice) or its speed becomes 0 feet until the end of its next turn. A creature, including the target, can use its action to attempt to free the target with a STR (Athletics) check or a DEX (Acrobatics) check (the creature's choice) versus the attacker's weapon option DC. On a success, the target is freed and can move as normal. A target must make only one check to free itself, using the highest DC of characters performing this weapon option, regardless of the number of arrows or bolts holding it in place.

PULL

Make an attack roll with this weapon against a Large or smaller creature. On a hit, the target is pulled up to 5 feet closer to you. If this movement would pull a creature into damaging terrain, such as lava or a pit, it can make a STR or DEX (target's choice) save to avoid the pull on a success.

RICOCHET SHOT

Make an attack roll with this weapon against a target you can see that has half or three-quarters cover. Your chosen target must be within 10 feet of another object or structure that isn't the same item providing it with cover. When you do so, you can treat the target's AC as if it wasn't behind cover. If the attack is successful, the target takes damage from the attack as it would with a standard weapon attack. This weapon option expends the same ammunition as a normal attack with this weapon.

TRIP

Make an attack roll with this weapon against a Large or smaller creature. On a hit, the target must succeed on a STR or DEX save (target's choice) or fall prone. If the target is mounted, it has advantage on the save.

WEAPON MATERIALS

A weapon can be made from a special material that gives it additional properties. These properties aren't considered magical.

  Weapons made from special materials typically cost (and can be sold for) more than the same weapon made

with standard materials. Some well-known special weapon materials are described here. Your GM decides whether weapons made from special materials are available for purchase.

Adamantine. Adamantine is an exceptionally hard metal that is difficult to find and costly to mine. On a successful hit, a weapon made of adamantine deals an extra 1d6 damage of the weapon's type to objects and to creatures with the Golem tag. An adamantine weapon or 10 pieces of ammunition can be purchased for an amount equal to the item's base cost + 500 gp.

Silvered. Silvered weapons are standard weapons plated with silver. On a successful hit, a silvered weapon deals an extra 1d6 damage of the weapon's type to creatures with the Shapechanger tag. Silvering weapons is a specialty service that skilled blacksmiths with the appropriate resources can provide. Silvering a weapon or 10 pieces of ammunition costs 100 gp, and a pre-silvered weapon or ammunition can be purchased for an amount equal to the item's base cost + 100 gp. Note that any magical or nonmagical weapon or ammunition can be silvered, even those made from other special materials.

WEAPON PROPERTIES

Many weapons have special properties that affect their use, as shown in the Properties column of the **Weapons** table.

Ammunition. You can use a weapon that has the Ammunition property to make a ranged attack only if you have ammunition to fire from it (see **Adventuring Gear** in this chapter). Each time you attack with the weapon, you expend one piece of ammunition. You need a free hand to load a one-handed weapon, and drawing the ammunition from a quiver, case, or other container is part of the attack. At the end of an encounter, you can recover half your expended ammunition by taking 1 minute to search the battlefield.

If you use a weapon with the Ammunition property to make a melee attack, treat it as an improvised weapon (see **Improvised Weapons** in this chapter). A sling must be loaded to deal damage when used as an improvised weapon.

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

Heavy. Small creatures have disadvantage on attack rolls with Heavy weapons. Tiny creatures can't wield Heavy weapons.

Light. A Light weapon is needed for use with two-weapon fighting (see **Melee Attacks** in **Chapter 6**).

Loading. Because of the time required to load this weapon, you can fire only one piece of ammunition

SCYTHE

RAPIER

SCIMITAR

WARHAMMER

TRIDENT

SHORTSWORD

WAR PICK

WHIP

BLOWGUN

CROSSBOW, HEAVY

CROSSBOW, HAND

LONGBOW
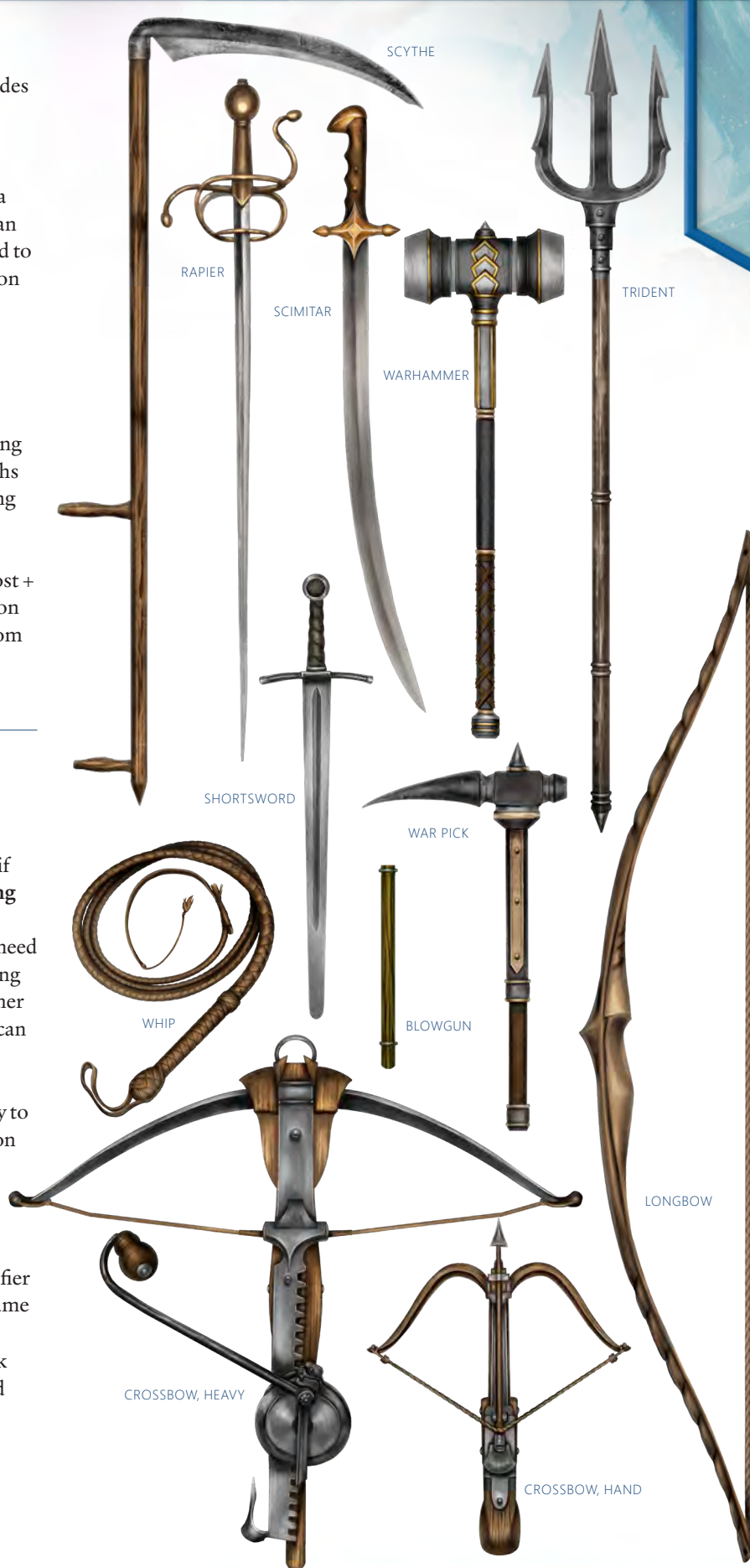
from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

Range. A weapon that can be used to make a ranged attack has a range in parentheses after the Ammunition or Thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's long range. When attacking a target beyond normal range and up to its long range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

Reach. This weapon adds 5 feet to your reach when you make melee attacks with it, as well as when determining your reach for opportunity attacks with it.

Special (Lance). You have disadvantage when you use a lance to attack a target within 5 feet of you. Also, a lance requires two hands to wield when you aren't mounted (see **Mounted Combat** in **Chapter 6**).

Thrown. You can throw a weapon with the Thrown property to make a ranged attack. If the weapon can also be a melee weapon, use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe or javelin, use your STR modifier, but if you throw a dagger, you can use either your STR or DEX modifier, since the dagger has the Finesse property.

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

Versatile. This weapon can be used with one or two hands. These weapons have two damage values listed. The higher damage value is used when you use two hands to make a melee weapon attack.

ADVENTURING GEAR

Useful equipment that isn't armor or weapons is called Adventuring Gear. The **Adventuring Gear** table lists the price and weight of items commonly available for purchase. Items that have special rules or require further explanation are listed in the **Special Gear** section.

SPECIAL GEAR

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

Acid. As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 2d6 acid damage.

Alchemist's Fire. This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the alchemist's fire as an improvised weapon. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 DEX (Sleight of Hand) check to extinguish the flames.

Antitoxin. A creature that drinks this vial of liquid gains advantage on saves against poison for 1 hour. It confers no benefit to Undead or Constructs.

Arcane Focus. This item can be used as a spellcasting focus to channel Arcane spells. Examples include an orb, a crystal, a rod, a specially made staff, or a wooden wand.

Ball Bearings. As an action, you can spill these tiny metal balls from their pouch to cover a level, square area, 10 feet on a side. A creature moving in this area must succeed on a DC 10 DEX save or fall prone. A creature moving in the area at half speed doesn't need to make the save.

Block and Tackle. This is a set of pulleys with a cable threaded through them and a hook to attach to items. A block and tackle allows you to hoist up to four times the weight you can normally lift.

EQUIPMENT PACKS

The starting equipment you get from your class includes a collection of useful adventuring gear, put together in a pack. The contents of these packs are listed here. You can purchase a pack for the price shown, which might be cheaper than buying the items individually.

Burglar's Pack (16 gp). Backpack, bag of 1,000 ball bearings, 10 feet of string, bell, 5 candles, crowbar, hammer, 10 pitons, hooded lantern, 2 flasks of oil, 5 days of rations, tinderbox, and waterskin. The pack also has 50 feet of rope strapped to the side.

Diplomat's Pack (39 gp). Chest, 2 cases for maps and scrolls, set of fine clothes, bottle of ink, ink pen, lamp, 2 flasks of oil, 5 sheets of paper, vial of perfume, sealing wax, and soap.

Dungeoneer's Pack (12 gp). Backpack, crowbar, hammer, 10 pitons, 10 torches, tinderbox, 10 days of rations, and waterskin. The pack also has 50 feet of rope strapped to the side.

Entertainer's Pack (40 gp). Backpack, bedroll, 2 costumes, 5 candles, 5 days of rations, waterskin, and a variety of cosmetics.

Explorer's Pack (10 gp). Backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days of rations, and waterskin. The pack also has 50 feet of rope strapped to the side.

Priest's Pack (19 gp). Backpack, blanket, 10 candles, tinderbox, alms box, 2 blocks of incense, censer, vestments, 2 days of rations, and waterskin.

Scholar's Pack (40 gp). Backpack, book of lore, bottle of ink, ink pen, 10 sheets of parchment, little bag of sand, and a small knife.

ADVENTURING GEAR

GEAR	COST	WEIGHT
Abacus	2 gp	2 lb.
Alchemical Concoctions		
Acid (vial)	25 gp	1 lb.
Alchemist's fire (flask)	50 gp	1 lb.
Oil (flask)	1 sp	1 lb.
Ammunition		
Arrows (20)	1 gp	1 lb.
Blowgun needles (50)	1 gp	1 lb.
Crossbow bolts (20)	1 gp	1 1/2 lb.
Sling bullets (20)	4 cp	1 1/2 lb.
Ball bearings (bag of 1,000)	1 gp	2 lb.
Bedroll	1 gp	7 lb.
Bell	1 gp	—
Blanket	5 sp	3 lb.
Block and tackle	1 gp	5 lb.
Book	25 gp	5 lb.
Caltrops (bag of 20)	1 gp	2 lb.
Candle	1 cp	—
Case, map or scroll	1 gp	1 lb.
Chain (10 feet)	5 gp	10 lb.
Chalk (1 piece)	1 cp	—
Climber's kit	25 gp	12 lb.
Clothes, common	5 sp	3 lb.
Clothes, costume	5 gp	4 lb.
Clothes, fine	15 gp	6 lb.
Component pouch	25 gp	2 lb.
Containers		
Backpack	2 gp	5 lb.
Barrel	2 gp	70 lb.
Basket	4 sp	2 lb.
Bottle, glass	2 gp	2 lb.
Chest	5 gp	25 lb.
Flask or tankard	2 cp	1 lb.
Jug or pitcher	2 cp	4 lb.
Pot, cooking	2 gp	10 lb.
Pouch	5 sp	1 lb.
Sack	1 cp	1/2 lb.
Vial	1 gp	—
Waterskin	2 sp	5 lb. (full)
Crowbar	2 gp	5 lb.
Fishing tackle	1 gp	4 lb.
Hammer	1 gp	3 lb.
Healer's kit	5 gp	3 lb.
Herbal Concoctions		
Antitoxin (vial)	50 gp	—
Perfume (vial)	5 gp	—

GEAR	COST	WEIGHT
Poison, basic (vial)	5 gp	—
Poison, essence of ether (vial)	300 gp	—
Poison, last gasp (vial)	200 gp	—
Poison, midnight tears (vial)	1,500 gp	—
Holy water (flask)	25 gp	1 lb.
Hourglass	25 gp	1 lb.
Hunting trap, basic	5 gp	25 lb.
Ink (1-ounce bottle)	10 gp	—
Ink pen	2 cp	—
Ladder (10-foot)	1 sp	25 lb.
Lamp	5 sp	1 lb.
Lantern, bullseye	10 gp	2 lb.
Lantern, hooded	5 gp	2 lb.
Lock	10 gp	1 lb.
Magnifying glass	100 gp	—
Manacles	2 gp	6 lb.
Mess kit	2 sp	1 lb.
Mirror, compact	5 gp	1/2 lb.
Net	1 gp	3 lb.
Paper (one sheet)	2 sp	—
Pick, miner's	2 gp	10 lb.
Piton	5 cp	1/4 lb.
Pole (10-foot)	5 cp	7 lb.
Potion of healing	50 gp	1/2 lb.
Quiver	1 gp	1 lb.
Ram, portable	4 gp	35 lb.
Rations (1 day)	5 sp	2 lb.
Rope (50 feet)	1 gp	10 lb.
Sealing wax	5 sp	—
Scale, merchant's	5 gp	3 lb.
Shovel	2 gp	5 lb.
Signal whistle	5 cp	—
Signet ring	5 gp	—
Soap	2 cp	—
Spellbook	50 gp	3 lb.
Spellcasting Foci		
Arcane focus	5 gp	2 lb.
Holy symbol	5 gp	2 lb.
Primordial focus	5 gp	2 lb.
Wyrd focus	5 gp	2 lb.
Spikes, iron (10)	1 gp	5 lb.
Spyglass	1,000 gp	1 lb.
Tent, two-person	2 gp	20 lb.
Tinderbox	5 sp	1 lb.
Torch	1 cp	1 lb.
Whetstone	1 cp	1 lb.

Book. A book might contain poetry, historical accounts, information pertaining to a field of lore, diagrams, notes on contraptions, or just about anything that can be represented using text or pictures. A spellbook is a separate item described later in this section.

Caltrops. As an action, you can spread a bag of caltrops to cover a 5-foot-square area. A Large or smaller creature that enters the area must succeed on a DC 15 DEX save or stop moving this turn and take 1 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. A creature moving through the area at half speed doesn't need to make the save.

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

Case, Map or Scroll. This cylindrical leather case can hold up to ten rolled-up sheets of paper.

Chain. A chain is an object that has AC 20 and 10 HP. It can be broken as an action with a successful DC 20 STR (Athletics) check.

Climber's Kit. A climber's kit includes special pitons, boot tips, gloves, and a harness. You can use the climber's kit as an action to anchor yourself to a solid surface within 5 feet of you (this surface can't be part of a creature); when you do, you can't fall more than 25 feet from your anchor point, and you can't climb more than 25 feet away from that point without undoing the anchor.

Component Pouch. A component pouch is a small, watertight leather belt pouch that has compartments to hold all the material components and other special items you need to cast your spells (see **Components** in **Chapter**

CONTAINER CAPACITY

Capacities for the various containers included on the **Adventuring Gear** table are given in the **Container Capacity** table.

CONTAINER CAPACITY

CONTAINER	VOLUME CAPACITY	WEIGHT CAPACITY
Backpack	1 cubic foot	30 lb.
Barrel	4 cubic feet or 40 gallons	300 lb.
Basket	2 cubic feet	40 lb.
Bottle, flask, or tankard	1 pint	1 lb.
Chest	12 cubic feet	300 lb.
Jug, pitcher, or pot	1 gallon	8 lb.
Pouch	1/5 cubic foot	6 lb.
Sack	1 cubic foot	30 lb.,
Vial	4 oz	1/4 lb.
Waterskin	4 pints	4 lb.

7), except for those material components that have a listed gp cost (as indicated in a spell's description).

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

Fishing Tackle. This kit includes a wooden rod, silken line, corkwood bobbers, iron hooks, lead sinkers, velvet lures, and netting.

Healer's Kit. This kit is a leather pouch containing bandages, salves, and splints. The kit has 10 uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 HP without needing to make a WIS (Medicine) check.

Holy Symbol. This item can be used as a spellcasting focus to channel Divine spells. Examples include an amulet depicting a deity's symbol, that same symbol engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic.

Holy Water. As an action, you can splash the contents of this flask onto a creature within 5 feet of you or throw the flask up to 20 feet, shattering it on impact. In either case, make a ranged attack against a target creature, treating the holy water as an improvised weapon. If the target is a Fiend or Undead, it takes 2d6 radiant damage—otherwise, the water has no effect.

A creature that can cast at least one 1st-circle Divine spells can create holy water by performing a special ritual. The ritual takes 1 hour to perform, uses 25 gp worth of powdered silver, and requires the caster to expend a 1st-circle spell slot.

Hunting Trap, Basic. As an action, you can set a trap in an unoccupied space within 5 feet of you. When set, this trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. A Large or smaller creature that enters the trap's space must succeed on a DC 13 DEX save or take 1d4 piercing damage and become grappled until freed. A creature can use its action to make a DC 13 STR (Athletics) check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

Lamp. While lit, a lamp casts bright light in a 15-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

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

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

Lock. A key is provided with the lock. Without the key, a creature proficient with thieves' tools (see **Tools** in this chapter) can pick this lock with a successful DC 15 DEX

(Thieves' Tools) check. Your GM can decide that better locks are available for higher prices.

Magnifying Glass. This lens allows a closer look at small items. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires sunlight to focus, tinder to light, and about 5 minutes for the fire to ignite. A magnifying glass grants advantage on any ability check made to appraise or inspect an item that is small or highly detailed.

Manacles. These metal restraints can bind a Small or Medium creature. To escape the manacles, a creature must use their action to make a successful DC 20 DEX (Sleight of Hand) check or break them with a successful DC 20 STR (Athletics) check. Each set of manacles comes with one key. Without the key, a creature proficient with thieves' tools can pick the manacles' lock with a successful DC 15 DEX (Thieves' Tools) check. Manacles are an object that has AC 19 and 15 HP.

Mess Kit. This tin box contains a cup and simple cutlery. The box clamps together; one side can be used as a cooking pan and the other as a plate or shallow bowl.

Net. As an action, you can throw a net at a Large or smaller creature within 15 feet of you. The net has no effect on creatures that are formless or incorporeal (like ghosts). Make a ranged attack against the creature, treating the net as an improvised weapon. On a hit, the target is restrained until it is freed. A creature can use its action to make a DC 10 STR (Athletics) check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

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

Poison, Basic (Injury). You can use the poison in this vial to coat one weapon or up to three pieces of ammunition that deal piercing or slashing damage. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must succeed on a DC 10 CON save or take 1d4 poison damage (in addition to the weapon's normal damage). Once applied, the poison retains potency for 1 minute before drying.

Poison, Essence of Ether (Inhaled). A creature subjected to this poison must succeed on a DC 15 CON save or be poisoned for 8 hours. The poisoned creature is unconscious.

The unconscious effect ends if the creature takes damage or if another creature takes an action to shake it awake.

Poison, Last Gasp (Contact). A creature subjected to this poison must succeed on a DC 13 CON save or be poisoned for 1 minute. The poisoned creature is paralyzed. The creature can repeat the save at the end of each of its turns, ending both effects on a success.

Poison, Midnight Tears (Ingested). A creature who ingests this poison suffers no effect until the stroke of midnight. If the poison has not been neutralized before then, the creature must succeed on a DC 17 CON save, taking 31 (9d6) poison damage on a failure or half as much damage on a success.

USING POISON

Given their insidious and deadly nature, poisons are illegal to create and sell in most societies but are a favorite of assassins and criminal organizations. If the GM allows it, PCs with the appropriate proficiencies and materials can craft these poisons via the Crafting downtime activity (see **Downtime Activities** in **Chapter 6**). This option should be made available to PCs with the Noxious Apothecary talent (see **Talents** in **Chapter 4**).

There are four types of poisons that can be crafted or purchased.

Contact. Contact poison is 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 a full dose of ingested poison to suffer its effects. The dose can be delivered in food or a liquid. You might decide that a partial dose has a reduced effect, such as having advantage on the save or dealing half damage on a failed save.

Inhaled. These poisons are powders or gases that take effect when breathed in. Blowing powder or releasing gas subjects creatures in a 5-foot cube to its effect. The resulting cloud dissipates immediately afterward. Holding your 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, traps, and objects that deal piercing or slashing damage. Once applied to a weapon or piece of ammunition, the poison remains potent for 1 minute, or 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.
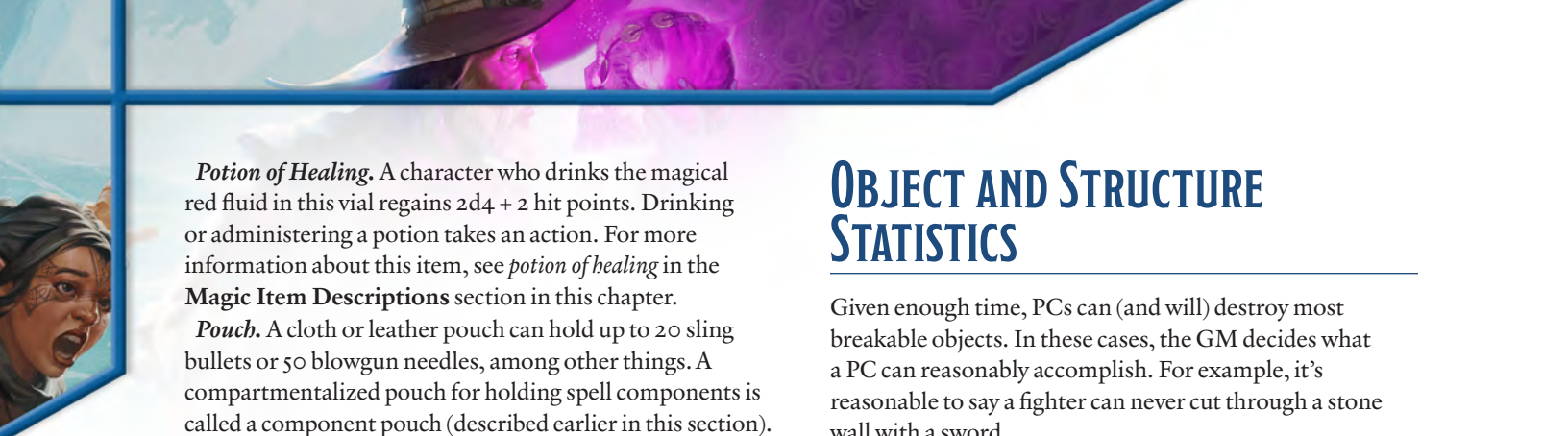
Potion of Healing. A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action. For more information about this item, see *potion of healing* in the **Magic Item Descriptions** section in this chapter.

Pouch. A cloth or leather pouch can hold up to 20 sling bullets or 50 blowgun needles, among other things. A compartmentalized pouch for holding spell components is called a component pouch (described earlier in this section).

Primordial Focus. This item can be used as a spellcasting focus to channel Primordial spells. Examples include a totem made from natural materials like feather or bone, a wooden staff carved from a living tree, or a yew wand.

Quiver. A quiver can hold up to 20 arrows or 20 crossbow bolts.

Ram, Portable. You can use a portable ram to break down doors. You have advantage on relevant STR (Athletic) checks made to do so.

Rations. Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts. One unit of rations is enough to feed one Medium or smaller creature for one day.

Rope. Rope is an object with AC 11 and 2 HP. It can be burst with a DC 17 STR (Athletics) check.

Scale, Merchant's. A scale includes a small balance, pans, and a suitable assortment of weights up to 2 lb. With it, you can measure the exact weight of suitably sized objects, such as raw precious metals or trade goods, to help determine their worth.

Spellbook. A spellbook is a leather-bound tome with 100 blank pages suitable for recording spells.

Spyglass. Objects viewed through a spyglass are magnified to twice their size. A spyglass grants advantage on any ability check made to view or inspect items that are far away.

Tent. A simple, portable canvas shelter that sleeps two Medium or smaller creatures.

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

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

Wyrd Focus. This item can be used as a spellcasting focus to channel Wyrd spells. Examples include an amulet carved from bone, a charm bag filled with rare herbs and crystals, or a wand made of starmetal.

Object and Structure Statistics

Given enough time, PCs can (and will) destroy most breakable objects. In these cases, the GM decides what a PC can reasonably accomplish. For example, it's reasonable to say a fighter can never cut through a stone wall with a sword.

However, when time is a factor—like cutting through the ropes of a bridge before a horde of angry goblins charges across—giving objects some statistics helps everyone understand what's achievable.

Armor Class. An object's AC is a measure of how difficult it is to damage the object by striking it. The object can't dodge, but its AC represents its material resilience. The **Object Armor Class** table provides suggested AC values for various substances.

OBJECT ARMOR CLASS

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

Hit Points. An object's hit points measure how much damage it can take before losing structural integrity and breaking. Objects have hit points based on size and resilience. Larger objects tend to have more hit points than smaller ones. Within size categories, objects are either fragile or resilient and have differing hit points. The GM decides whether an object is fragile or resilient. 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 or massive boulder. That said, one torch can burn a Huge tapestry, and an *earthquake* spell can reduce a colossus to rubble. Consider also that destroying a key section could ruin an entire Gargantuan object. For example, a Gargantuan statue of a human might topple when one of its Large legs is reduced to 0 HP.

Damage Threshold. Structures or big objects that are part of a structure (such as a castle wall) often have extra

resilience represented by a damage threshold. An object with a damage threshold ignores any single attack that deals damage equal to or less than its damage threshold. For example, if a wall has a damage threshold of 10, attacks that deal 9 or less damage to it deal no damage at all.

Objects, Structures, and Damage Types. All objects and structures are immune to poison and psychic damage. Your GM might also decide that some damage types are more or less effective against a particular object or substance. For example, bludgeoning damage works well for smashing things but not for cutting rope or leather. Paper or cloth objects might well be vulnerable to fire.

TOOLS

Tools help adventurers do complex tasks that they can't complete with skill alone. For example, you use tools to pick locks, forge documents, cook gourmet meals, and forge weapons. For tasks that require tools, your GM might call for an ability check that uses a tool instead of a skill.

Sometimes a tool is a single item, like a musical instrument. Other times a tool encompasses a kit or set of supplies containing multiple items. When using a tool, you must have all of its component items to make ability checks with it.

Your background, class, heritage, lineage, or talent features can give you proficiency with certain tools. Just like skills, you don't need to be proficient in a tool to use it, but proficiency with a tool allows you to add your PB to ability checks you make using that tool.

Also, like skills, tools aren't tied to specific ability scores. The ability score assigned to each ability check using a tool depends on what you are trying to accomplish. For example, when using construction tools, the GM might ask you to make a STR (Construction Tools) check to hammer nails into a hard surface, but ask for a DEX (Construction Tools) check to use the same tools to carve a wooden sculpture.

TOOL DESCRIPTIONS

The tools available to PCs are described in this section. Entries generally include the following information.

Associated Abilities. Like skills, checks made with tools can involve any ability score. However, the abilities most used with each tool are included for easy reference.

Components. Each description lists all the individual items that comprise the tool set or kit.

Special Uses. Specific uses that require additional explanation are noted individually by name.

Example Tasks. A short table presents example tasks and DCs for each tool.

ALCHEMIST TOOLS

Alchemist tools are used to perform a variety of tasks such as identifying potions or foreign substances, mixing reagents together to cause alchemical reactions, and crafting alchemical substances.

Associated Abilities: DEX, INT.

Components. This tool kit includes an array of mixing and storage vessels, an alembic still, a metal frame for holding a mixing vessel above a flame, a mortar and pestle, and a variety of common alchemical reagents.

Craft Items. Alchemist tools can be used to make items like those listed in the Alchemical Concoctions section of the **Adventuring Gear** table (see **Special Gear** in this chapter), with the crafting downtime activity (see **Downtime Activities** in **Chapter 6**).

ALCHEMIST TOOLS EXAMPLE TASKS

TASK	DC
Purify water for safe consumption	10
Start a volatile chemical reaction (such as smoke or fire) or neutralize a toxic substance (such as an acid or base)	15
Identify a rare or obscure poison	20

ARTIST TOOLS

Artist tools are used to create illustrated art objects and ornamental documents, pen illuminated texts, and skillfully paint objects.

Associated Abilities: DEX, CHA.

Components. This tool kit includes brushes, spades, stirrers, inks, paints, a square and triangle, a canvas stretcher and an easel, and rolls of vellum, parchment, and canvas.

Craft Items. Artist tools can be used to make art objects with the crafting downtime activity (see **Downtime Activities** in **Chapter 6**).

ARTIST TOOLS EXAMPLE TASKS

TASK	DC
Sketch an accurate image of person, place, or symbol you've seen	10
Quickly paint a complex glyph or symbol	15
Replicate someone else's art style	20

CHARLATAN TOOLS

Charlatan tools are used to craft disguises and forge documents.

Associated Abilities: DEX, CHA.

Components. This tool kit includes hair dyes, small props, cosmetics, a few choice articles of clothing, a selection of wax seals, gold and silver leaf, inks, a variety of parchments, and sculpting tools to fashion melted wax into seals or prosthetics.

Create Disguise. Over the course of an hour (which can be done as part of a rest) you can create a disguise to make yourself or someone else—including any clothing or equipment—look like a different creature. A disguise can make a creature seem slightly taller, shorter, fatter, or thinner, but can't conceal true size or basic arrangement of limbs. It takes 1 minute to don such a disguise once created. A set of charlatan tools only has enough materials to create one disguise at a time, but you can disassemble a disguise to create a new disguise as part of the time spent making a disguise. A creature can use its action to inspect a disguised appearance, and must succeed on an INT (Investigation) contest versus your DEX (Charlatan Tools) to discern a disguise.

Forge Documents. Over the course of one hour (which can be done as part of a rest) you can create a simple false document of 5 pages or less—like a personal letter, a party invitation, or a sales permit. With the GM's permission you can create longer or more complicated documents over the course of several hours or days. A creature can use its action to inspect a forged document, and must succeed on an INT (Investigation) contest versus your DEX (Charlatan Tools) check to discern a forgery.

CHARLATAN TOOLS EXAMPLE TASKS

TASK	DC
Hide a noteworthy physical feature or minor injury	10
Forge a signature from memory	15
Make yourself look like a well-known celebrity	20

CLOTHIER TOOLS

Clothier tools are used to sew, make, or tailor fabric objects such as clothing or shoes.

Associated Abilities: DEX, CHA.

Components. This tool kit includes pins and needles, specially sharpened shears, a small hammer and shoe horn, a variety of dyed threads on spools, and thicker waxed threads and yarns.

Craft Items. Clothier tools can be used to make items with the crafting downtime activity (see **Downtime Activities** in **Chapter 6**).

TASK	DC
Determine a garment's age and origin	10
Sew an injury closed	15
Patch a torn sail during a raging storm	20

CONSTRUCTION TOOLS

Construction tools are used to build and repair items primarily made of wood or stone.

Associated Abilities: STR, DEX.

Components. This tool kit includes hammers and a mallet, a variety of fasteners, a square and triangle, chisels, a saw, brushes, and spades.

Fortify. You can spend 1 minute fortifying a chest, door, window, or other sealable object or structure. When you do so, the object's AC increases by an amount equal to your PB or creatures have disadvantage on STR (Athletics) checks made to penetrate the fortification (the GM decides which is more relevant). An item doesn't receive additional benefits from multiple attempts to fortify it.

Build Cover. You can spend 1 hour (which can be done as part of a long rest) erecting a 5-foot by 5-foot wall panel in an unoccupied space, provided you have the raw materials to do so. The panel provides three-quarters cover (see **Cover** in **Chapter 6**) for one Medium or smaller creature, and it can't be moved. A panel of cover created with this feature is an object with an AC equal to 10 + your PB and 15 HP if made of wood or 25 HP if made of stone. It is immune to psychic and poison damage.

Craft Items. Construction tools can be used to make items with the crafting downtime activity (see **Downtime Activities** in **Chapter 6**).

CONSTRUCTION TOOLS EXAMPLE TASKS

TASK	DC
Drive a spike into a stone (or similarly hard) surface	10
Break down and repurpose materials from a woodshed	15
Construct a temporary brace to keep a roof from collapsing	20

GAMING SET

Gaming sets are used to gamble, entertain, or engage in fortune-telling. There are three types: cards, dice, and board games. When you have proficiency in a gaming set, choose one type for your proficiency, not all gaming sets. You must have multiple proficiencies to have proficiency with more than one type of gaming set.

Associated Abilities: DEX, CHA.

Components. A gaming set is typically a full set of cards, a full set of dice with a dice cup, or a collection of special pieces used to play a particular game. If you are unsure what to choose, consult your GM about games and game sets played in the world of your game.
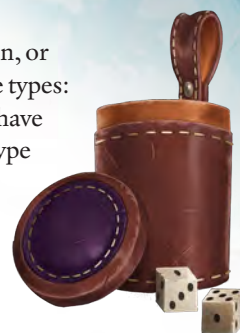
GAMING SET EXAMPLE TASKS

TASK	DC
Distract a bored sentry	10
Perform a card trick that looks like real magic	15
Cheat against an experienced opponent	20

HERBALIST TOOLS

Herbalist tools are used to store and brew plants and other organic materials into potions, antidotes, and poisons.

Associated Abilities: INT, WIS.

Components. This tool kit includes glass vials, a mortar and pestle, pouches for ingredient storage, clippers, a pair of leather gloves, and a small pot for brewing.

Craft Items. Herbalist tools can be used to make items like those listed in the Herbal Concoctions section of the **Adventuring Gear** table (see **Special Gear** in this chapter), with the crafting downtime activity (see **Downtime Activities** in **Chapter 6**).

HERBALIST TOOLS EXAMPLE TASKS

TASK	DC
Safely harvest and preserve a plant for later use	10
Identify a poison with a sample of affected flesh	15
Mix a hasty concoction to temporarily halt the effects of a deadly disease	20

Associated Abilities: INT, WIS.

Components. This tool kit includes quills, ink, and parchment along with two compasses, calipers, and a ruler as well as a sextant or telescope.

Draw Map. Navigator tools can be used to create accurate maps while traveling, which grant advantage on checks made to prevent becoming lost.

NAVIGATION TOOLS EXAMPLE TASKS

TASK	DC
Plot and track a travel course in a familiar region	10
Discover your position according to a map or nautical chart	15
Extrapolate a hidden or secret location on an unmarked map	20

PROVISIONER TOOLS

Associated Abilities: CON, WIS.

Provisioner tools are used to prepare meals, make rations, and craft beverages.

Components. This tool kit includes a large jug, several jars, a siphon with several feet of tubing, a rolled set of knives for chopping, sawing, paring, and deboning, a metal soup pot and a large skillet, a small bundle of spoons, spatulas, ladles, and whisks, several mixing bowls, a cutting board, and quantities of hops, dried herbs, and powdered spices.

Craft Items. Provisioner tools can be used to make items with the crafting downtime activity (see **Downtime Activities** in **Chapter 6**).

PROVISIONER TOOLS EXAMPLE TASKS

TASK	DC
Transform basic rations or subpar ingredients into a tavern-worthy meal	10
Mask the pungent flavor of a poisonous herb mixed into a drink	15
Outcook a professional (or similarly skilled) chef in direct competition	20

MUSICAL INSTRUMENT

Musical instruments come in many shapes and sizes with varying regional and cultural popularity. When you have proficiency in a musical instrument, choose one type: strings, brass, woodwinds, percussion, or keyboard instruments. You must have multiple proficiencies to have proficiency with more than one type of instrument.

Associated Abilities: DEX, CHA.

Components. A musical instrument typically includes an instrument, a protective case, and any small pieces necessary for play, such as picks or reeds.

MUSICAL INSTRUMENT EXAMPLE TASKS

TASK	DC
Imitate a sound or tune you've heard before	10
Provide accompaniment for an ongoing performance	15
Outplay a professional (or similarly skilled) musician in direct competition	20

NAVIGATOR TOOLS

Navigator tools are used to read and draw maps, find your path or prevent you from becoming lost, and determine likely locations on a map for secret doors or hidden features.

SMITHING TOOLS

Smithing tools are used to build and repair items primarily made of metal. The use of smithing tools typically requires a dedicated forge, furnace, or some other source of intense heat. A campfire is only suitable for the smallest tasks like spot repairs.

Associated Abilities: DEX, CON.

Components. This tool kit includes a small anvil, tongs, hammers, heat-resistant hide or cloth towels, calipers, and billows.

Craft Items. Smithing tools can be used to make items with the crafting downtime activity (see **Downtime Activities** in **Chapter 6**).

SMITHING TOOLS EXAMPLE TASKS

TASK	DC
Identify the type and origin of a particular kind of metal	10
Melt down and repurpose materials from horseshoes	15
Safely pull an item out of a roaring fire before it's destroyed	20

THIEVES' TOOLS

Thieves' tools are used to pick locks, disable traps, and sabotage unattended items like saddles and doffed armor.

Associated Abilities: DEX, INT.

Components. This kit includes a roll of lockpicks and probes, a small, telescoping mirror on a pole, several triangular files, a long set of scissors, and a pair of pliers.

Disarm Traps. Thieves' tools can be used to disarm traps (see **Disarm Traps** in **Chapter 6**).

Pick Locks. Thieves' tools can be used to pick locks. If no DC to pick a lock is provided, a standard nonmagical lock can be opened with a DC of 15.

THIEVES' TOOLS EXAMPLE TASKS

TASK	DC
Spot a patrolling guard from around a corner	10
Pick a standard nonmagical lock	15
Sabotage a ship to slowly fill with water as soon as it hits deep ocean	20

TINKER TOOLS

Tinker tools are used to construct mechanical or clockwork devices, repair damaged devices, or determine how to use unfamiliar mechanical or clockwork systems.

Associated Abilities: DEX, INT.

Components. This tool kit includes an array of hand tools, an array of files, pliers, tweezers, etching styluses, threads, needles, cloth and leather scraps, glue, loose cogs and pins, and a few sheets of thinly hammered metal.

Craft Items. Tinker tools can be used to make items with the crafting downtime activity (see **Downtime Activities** in **Chapter 6**).

TINKER TOOLS EXAMPLE TASKS

TASK	DC
Provide accurate written or spoken instructions on operating a device you are familiar with	10
Craft a temporary replacement for a missing part of a machine or device	15
Disarm a complex device that is seconds from exploding	20

TRAPPER TOOLS

Trapper tools are used to set hunting traps, harvest hides or fur, and craft or repair leather goods like armor, pouches, or sturdy garments.

Associated Abilities: DEX, WIS.

Components. This tool kit includes a knife, a small shovel, a wooden mallet, a small bundle of edgers, hole punchers, and sturdy needles, thread, leather scraps, a 30-ft. length of strong cord, a quantity of salt, and tanning oil.

Craft Items. Trapper tools can be used to make items with the crafting downtime activity (see **Downtime Activities** in **Chapter 6**).

TASK	DC
Identify a leather good, hide, or fur's age and origin	10
Perfectly field strip the remains of creature with an unusually hard or magical hide—like that of a Dragon	15
Secure a damaged leather saddle strap while atop a galloping horse	20

TOOLS

TOOL	COST	WEIGHT
Alchemist tools	50 gp	8 lb.
Artist tools	10 gp	5 lb.
Charlatan tools	25 gp	3 lb.
Clothier tools	10 gp	10 lb.
Construction tools	10 gp	8 lb.
Gaming set		
Card set	5 sp	—
Dice set	1 sp	—
Herbalist tools	5 gp	3 lb.
Musical instruments		
Bagpipes	30 gp	6 lb.
Drum	6 gp	3 lb.
Flute	2 gp	1 lb.
Horn	3 gp	2 lb.
Lute	35 gp	2 lb.
Lyre	30 gp	2 lb.
Navigator tools	25 gp	2 lb.
Provisioner tools	20 gp	9 lb.
Smithing tools	20 gp	8 lb.
Thieves' tools	25 gp	1 lb.
Tinker tools	50 gp	10 lb.
Trapper tools	5 gp	5 lb.

MAGICAL MOUNTS

Mounts other than those listed here are available in fantasy worlds, but they aren't normally available for purchase. These include flying mounts (pegasi, griffons, hippogriffs, and similar creatures) and even aquatic mounts (such as giant sea horses and hippocampi). Acquiring such a mount often means securing an egg and raising the creature, making a bargain with a powerful entity, or negotiating with the mount itself.

MOUNTS

A good mount can carry you quickly across long distances, but its primary purpose is to carry gear. The **Mounts** table shows the speed and base carrying capacity for many common mounts.

Rules for running mounts during combat encounters are covered in the **Mounted Combat** section in **Chapter 6**.

MOUNTS

MOUNT	COST	SPEED (PER ROUND)	CARRYING CAPACITY
Donkey or mule	8 gp	40 ft.	420 lb.
Horse, draft	50 gp	40 ft.	540 lb.
Horse, riding	75 gp	60 ft.	480 lb.
Horse, war	400 gp	60 ft.	540 lb.
Mastiff	25 gp	40 ft.	195 lb.
Pony	30 gp	40 ft.	225 lb.

MOUNT GEAR AND EXPENSES

The **Mount Gear and Expenses** table lists gear for sale specifically for use with mounts. Items that have special rules or require further explanation are covered here.

Barding. Barding is armor designed to protect a mount's head, neck, chest, and body. Any type of armor shown on the **Armor** table in this chapter can be purchased as barding. The cost of barding is four times the equivalent armor made for Humanoids and weighs twice as much.

Drawn Objects. A mount pulling a drawn object like a carriage, cart, chariot, sled, or wagon can move weight up to five times its base carrying capacity, including the weight of the drawn object. If multiple animals pull the same object, they can add their carrying capacity together.

Saddle. A saddle braces the rider, helping you keep your seat in battle. It gives you advantage on any ability check or save you make to remain mounted. At the GM's discretion, a saddle crafted for an unusually sized or shaped mount might double or triple the cost.

MOUNT GEAR AND EXPENSES

ITEM	COST	WEIGHT
Barding	×4 (base armor cost)	×2 (base armor weight)
Drawn Objects		
Carriage	100 gp	600 lb.
Cart	15 gp	200 lb.
Chariot	250 gp	100 lb.
Sled	20 gp	300 lb.
Wagon	35 gp	400 lb.
Feed (per day)	5 cp	10 lb.
Saddle	10 gp	25 lb.
Stabling (per day)	5 sp	—

Services

Adventurers can pay NPCs for help. Most hirelings have ordinary skills, others are masters of a craft, and a few experts have specialized adventuring talents.

Some standard hirelings appear on the **Common Services** table, but you can hire out for nearly any task. For example, a wizard might pay a carpenter to construct an elaborate chest (and its miniature replica) for use in the *secret chest ritual* spell. A fighter might commission a blacksmith to forge a special sword. A bard might pay a tailor to make exquisite clothing for a performance in front of the duke.

Other hirelings provide more skilled services. Mercenary soldiers paid to help take on a hobgoblin army are hirelings, as are sages hired to research ancient or esoteric lore. A high-level adventurer establishing a stronghold might hire a whole staff of servants and agents to run the place. These hirelings often enjoy food, stabling, and a place to live within the stronghold as part of the deal.

Skilled Hirelings. Skilled hirelings come with a proficiency (armor, weapon, tool, vehicle, or skill). A mercenary, artisan, or scribe would be skilled. The pay shown is a minimum; true experts might require double or even triple pay.

Untrained Hirelings. Untrained hirelings are hired for physical work that doesn't require specialized study. Examples include laborers, porters, or waiters.

COMMON SERVICES

SERVICE	PAY
Coach cab	
Between towns	3 cp per mile
Within a city	1 cp
Hireling	
Skilled	2 gp per day
Untrained	2 sp per day
Messenger	2 cp per mile
Road or gate toll	1 cp
Ship's passage	1 sp per mile

SPELLCASTING SERVICES

You might find a spellcaster for hire, but they're rare and they know it.

Hiring someone to cast a 1st- or 2nd-circle spell, such as *cure wounds* or *identify*, is doable in most cities or towns. Finding someone to cast a higher-circle spell might involve traveling to a large city or a crossroads town like Zobeck, with a university or prominent temple.

Finding someone to cast a spell of 7th circle or higher is extremely difficult and should only be available through narrative circumstances. Money is seldom an issue for NPCs at this level. For payment, a spellcaster tends to prefer adventurer-style services, such as retrieving a rare item from a dangerous locale or traversing a monster-infested wilderness to deliver something to a distant settlement.

The **Spellcasting Services** table provides a rough pricing guide for spellcasting services, but the GM has final say on pricing and availability.

SPELLCASTING SERVICES

SPELL CIRCLE	PRICE
Cantrip	10 gp + material components cost
1st	50 gp + material components cost
2nd	100 gp + material components cost
3rd	200 gp + material components cost
4th	350 gp + material components cost
5th	650 gp + material components cost
6th	1,500 gp + material components cost
7th	Priceless
8th	Priceless
9th	Priceless

FOOD, DRINK, AND LODGING

Prices on this table are for individual food items and a single night's lodging.

FOOD, DRINK, AND LODGING

ITEM	COST
Ale	
Pitcher (gallon)	2 sp
Mug	4 cp
Inn stay (per day)	
Typical room	5 sp
Luxury room	2 gp
Meals (per day)	
Meal, common	3 sp
Meal, feast	8 sp
Wine	
Common (pitcher)	2 sp
Fine (bottle)	10 gp

Vehicles

Vehicles are items that move independently in initiative. They don't qualify as equipment, objects, or structures (see **Interacting with Items** in **Chapter 6**).

A vehicle is a collection of items that form a large whole, like a structure. Unlike structures, vehicles can move and take actions if crew members are available to operate them. Note that vehicles are more complex than objects drawn by animals or operated by unskilled hands. A cart, for example, has more in common with an object than a vehicle (and should be treated accordingly).

Vehicle Proficiency. Vehicle proficiency works just like tool proficiency (see **Tools** in this chapter). When you have proficiency in a vehicle, choose one type: land or water. You must have multiple proficiencies to have proficiency with more than one type of vehicle.

Vehicle proficiency allows you to add your PB to any check you make to control all vehicles of that type in difficult circumstances. You can also repair damaged vehicles of that type.

ELEMENTS OF A VEHICLE

Each vehicle has the following characteristics.

SIZE

Every vehicle has a listed size just like creatures do.

TYPE

A vehicle is made to traverse a particular terrain. This is represented by a vehicle's type, which can include one or more of the following options.

Land. A land vehicle can travel on solid surfaces and across physical terrain. Such vehicles include war wagons and sand skimmers. If a land vehicle can traverse horizontal and upside-down surfaces, it has a climbing speed. If it can travel underground, it has a burrowing speed.

Water. A water vehicle can travel on or below water or other liquid surfaces. These include ships and submersibles. If a water vehicle can travel while submerged, it has a swimming speed.

ARMOR CLASS & DAMAGE THRESHOLD

Each vehicle has an armor class (AC) which determines how difficult it is to hit. In addition, vehicles have a damage threshold which represents the damage amount that must be met before the vehicle loses hit points. If the vehicle is hit by a single instance of damage that fails to meet its damage threshold, it instead takes no damage. A vehicle's damage threshold appears in parentheses next to the vehicle's AC.

HIT POINTS

This works like creature hit points, though a vehicle is destroyed when it drops to 0 HP. A vehicle reduced to 0 HP is beyond repair (see **Vehicle Repairs** in this section).

SPEED

A vehicle's movement is measured in feet and miles per hour. The speed in feet is for use in combat or any encounter that requires initiative. The miles per hour and per day measurements are used when traveling long distances (see **Travel Pace** in **Chapter 6**).

VULNERABILITIES, RESISTANCES, AND IMMUNITIES

Like creatures, vehicles can be vulnerable, resistant, and immune to certain damage types or conditions. Like most items, vehicles are immune to poison and psychic damage, and the following conditions: blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, and unconscious. Instead of writing all those immunities out in each stat block, a vehicle that fits this standard has **Vehicle Resilience** in the Immune line of its stat block.

INITIATIVE

Each vehicle has a set count for when it acts in initiative and loses ties with non-vehicles. In case of ties between vehicles, the GM determines their initiative order. For more on initiative rules, see the **Initiative** section in **Chapter 6**.

CREW

A vehicle needs a crew to operate. It can't move or take actions on its turn unless it has the number of required crew members. A crew member doesn't roll their own initiative in combat since their actions and movement are fully dedicated to operating the vehicle.

A crew member must be capable of performing their tasks. A Beast, for example, is unlikely to have the skills necessary to operate a vehicle with complex mechanical controls. While there are no specifically designated roles for each vehicle or vessel, the GM has final say on whether a creature qualifies as a crew member.

PASSENGERS

Some vehicles can carry passengers in addition to crew. This section assumes the passengers are Small or Medium creatures.

CARGO CAPACITY

Cargo capacity refers to the carrying capacity of non-essential goods and materials. This capacity is measured in pounds or tons; however, a GM can rule that the nature of a vehicle prevents it from carrying certain kinds of cargo.

ACTIONS

On each of its turns, a vehicle with the required number of crew members a vehicle can move up to its speed and use one action—just like a PC or monster.

VEHICLE MOVEMENT

While in initiative, at the start of a vehicle's turn, crew members can pick the direction they want the vehicle to go. Due to size and bulk, most vehicles can only use their movement to travel in a single direction during their turn. A vehicle with a full crew can move up to its speed on its turn. A vehicle with fewer than half its crew members can only move up to half its speed on its turn. A vehicle with no crew members has a speed of 0 feet.

Some vehicles have the Maneuverable trait which allows them to turn and travel in different directions on the same turn. If a vehicle has the Maneuverable trait, it is noted in parentheses after its speed.

Outside of initiative, crew members can change a vehicle's direction as they wish.

VEHICLE REPAIRS

When a vehicle is damaged, a creature with proficiency in that type of vehicle and the appropriate tools and materials can attempt to repair the vehicle in one of two ways: a patch job or replacing parts. Unless specified otherwise, a creature can't conduct repairs on a vehicle while it is moving or in use.

PATCH JOB

If the vehicle is damaged but has at least half its hit points (rounded down), a creature can spend 1 hour patching the damage. At the end of the hour, the vehicle regains a number of temporary hit points equal to its AC (up to the vehicle's hit point maximum). These temporary hit points last until depleted. A vehicle can only gain temporary hit points in this way once per day.

REPLACE PARTS

If a vehicle has taken damage and has fewer than half its hit points (rounded down), a creature can spend 1 hour or more and the necessary gp worth of spare parts to repair the damage. At the end of each hour, the vehicle regains hit points equal to its AC (up to the vehicle's hit point maximum). One hour of repairs requires spare parts worth a gp amount equal to 10 percent of the vehicle's base cost, as shown on the **Vehicle Base Cost** table.

VEHICLE DESCRIPTIONS

This section contains a selection of vehicles, including their descriptions and stat blocks.

VEHICLE BASE COST

VEHICLE	COST	TRAVEL SPEED (PER HOUR)
Land Vehicles		
Sand Skimmer	50 gp	4 mph
War Wagon	25,000 gp	3 mph
Water Vehicles		
Galley	30,000 gp	4 mph
Keelboat	3,000 gp	3 mph
Keelboat (unarmed)	2,500 gp	3 mph
Rowboat	50 gp	3 mph

GALLEY

Galleys are massive vessels ideal for transporting cargo and used by merchants to carry trade goods. These weighty vessels are equipped with sails, but frequently rely on dozens of crew members rowing below decks for propulsion. Since galleys carry stores of cargo, they're almost always equipped with weaponry and defended by squadrons of hired swords.

Galley

Gargantuan Water Vehicle (130 ft. by 20 ft.)
Armor Class 15 (damage threshold 20)
Hit Points 500
Speed 35 ft., 4 mph (96 miles per day)
Immune Vehicle Resilience
Initiative 4
Crew 80   **Passengers** 40
Cargo Capacity 150 tons

STR	DEX	CON	INT	WIS	CHA
+7	−3	+5	+0	+0	+0

Sails. While in initiative, the galley's speed is reduced to 15 ft. when sailing against the wind. While sailing with the wind, its speed becomes 50 feet.

ACTIONS

On its turn, the galley can take two actions, choosing from the options below (it can take the same action multiple times). It can take only one action if it has fewer than 40 crew. It can't move or take actions if it has fewer than 3 crew.

Fire Ballista. *Ranged Weapon Attack:* +7 hit, range 120/480 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage.

Fire Mangonels. *Ranged Weapon Attack:* +7 hit, range 200/800 ft. (can't hit targets within 60 feet), one target. *Hit:* 34 (5d10 + 7) bludgeoning damage.

Row. The galley takes the Dash action.

KEELBOAT

Keelboats are small sailing vessels that operate with minimal crew. Keelboats are good for day trips or transporting small amounts of cargo or passengers. The keelboat stat block included here is outfitted with a ballista, but less expensive keelboats without weaponry are commonly available for purchase.

Keelboat

Gargantuan Water Vehicle (60 ft. by 20 ft.)
Armor Class 15 (damage threshold 10)
Hit Points 100
Speed 25 ft., 3 mph (72 miles per day)
Immune Vehicle Resilience
Initiative 7
Crew 3   **Passengers** 4
Cargo Capacity 1,000 lbs.

STR	DEX	CON	INT	WIS	CHA
+3	−2	+1	+0	+0	+0

Sails. While in initiative, the keelboat's speed is reduced to 15 ft. when sailing against the wind. While sailing with the wind, its speed becomes 50 feet.

ACTIONS

On its turn, the keelboat can take one action, choosing from the options below. It can't take any actions if it has fewer than 2 crew.

Fire Ballista. *Ranged Weapon Attack:* +6 hit, range 120/480 ft., one target. *Hit:* 16 (3d10 + 6) piercing damage.

Row. The keelboat takes the Dash action.

ROWBOAT

Rowboats are powered by rowing and current. They can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shore. A rowboat weighs 100 pounds for portage purposes.

Rowboat

Large Water Vehicle (10 ft. by 5 ft.)
Armor Class 11 (damage threshold 0)
Hit Points 50
Speed 15 ft. (maneuverable), 3 mph (72 miles per day)
Immune Vehicle Resilience
Initiative 8
Crew 2　　　　**Passengers** 2
Cargo Capacity 500 lbs.

STR	DEX	CON	INT	WIS	CHA
+0	−1	+0	+0	+0	+0

Lightweight. If the rowboat is going downstream, add the speed of the current (typically 3 miles per hour) to its speed. The rowboat's speed is 0 ft. while traveling against any significant current.

Maneuverable. The rowboat can move up to its speed and make one 90-degree turn.

ACTIONS

Row Hard. The rowboat takes the Dash action.

SAND SKIMMER

This wooden land vehicle slides atop a loose or slick surface, propelled by a single sail. The skimmer can't move through uneven or rocky terrain, but it can move across icy surfaces, sand, or similar terrain. A skimmer weighs 50 pounds and has a folding mast, allowing it to be transported in a cart or dragged. Depending on wind conditions, sand skimmers can reach speeds up to 8 miles per hour.

Sand Skimmer

Large Land Vehicle (10 ft. by 5 ft.)
Armor Class 11 (damage threshold 0)
Hit Points 50
Speed 35 ft. (maneuverable), 4 mph (96 miles per day)
Immune Vehicle Resilience
Initiative 12
Crew 1　　　　**Passengers** 1
Cargo Capacity 300 lbs.

STR	DEX	CON	INT	WIS	CHA
+0	+1	+0	+0	+0	+0

Maneuverable. The sand skimmer can move up to its speed and make one 90-degree turn.

ACTIONS

Drift. The sand skimmer turns 90 degrees in its current space and moves up to half its speed into a different space. Creatures within 5 feet of spaces occupied by the skimmer when it turns must succeed on a DC 13 CON save or be blinded until the start of the skimmer's next turn.

WAR WAGON

Designed to transport armored combatants across battlefields, this heavy wooden wagon is reinforced with metal bands and can be adorned with spikes or armored plating. This version of the war wagon is powered by an arcane engine, but less expensive war wagons drawn by beasts (not powered by magic) are more common in low-fantasy settings.

War Wagon

Huge Land Vehicle (15 ft. by 10 ft.)
Armor Class 17 (damage threshold 10)
Hit Points 200
Speed 30 ft., 3 mph (72 miles per day)
Immune Vehicle Resilience
Initiative 10
Crew 8　　　　**Passengers** 0
Cargo Capacity 1,000 lbs.

STR	DEX	CON	INT	WIS	CHA
+4	+0	+4	+0	+0	+0

Armored Vehicle. Creatures inside the war wagon have three-quarters cover from attacks outside the wagon.

Rolling Death. The war wagon can move through spaces occupied by Medium or smaller creatures. Those caught in its path must make a successful DC 13 DEX save to avoid being run over or take 22 (4d10) bludgeoning damage and be knocked prone.

ACTIONS

On its turn, the war wagon can take two actions, choosing from the options below (it can take the same action multiple times). It can take only one action if it has fewer than 4 crew. It can take no actions if it has fewer than 2 crew.

Ram. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 25 (6d6 + 4) bludgeoning damage.

Volley. *Ranged Weapon Attack:* +5 hit, range 120 ft., one target. *Hit:* 16 (3d10) piercing damage.

Power Surge. The war wagon immediately moves up to its speed in a straight line. This action can be taken only once per turn.

Magic Items

Finding magic items can be the highlight of a game session. This section covers the rules for magic items and provides a huge selection of magic items PCs might find. Of the many rewards available to adventurers, magic items are the most beloved. They are distinct, hard to find, and valuable.

The GM decides where magic items appear, but they are often given as rewards for crawling through deadly dungeons or slaying the creatures that guard (and wield) them. Magic items might be available to buy and sell, although this is highly dependent on the setting.

ELEMENTS OF A MAGIC ITEM

When a character uses a magic item, the basic rules are the same regardless of magic item type. Each description includes the magic item's type, rarity, whether it requires attunement, its price, and a description of its properties.

TYPE

Every magic item has a type that characterizes its general appearance and use. Each type is described here.

ARMOR

Shining just a bit brighter than most armor, magic armor must be worn or actively wielded to confer benefits upon its wielder. Magic armor follows all the same rules that apply to the use of nonmagical armor (see **Armor** in this chapter). Some magic items in this category specify the type of armor they are, while others allow you to choose the type or allow the GM to determine it randomly—any specific restrictions are called out in parentheses in the item's description.

POTIONS

Potions are consumable magic items. Items in this category are liquids, salves, oils, or similar substances. Drinking a potion or administering it requires an action unless stated otherwise. Potions have a single use and take effect immediately on consumption.

RINGS

Magic rings are powerful implements favored by spellcasters of every stripe. Unless stated otherwise, a ring must be worn on a finger or similarly suitable appendage for its magic to function.

RODS

Rods are heavy, cylindrical objects that channel potent magic. Rods are made from a variety of materials and weigh around 5 pounds. A magic rod can be used as an Arcane spellcasting focus (see **Adventuring Gear** in this chapter). Unless a rod's description says otherwise, it can also be used as a club (see **Weapons** in this chapter).

SCROLLS

Scrolls are consumable magic items that store spells in physical form. Scrolls are typically rolls of thick paper painstakingly inscribed with the magic inks and seals necessary to bind their magic. Any creature who can see and has a minimum INT score of 5 (modifier −3) can cast a spell from a scroll. The scroll is destroyed when the spell contained within is cast. Wizards can copy spells from scrolls into their spellbooks—a process which leaves the scroll intact.

STAFFS

From gnarled oak to gem-encrusted iron, few magic staffs look alike, but most are around 5 feet long and weigh around 5 pounds. A magic staff can be used as an Arcane spellcasting focus (see **Adventuring Gear** in this chapter). Unless a staff's description says otherwise, a staff can also be used as a quarterstaff (see **Weapons** in this chapter).

WANDS

Magic wands are lightweight objects around a foot long, often topped with a gem or focus at one end. A magic wand can be used as an Arcane spellcasting focus (see **Adventuring Gear** in this chapter).

WEAPONS

A magic weapon must be actively wielded to confer benefits upon its wielder. Magic weapons follow all the same rules that apply to the use of nonmagical weapons (see **Weapons** in this chapter). Some magic items in this category specify the type of weapon they are, while others allow you to choose the type or allow the GM to determine it randomly—any restrictions are called out in parentheses in the item's description.

WONDROUS ITEMS

While each wondrous item is a marvel unto itself, these magic items don't fit in other categories. Wondrous items include worn objects that aren't armor, such as amulets, boots, belts, capes, and gloves. This category also includes more unusual items like figurines, furniture, instruments, and much more.

RARITY

Every magic item has a rarity. Rarity describes how difficult a magic item is to find and gives a rough rating of its power compared to other magic items.

The range of rarity is common, uncommon, rare, very rare, and legendary. Fabled is an additional category, which exists outside of this range (see **Fabled Magic Items** in this chapter). In addition, artifacts are one-of-a-kind magic items that affect entire campaigns, and are mainly handled by GMs.

As their names imply, more common magic items circulate in the world than uncommon items, more uncommon items than rare items, and so on. Few living people know the secrets of crafting magic items of any rarity, and creation of legendary or fabled items is beyond the scope of most mortals.

Given the way magic items can affect gameplay, the rules assume that at low level, the entire party has only one or two items of common or uncommon rarity. Rare magic items become available to PCs at mid-level tiers (5th level and higher), very rare occurs at higher tiers (9th level and higher) and legendary items appear at high tier (15th and higher).

A GM can, of course, provide a 1st-level character with a legendary item for story purposes, but this imbalance of power can slant the game in the players' favor without some thought about rebalancing. Since fabled items level up with their owner, they can be included at any tier.

ATTUNEMENT

Some magic items require a creature to form a bond with them before their magical properties can be used. This bond is called attunement.

Certain items have a prerequisite for attunement. If the prerequisite is a class, a creature must be a member of that class to attune to the item. If the prerequisite is to be a spellcaster, a creature qualifies if it can cast at least one spell using a trait or feature, not from an external source like a magic item. If an item requires attunement, it is marked in parentheses in the item's description.

Without becoming attuned to an item that requires attunement, a creature gains only the item's nonmagical benefits, unless its description states otherwise. For example, a magic shield that requires attunement provides the benefits of a normal shield to an unattuned creature, but none of its magical properties.

Attuning to an item requires a creature to spend one hour focused on only that item while being in physical contact with it. This process can occur as part of a short or long rest. If the process is interrupted, the attunement attempt fails. Otherwise, at the end of the hour, the creature gains an intuitive understanding of how to activate the magical properties of the item, including any necessary command words.

An item can be attuned to only one creature at a time, and a creature can be attuned to no more than a number of items equal to its proficiency bonus (PB) at any one time. If a creature attempts to attune to an additional item, its attunement to one item of their choice immediately ends. In addition, a creature can't attune to more than one of the same item. For example, a creature can't attune to more than one *ring of protection* at a time.

A creature's attunement to an item ends if the creature no longer satisfies the prerequisites for attunement, if the item has been more than 100 feet away for at least 24 hours, if the creature dies, or if another creature attunes to the item. A creature can also voluntarily end attunement to an item at any time as an action—unless the item is cursed.

PRICE

Magic items are incredibly difficult to find, let alone buy in any old store or shop. However, each item description contains a basic cost estimate for use in the event that a magic item is available for sale. The **Buying and Selling Magic Items** section in this chapter provides detail regarding pricing and availability of magic items. Regardless of listed price, the GM has final say on magic item costs and availability.

IDENTIFYING MAGIC ITEMS

Nearly anything can be a magic item, and some items are clearly magical just from their appearance. Others are designed to conceal their nature. Regardless, a creature handling a magic item can tell that it is magical. Learning its rarity, properties, and other information, however, takes effort.

Casting the *identify* spell is the quickest and easiest way to learn about an unidentified magic item's nature and function. Alternatively, any PC can learn an item's properties if they spend 1 hour focusing on the item while in direct contact with it—which can be done as part of a short or long rest. At the end of the hour, the PC learns all the item's properties and how to use them.

An adventurer can use some properties of a magic item without identifying it first. Using a magic item might reveal hints about the item's nature. For example, a PC wearing *boots of elvenkind* is likely to notice their steps make no noise. This allows a PC to guess an item's benefits even before it's properly identified.

EQUIPPING MAGIC ITEMS

Using a magic item's properties requires reading, holding, ingesting, wearing or wielding the item. A magic item meant to be worn must be donned in the intended fashion: boots go on the feet, gloves on the hands, hats and helmets on the head, and rings on the finger. Magic armor must be donned, a shield strapped to the arm, a cloak fastened about the shoulders. A weapon must be held.

In most cases, a magic item meant to be worn can fit a creature regardless of size or build. Many magic garments magically adjust themselves to the wearer. Rare exceptions exist. If the story suggests a good reason for an item to fit only creatures of a certain size or shape, the GM can rule that it doesn't adjust.

When a nonhumanoid tries to wear an item, it is up to GM discretion as to whether the item functions as intended. A ring placed on a tentacle might work, but a serpentfolk with a tail instead of legs can't wear boots.

MULTIPLE ITEMS OF THE SAME KIND

Use common sense to determine whether more than one of a given kind of magic item can be worn. A character can't normally wear more than one pair of footwear, one pair of gloves or gauntlets, one pair of bracers, one suit of armor, one item of headwear, and one cloak. Your GM might allow exceptions. For example, a GM could rule that a PC can wear a circlet under a helmet or layer two cloaks.

PAIRED ITEMS

Items that come in pairs—such as boots, bracers, gauntlets, and gloves—impart their benefits only if both items of the pair are worn. For example, a character wearing a *boot of striding and springing* on one foot and a *boot of elvenkind* on the other foot gains no benefit from either.

ACTIVATING MAGIC ITEMS

Activating some magic items requires a user to do something special, such as holding the item and uttering a command word. The description of an item category or individual item details how an item is activated. Certain items use the following rules for their activation.

If an item requires an action to activate, that action isn't a function of the Use an Object action.

COMMAND WORD

A command word is a word or phrase that must be spoken for an item to work. A magic item that requires a command word can't be activated in an area where sound is prevented, such as in the area of a *silence* spell.

CASTING SPELLS FROM AN ITEM

Some magic items allow you to cast a spell from them. When you do, the spell is cast at the lowest possible spell circle, doesn't expend any of your spell slots, and requires no components, unless the item's description says otherwise. If a spell cast from a magic item requires concentration, you must still concentrate on it following normal concentration rules (see **Concentration** in **Chapter 7**).

A magic item states whether an action, bonus action, reaction, or no action is required to cast a spell from it. If the item doesn't specify a spell's casting time, range, and duration, or other exceptions to a spell's normal operation, use the spell's information as listed in **Chapter 7: Spellcasting**.

Many items, such as potions, grant a spell's effects with their usual duration without casting the spell. However, a few items, potions included, change the casting time, duration, or other parts of a spell. Any deviations from the spell's description are identified in the item description.

Some staffs require you to use your own spellcasting ability to cast a spell from them. If you have more than one spellcasting ability, you choose which one to use with an item that requires it. If you don't have a spellcasting ability, your spellcasting ability modifier is +0 for the item, and apply your PB.

CHARGES

Many magic items have charges that must be expended to activate their properties. The number of charges an item has remaining is revealed when an item is identified (see **Identifying Magic Items** in this chapter) and when a creature attunes to it. In addition, when an item regains charges, the creature attuned to it learns how many charges it regained. If an item's properties don't specify a number of charges, it can be used as often as the user wishes to spend the actions to activate it.

SPECIAL MAGIC ITEMS

Some unique kinds of magic items have additional rules governing their use. The main categories of these magic items are covered here.

CURSED MAGIC ITEMS

Some magic items are cursed—bearing curses that activate when the user attunes to the item. Basic methods of identification, like the *identify* spell, typically don't reveal if an item is cursed. If an identifying method does detect the presence of a curse, it is stated in the feature description.

Attunement to a cursed item can't be ended voluntarily unless the curse is broken or suppressed by a spell like *remove curse* or similar magic.

PLAYER ADVICE

Remember that a cursed item's curse doesn't take effect (and its cursed nature isn't revealed) until a PC chooses to attune to the item. This is an important distinction. Simply touching, picking up, or carrying a cursed item doesn't extend any curse penalties or effects to a PC, unless the curse description explicitly states otherwise.

FABLED MAGIC ITEMS

Fabled magic items are distinct as a rarity. A fabled item grows in power alongside the character who wields it. Rules for fabled items are summarized here and a few fabled magic items can be found in **Fabled Magic Item Descriptions** in this chapter.

PROPERTIES AND ATTUNEMENT

A fabled magic item begins as a common magic item. The item grants a minor, useful trait to its owner which doesn't require attunement to use.

To access any higher-level trait, a PC must attune to it using standard attunement rules (see **Attunement** in this chapter). Once attuned, a PC can use the fabled item's more powerful properties as they increase in level. If a PC higher than 1st level attunes to a fabled item, its level-dependent properties, up to the character's current level, are immediately available.

At the GM's discretion, an item's more powerful properties might become available only after the character completes a particular quest or event related to the item's story rather than immediately upon reaching each property's required level.

If a PC chooses not to attune to a fabled item, it remains a common magic item, granting only its minor property, regardless of the character's level.

Unless otherwise noted, properties granted by a fabled item are in effect as long at the character is wearing, carrying, or touching the item.

BUYING AND SELLING MAGIC ITEMS

In most settings, magic items are expensive, hard to find, and hard to sell. PCs can't expect to walk into a store and find magic items on sale. Usually, finding a buyer or seller of a particular magic item involves additional Downtime Rules (see **Chapter 6: Playing the Game**) or completing narrative challenges set by the GM. This section provides guidelines for pricing magic items when circumstances allow, but as always, the GM has final say on availability and price.

SETTING-BASED AVAILABILITY

The scarcity or abundance of magic in your game setting influences a magic item's price. For example, in a high-magic setting where everyone knows at least a little magic, magic items probably aren't hard to come by. In a low-magic setting, where magic is rare and miraculous, magic items are much harder to find. When pricing magic items, a good general rule is to subtract 10 percent from the base item price in high-magic settings and to add 10 percent to the base item price in low-magic settings.

ITEM TYPE AND VALUE

Magic items fall into one of three pricing categories that help gauge market value:

- **Consumable.** Items like potions, ammunition, or scrolls are used only once. Because of this, they are significantly less expensive than other magic items.

SPELL CIRCLE	COST	RARITY	EQUIVALENT CONSUMABLE
Cantrip	10 gp	Common	*Potion of climbing*
1st Circle	50 gp	Common	*Ammunition +1*
2nd Circle	100 gp	Uncommon	*Ammunition +2*
3rd Circle	200 gp	Uncommon	*Potion of gaseous form*
4th Circle	350 gp	Rare	*Ammunition +3*
5th Circle	650 gp	Rare	*Arrow of slaying*
6th Circle	1,500 gp	Very Rare	*Potion of supreme healing*
7th Circle	2,500 gp	Very Rare	*Oil of etherealness*
8th Circle	5,000 gp	Very Rare	*Spell scroll (8th circle)*
9th Circle	10,500 gp	Legendary	*Potion of storm giant strength*

- **Enchanted.** These items have a magic benefit that could be applied to any similar object, and the item is usually crafted before the magic is applied, such as a +1 weapon or the Adamantine property. They are more widely available than permanent magic items and are therefore generally less expensive.
- **Permanent.** Items with a set of magic properties unique to that object are magical from their inception. They are the rarest and most expensive type of magic item. Fabled magic items are permanent items.

PRICING CONSUMABLE MAGIC ITEMS

Consumable magic items are used once (or a few times) and then expended. This limited life span makes them significantly cheaper than permanent magic items. When pricing consumables, consider their benefits as if the items were spells. If they have no obvious spell comparison, price them by rarity. The **Consumable Pricing by Spell Level** table gives you guidelines for pricing consumable items in this way.

PRICING ENCHANTED MAGIC ITEMS

Enchanted magic items are more generic than permanent magic items. Their benefits can be bestowed on multiple types of relevant items. If you are unsure whether or not an item is enchanted, double-check its description. A tag in parentheses beside the item type, such as armor (medium or heavy) or weapon (any), likely indicates an enchanted item. An item with +1, +2, or +3 in its name is also a good indicator. Note that a magic item that has one of these bonuses in addition to other magic effects should be treated as a permanent magic item instead of an enchanted magic item.

The easiest way to price enchanted items is to cross-reference their magic bonus and rarity. Or, if they have no obvious magic bonus (+1, +2, or +3), try to equate their effects to one of those levels and cross-reference them by rarity. The **Enchanted Magic Item Pricing by Magic Bonus** table gives you some guidelines for pricing enchanted items.

ENCHANTED MAGIC ITEM PRICING BY MAGIC BONUS

BONUS	COST	RARITY	EQUIVALENT ENCHANTED ITEM
+1	1,000 gp + base item cost	Uncommon	*Weapon, +1*
+1	1,500 gp + base item cost	Rare	*Vicious weapon*
+2	5,000 gp + base item cost	Rare	*Armor of resistance*
+2	7,500 gp + base item cost	Very Rare	*Armor, +2*
+3	15,000 gp + base item cost	Very Rare	*Weapon, +3*
+3	25,000 gp + base item cost	Legendary	*Armor, +3*

PRICING PERMANENT MAGIC ITEMS

Permanent magic items make up the majority of magic items found in the Labyrinth. Their unique powers make them the most expensive magic items.

Pricing for these items is highly variable. The **Permanent Pricing by Rarity** table gives you approximate price ranges.

PERMANENT PRICING BY RARITY

RARITY	BASE VALUE RANGE (STANDARD-MAGIC SETTING)
Common	25–100 gp
Uncommon	500–5,000 gp
Rare	2,000–20,000 gp
Very Rare	15,000–50,000 gp
Legendary	25,000–200,000 gp
Fabled	Priceless

PRICING FABLED ITEMS

Since fabled items are one of a kind, they defy pricing conventions. Fabled items aren't bought or sold—they should only be given by the GM as a heroic event.

CONVERSION PRICING EXCEPTIONS

When converting magic items from a source that isn't a **Tales of the Valiant** sourcebook, consider pricing magic items that grant or allow any of the following abilities as if they were one category above their listed rarity:

- Flight, a flying mount, or a flying speed
- Wishes
- Invisibility or conceals a character's presence
- Teleportation, access to a different plane of existence, or a pocket dimension large enough for at least one Medium creature
- Infinite resources like food or water

MAGIC ITEM DESCRIPTIONS

This section lists hundreds of possible magic items. Each entry provides key information about the item, including its type, its rarity, whether it requires attunement, its general price, and its properties.

Ammunition, +1, +2, or +3

Weapon (Any Ammunition), Rarity Varies　　　*Price Varies*

You have a bonus to attack and damage rolls made with this piece of magic ammunition. The bonus is determined by the rarity of the ammunition. Once it successfully hits a target, the ammunition becomes a nonmagical piece of ammunition.

MAGIC AMMUNITION RARITY

BONUS	RARITY	COST
+1	Uncommon	50 gp (each)
+2	Rare	100 gp (each)
+3	Very Rare	350 gp (each)

Amulet of Health

Wondrous Item, Rare　　　*8,000 gp*
(Requires Attunement)

Your CON score is 19 while you carry this amulet. It has no effect on you if your CON is already 19 or higher.

Amulet of Proof Against Detection and Location

Wondrous Item, Uncommon　　　*4,000 gp*
(Requires Attunement)

While carrying this amulet, you are hidden from divination magic. You can't be targeted by spells from the divination school or perceived through magical scrying sensors.

Animated Shield

Armor (Shield), Very Rare　　　*30,000 gp*
(Requires Attunement)

While wielding this shield, you can speak its command word as a bonus action to cause it to animate. The shield leaps into the air and hovers in your space to protect you as if you were wielding it, leaving your hands free. The shield remains animated for 1 minute, until you use a bonus action to end this effect, or until you are incapacitated or die. Then the shield falls to the ground or flies into your hand if you have one free.

Anklets of Alacrity

Wondrous Item, Common　　　*50 gp*

This pair of light silver anklets look like a running cat chasing a swallow in flight. When you roll initiative while wearing the anklets, you can add your PB to your initiative. You can't use this property if you are surprised.

Once this feature is used, you can't use it again until you finish a long rest.

Apparatus of the Crab

Wondrous Item, Legendary　　　*50,000 gp*

This item first appears to be a Large sealed iron barrel weighing 500 pounds. The barrel has a hidden catch, which can be found with a successful DC 20 INT (Investigation) check. Releasing the catch unlocks a hatch at one end of the barrel, allowing two Medium or smaller creatures to crawl inside. Ten levers are set in a row at the far end, each in a neutral position, able to move either up or down. When certain levers are used, the apparatus transforms to resemble a giant lobster. See the **Levers of the Apparatus** table for what each lever does.

The *apparatus of the crab* is a Large object with AC 20 and 200 HP.

LEVERS ON THE APPARATUS

LEVER	UP	DOWN
1	Legs and tail extend, allowing the *apparatus* to walk and swim.	Legs and tail retract, reducing the *apparatus's* speed to 0 and making it unable to benefit from bonuses to speed.
2	Forward window shutter opens.	Forward window shutter closes.
3	Side window shutters open (two per side).	Side window shutters close (two per side).
4	Two claws extend from the front side of the *apparatus*.	The claws retract.
5	Each extended claw makes the following melee weapon attack: +8 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) bludgeoning damage.	Each extended claw makes the following melee weapon attack: +8 to hit, reach 5 ft., one target. *Hit:* The target is grappled (escape DC 15).
6	The *apparatus* walks or swims forward.	The *apparatus* walks or swims backward.
7	The *apparatus* turns 90 degrees left.	The *apparatus* turns 90 right.
8	Eyelike fixtures emit bright light in a 30-foot radius and dim light for an additional 30 feet.	The lights turn off.
9	The *apparatus* sinks as much as 20 feet in liquid.	The *apparatus* rises up to 20 feet in liquid.
10	The rear hatch unseals and opens.	The rear hatch closes and seals.

Armor of Resistance

Armor (Light, Medium, or Heavy), Rare   5,000 gp + armor base cost (Requires Attunement)

You are resistant to one type of damage while you wear this armor. The GM chooses the type or determines it randomly from the options below.

ARMOR OF RESISTANCE DAMAGE TYPE

d10	DAMAGE TYPE	d10	DAMAGE TYPE
1	Acid	6	Necrotic
2	Cold	7	Poison
3	Fire	8	Psychic
4	Force	9	Radiant
5	Lightning	10	Thunder

Armor, +1, +2, or +3

Armor (Light, Medium, Heavy), Rarity Varies   Price Varies

While wearing this armor, you receive the armor's standard bonus to AC and an additional AC bonus equal to its rarity bonus.

ARMOR RARITY

BONUS	RARITY	COST
+1	Rare	1,500 gp + armor base cost
+2	Very Rare	7,500 gp + armor base cost
+3	Legendary	25,000 gp + armor base cost

D100	EFFECT
01	5d4 toadstools sprout. If a creature eats a toadstool, roll any die. On an odd roll, the eater must succeed on a DC 15 CON save or take 5d6 poison damage and become poisoned for 1 hour. On an even roll, the eater gains 5d6 temporary HP for 1 hour.
02–10	A geyser erupts and spouts water, beer, berry juice, tea, vinegar, wine, or oil (GM's choice) 30 feet into the air for 1d12 rounds.
11–20	A **treant** sprouts. There's a 50 percent chance that the treant is cruelly wicked and attacks.
21–30	An animate, immobile stone statue in your likeness rises. It makes verbal threats against you. If you leave it and others come near, it describes you as the most heinous of villains and directs the newcomers to find and attack you. If you are on the same plane of existence as the statue, it knows where you are. The statue becomes inanimate after 24 hours.
31–40	A campfire with blue flames springs forth and burns for 24 hours (or until it is extinguished).
41–50	1d6 + 6 **shriekers** sprout.
51–60	1d4 + 8 bright pink toads crawl forth. When a toad is touched, it transforms into a Large or smaller monster of the GM's choice. The monster remains for 1 minute, then disappears in a puff of bright pink smoke.
61–70	A hungry **bulette** burrows up and attacks.
71–80	A fruit tree grows. It has 1d10 + 20 fruit, 1d8 of which act as randomly determined magic potions, while one acts as an ingested poison of the GM's choice. The tree vanishes after 1 hour. Picked fruit remains, retaining any magic for 30 days.
81–90	A nest of 1d4 + 3 eggs springs up. Any creature that eats an egg must make a DC 20 CON save. On a successful save, a creature permanently increases its lowest ability score by 1, randomly choosing among equally low scores. On a failed save, the creature takes 10d6 force damage from an internal magical explosion.
91–99	A pyramid with a 60-foot-square base bursts upward. Inside is a sarcophagus containing a **mummy lord**. The pyramid is treated as the mummy lord's lair, and its sarcophagus contains treasure of the GM's choice.
00	A giant beanstalk sprouts, growing to a height of the GM's choice. The top leads where the GM chooses, such as to a great view, a cloud giant's castle, or a different plane of existence.

Arrow of Slaying

Weapon (Arrow), Very Rare   *650 gp*

An *arrow of slaying* is a piece of magic ammunition effective against a particular kind of creature. If a creature belonging to the type associated with an *arrow of slaying* takes damage from the arrow, the creature must make a DC 17 CON save, taking an extra 6d10 piercing damage on a failed save, or half as much extra damage on a successful one.

Once an *arrow of slaying* deals its extra damage to a creature, it becomes a nonmagical arrow.

Ammunition of this type exists for other weapons, such as *bolts of slaying* meant for a crossbow, though arrows are most common.

Arrow-Catching Shield

Armor (Shield), Rare   *8,000 gp*
(Requires Attunement)

You gain a +2 bonus to AC against ranged attacks while you wield this shield. This bonus is in addition to the shield's normal bonus to AC. In addition, when an attacker makes a ranged attack against a target within 5 feet of you, you can use your reaction to become the target of the attack instead.

Bag of Beans

Wondrous Item, Rare   *80,000 gp*

Inside this heavy cloth bag are 3d4 dry beans. The bag weighs 1/2 pound plus 1/4 pound for each bean it contains.

If you dump the bag's contents out on the ground, they explode in a 10-foot radius, extending from the beans. Each creature in the area, including you, must make a DC 15 DEX save, taking 5d4 fire damage on a failed save or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't being worn or carried.

If you remove a bean from the bag, plant it in dirt or sand, and then water it, the bean produces an effect 1 minute later from the ground where it was planted. The GM can choose an effect from the following table, determine it randomly, or create an effect.

Bag of Holding

Wondrous Item, Uncommon   *1,000 gp*

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

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in another plane of existence. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it

can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a *bag of holding* inside an extradimensional space created by a *handy haversack*, *portable hole*, or similar item instantly destroys both items and opens a gate to another plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location within another plane. The gate then closes. The gate is one-way only and can't be reopened.

Bag of Tricks

Wondrous Item, Uncommon   *4,000 gp*

This ordinary bag, made from gray, rust, or tan cloth, appears empty. Reaching inside the bag, however, reveals a small, fuzzy object. The bag weighs 1/2 pound.

You can use an action to pull the fuzzy object from the bag and throw it up to 20 feet. When the object lands, it transforms into a creature you determine by rolling a d8 and consulting the table that corresponds to the bag's color. The creature vanishes at the next dawn or when it is reduced to 0 HP.

The creature is friendly to you and your companions, and it acts on your turn. You can use a bonus action to command how the creature moves and what action it takes on its next turn, or to give it general orders, such as to attack your enemies. In the absence of such orders, the creature acts in a fashion appropriate to its nature.

Once three fuzzy objects have been pulled from the bag, the bag can't be used again until the next dawn.

GRAY BAG OF TRICKS

d8	CREATURE
1	Weasel
2	Giant rat
3	Badger
4	Boar
5	Panther
6	Giant badger
7	Dire wolf
8	Giant elk

RUST BAG OF TRICKS

d8	CREATURE
1	Rat
2	Owl
3	Mastiff
4	Goat
5	Giant goat
6	Giant boar
7	Lion
8	Brown bear

TAN BAG OF TRICKS

d8	CREATURE
1	Jackal
2	Ape
3	Baboon
4	Axe beak
5	Black bear
6	Giant weasel
7	Giant hyena
8	Tiger

Bagpipes of Battle

Wondrous Item, Uncommon   *600 gp*
(Requires Attunement)

You must have proficiency with instruments (woodwinds) to use these bagpipes. You can use an action to play them and create a fearsome and inspiring tune. Each ally within 60 feet of you that can hear the tune gains a d12 Bardic Inspiration die for 10 minutes. Each creature within 60 feet of you that can hear the tune and that is hostile to you must succeed on a DC 15 WIS save or be frightened of you for 1 minute. A hostile creature has disadvantage on this saving throw if it is within 5 feet of you or your ally. A frightened creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once used, the bagpipes can't be used in this way again until the next dawn.

Bead of Force

Wondrous Item, Rare   *650 gp each*

This small, black sphere measures 3/4 of an inch in diameter and weighs 1 ounce. Typically, 1d4 + 4 *beads of force* are found together.

You can use an action to throw a bead up to 60 feet. The bead explodes on impact and is destroyed. Each creature within a 10-foot radius of where the bead landed must succeed on a DC 15 DEX save or take 5d4 force damage. A sphere of transparent force then encloses the area for 1 minute. Any creature that fails the save and is completely within the area is trapped inside this sphere. Creatures that succeed on the save, or are partially within the area, are pushed away from the center of the sphere until they are no longer inside it. Only breathable air can pass through the sphere's wall. No attack or other effect can.

An enclosed creature can use its action to push against the sphere's wall, moving the sphere up to half the creature's walking speed. The sphere can be picked up, and its magic causes it to weigh only 1 pound, regardless of the weight of creatures inside.

Beast Buckle

Wondrous Item, Common   *100 gp*
(Requires Attunement)

This burnished brass belt buckle is shaped like a heavily muscled bison. While attuned, your hit points and hit point maximum increase by 5.

Belt of Dwarvenkind

Wondrous Item, Rare   *8,000 gp*
(Requires Attunement)

While wearing this belt, you gain the following benefits:

- Your CON score increases by 2, to a maximum of 20.
- You have advantage on CHA (Persuasion) checks made to interact with dwarves.

In addition, while attuned to the belt, you have a 50 percent chance each day at dawn of growing a full beard if you're capable of growing one, or a visibly thicker beard if you already have one.

If you aren't a dwarf, you gain the following additional benefits while wearing the belt:

- You have advantage on saves against poison, and you are resistant to poison damage.
- You have darkvision to a range of 60 feet.
- You can speak, read, and write Dwarvish.

Belt of Giant Strength

Wondrous Item, Rarity Varies   *Price Varies*
(Requires Attunement)

While wearing this belt, your STR score changes to a score granted by the belt. If your STR is already equal to or greater than the belt's score, the item has no effect on you.

Six varieties of this belt exist, corresponding with and having rarity according to six kinds of giants. A *belt of stone giant strength* and a *belt of frost giant strength* look different but have the same effect.

BELT OF GIANT STRENGTH TYPE

TYPE	STRENGTH	RARITY	COST
Hill giant	21	Rare	10,000 gp
Stone/frost giant	23	Very rare	30,000 gp
Fire giant	25	Very rare	40,000 gp
Cloud giant	27	Legendary	60,000 gp
Storm giant	29	Legendary	80,000 gp

Berserker Axe

Weapon (Any Axe), Rare   *5,000 gp*
(Requires Attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, while you are attuned to this weapon, your hit point maximum increases by 1 for each level you have attained.

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

When a hostile creature damages you while the axe is in your possession, you must succeed on a DC 15 WIS save or go berserk. While berserk, you must use your action each round to attack the creature nearest to you with the axe. If you can make extra attacks as part of the Attack action, you use those extra attacks, moving to attack the next nearest creature after you fell your current target. If you have multiple possible targets, you attack one at random. You are berserk until you start your turn with no creatures within 60 feet of you that you can see or hear.

Boots of Elvenkind

Wondrous Item, Uncommon   *1,000 gp*

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

Boots of Galloping

Wondrous Item, Common   *25 gp*

These white and brown suede boots are patterned like a horse's coat. While wearing the boots, you can use a bonus action to make your footfalls sound like those of a galloping horse until the start of your next turn. The sound is audible out to 300 feet. A creature that hears the sound can tell it is an imitation with a successful DC 10 INT (Investigation) check.

Boots of Levitation

Wondrous Item, Rare   *4,000 gp*
(Requires Attunement)

While you wear these boots, you can use an action to cast the *levitate* spell from them on yourself.

Boots of Speed

Wondrous Item, Rare   *8,000 gp*
(Requires Attunement)

While you wear these boots, you can use a bonus action and click the boots' heels together. If you do, the boots double your walking speed, and any creature that makes an opportunity attack against you has disadvantage on the attack roll. If you click your heels together again, you end the effect.

   When the boots' property has been used for a total of 10 minutes, the magic ceases to function until the next dawn.

Boots of Striding and Springing

Wondrous Item, Uncommon   *1,000 gp*
(Requires Attunement)

While you wear these boots, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor. In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

Boots of the Winterlands

Wondrous Item, Uncommon   *2,000 gp*
(Requires Attunement)

These furred boots are snug and feel quite warm. While you wear them, you gain the following benefits:

- You are resistant to cold damage.
- You ignore difficult terrain created by ice or snow.
- You can tolerate temperatures as low as –50 degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as –100 degrees Fahrenheit.

Bowl of Commanding Water Elementals

Wondrous Item, Rare   *14,500 gp*

This bowl is about 1 foot in diameter and half as deep. It weighs 3 pounds and holds about 3 gallons. While this bowl is filled with water, you can use an action to speak the bowl's command word and summon a **water elemental**, as if you had cast the *conjure elemental* spell. The bowl can't be used this way again until the next dawn.

Bracers of Archery

Wondrous Item, Uncommon   *2,000 gp*
(Requires Attunement)

While wearing these bracers, you have proficiency with longbow and shortbow, and you gain a +2 bonus to damage rolls on ranged attacks made with such weapons.

Bracers of Baleful Reprisal

Wondrous Item, Common   *50 gp*
(Requires Attunement)

These metal bracers are made of fire-blued steel. While attuned, when a creature you can see misses you with an attack, you can use your reaction to balefully mark the creature for 1 minute. A marked creature rolls a d4 each time they make an attack roll and must subtract the number rolled from the total. The mark ends early if the affected target misses with an attack.

Bracers of Defense

Wondrous Item, Rare   *8,000 gp*
(Requires Attunement)

While wearing these bracers, you gain a +2 bonus to AC if you are wearing no armor and using no shield.

Brazier of Commanding Fire Elementals

Wondrous Item, Rare   *14,500 gp*

This brass brazier weighs 5 pounds. While a fire burns in it, you can use an action to speak the brazier's command word and summon a **fire elemental**, as if you had cast the *conjure elemental* spell. The brazier can't be used this way again until the next dawn.

Brooch of Shielding

Wondrous Item, Uncommon   *2,000 gp*
(Requires Attunement)

While wearing this brooch, you are resistant to force damage, and you are immune to the damage from the *magic missile* spell.

Broom of Flying

Wondrous Item, Uncommon   *16,000 gp*

This wooden broom weighs 3 pounds. It functions like a mundane broom until you stand astride it and speak its command word. It then hovers beneath you and can be ridden in the air. It has a flying speed of 50 feet. It can carry up to 400 pounds, but its flying speed becomes 30 feet while carrying over 200 pounds. The broom stops hovering when you land.

   You can send the broom to travel alone to a destination within 1 mile of you if you speak the command word, name the location, and are familiar with that place. The broom comes back to you when you speak another command word, provided that the broom is still within 1 mile of you.

Cape of the Mountebank

Wondrous Item, Rare   *60,000 gp*

This cape smells faintly of brimstone. While wearing it, you can use it to cast the *dimension door* spell as an action. This property of the cape can't be used again until the next dawn.

When you disappear, you leave behind a cloud of smoke, and you appear in a cloud of smoke at your destination. The smoke lightly obscures the space you left and the space you appear in, and it dissipates at the end of your next turn. A light or stronger wind disperses the smoke.

Carpet of Flying

Wondrous Item, Very Rare   *200,000 gp*

You can speak the carpet's command word as an action to make the carpet hover and fly. It moves according to your spoken directions, provided that you are within 30 feet of it.

Four sizes of *carpet of flying* exist. The GM chooses the size of a given carpet or determines it randomly.

FLYING CARPET SIZE

d100	SIZE	CAPACITY	FLYING SPEED
01–20	3 ft. × 5 ft.	200 lb.	80 ft.
21–55	4 ft. × 6 ft.	400 lb.	60 ft.
56–80	5 ft. × 7 ft.	600 lb.	40 ft.
81–100	6 ft. × 9 ft.	800 lb.	30 ft.

A carpet can carry up to twice the weight shown on the table, but it flies at half speed if it carries more than its normal capacity.

Censer of Controlling Air Elementals

Wondrous Item, Rare   *14,500 gp*

This 6-inch-wide, 1-foot-high vessel resembles a chalice with a decorated lid. It weighs 1 pound. While incense is burning in this censer, you can use an action to speak the censer's command word and summon an **air elemental**, as if you had cast the *conjure elemental* spell. The censer can't be used this way again until the next dawn.

Chime of Opening

Wondrous Item, Rare   *3,000 gp*

This hollow metal tube measures about 1 foot long and weighs 1 pound. You can strike it as an action, pointing it at an object within 120 feet of you that can be opened, such as a door, lid, or lock. The chime issues a clear tone, and one lock or latch on the object opens unless the sound can't reach the object. If no locks or latches remain, the object itself opens.

The chime can be used ten times. After the tenth time, it cracks and becomes useless.

Circlet of Blasting

Wondrous Item, Uncommon   *3,000 gp*

While wearing this circlet, you can use an action to cast the *scorching ray* spell with it. When you make the spell's attacks, you do so with an attack bonus of +5. The circlet can't be used this way again until the next dawn.

Cloak of Arachnida

Wondrous Item, Very Rare   *31,000 gp*
(Requires Attunement)

This fine garment is made of black silk interwoven with faint silvery threads. While wearing it, you gain the following benefits:

- You are resistant to poison damage.
- You have a climbing speed equal to your walking speed.
- You can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.
- You can't be caught in webs of any sort and can move through webs as if they were difficult terrain.
- You can use an action to cast the *web* spell (save DC 13). The web created by the spell fills twice its normal area. Once used, this property of the cloak can't be used again until the next dawn.

Cloak of Displacement

Wondrous Item, Very Rare   60,000 gp
(Requires Attunement)

While you wear this cloak, it projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the illusion ceases to function until the start of your next turn. This effect is suppressed while you are incapacitated, restrained, or otherwise unable to move.

Cloak of Elvenkind

Wondrous Item, Uncommon   4,000 gp
(Requires Attunement)

While you wear this cloak with its hood up, WIS (Perception) checks made to see you have disadvantage, and you have advantage on DEX (Stealth) checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires an action.

Cloak of Protection

Wondrous Item, Uncommon   2,000 gp
(Requires Attunement)

You gain a +1 bonus to AC and saves while you wear this cloak.

Cloak of the Bat

Wondrous Item, Rare   33,500 gp
(Requires Attunement)

While wearing this cloak, you have advantage on DEX (Stealth) checks. In an area of dim light or darkness, you can grip the edges of the cloak with both hands and use it to fly at a speed of 40 feet. If you ever fail to grip the cloak's edges while flying in this way, or if you are no longer in dim light or darkness, you lose this flying speed.

While wearing the cloak in an area of dim light or darkness, you can use your action to cast *polymorph* on yourself, transforming into a **bat**. While you are in the form of the bat, you retain your INT, WIS, and CHA scores. The cloak can't be used this way again until the next dusk.

Cloak of the Manta Ray

Wondrous Item, Uncommon   1,000 gp

While wearing this cloak with its hood up, you can breathe underwater, and you have a swimming speed of 60 feet. Pulling the hood up or down requires an action.

Crystal Ball

Wondrous Item, Rarity Varies   *Price Varies*
(Requires Attunement)

The typical *crystal ball* is a very rare magic item about 6 inches in diameter. While touching it, as an action, you can cast the *scrying* spell (save DC 17) from it.

The following crystal ball variants are legendary items and have additional properties.

Crystal Ball of Mind Reading. While scrying with the crystal ball, you can use an action to cast the *detect thoughts* spell (save DC 17) from it, targeting creatures you can see within 30 feet of the spell's scrying sensor. You don't need to concentrate to maintain *detect thoughts* for the duration of the spell, but it ends if the *scrying* spell ends.

Crystal Ball of Telepathy. While scrying with the crystal ball, you can communicate telepathically with creatures you can see within 30 feet of the spell's scrying sensor (no action required). You can also use an action to cast the *suggestion* spell (save DC 17) from it through the sensor on one of those creatures. You don't need to concentrate to maintain *suggestion* for the duration of the spell, but it ends if the *scrying* spell ends. The *suggestion* spell of the crystal ball can't be used again until the next dawn.

Crystal Ball of True Seeing. While scrying with the crystal ball, you have truesight with a radius of 120 feet centered on the spell's scrying sensor.

CRYSTAL BALL VARIANTS

VARIANT	RARITY	COST
Crystal Ball	Very Rare	30,000 gp
Crystal Ball of Mind Reading	Legendary	52,000 gp
Crystal Ball of Telepathy	Legendary	60,000 gp
Crystal Ball of True Seeing	Legendary	70,000 gp

Cube of Force

Wondrous Item, Rare   17,600 gp
(Requires Attunement)

This cube is about 1 inch across. Each face has a distinct marking that can be pressed. The *cube* starts with 36 charges.

   You can use an action to press one of the *cube's* faces, expending a number of charges based on the chosen face, as shown in the **Cube of Force Faces** table. Each face has a different effect. If the *cube* has insufficient charges remaining, nothing happens.

   Otherwise, a barrier of invisible force springs into existence, forming a cube 15 feet on a side. The barrier is centered on you, moves with you, and lasts for 1 minute, until you use an action to press the *cube's* sixth face, or the *cube* runs out of charges.

   You can change the barrier's effect by pressing a different cube face and expending the requisite number of charges, resetting the duration. When you press a different face, the current face effect ends.

   If your movement causes the barrier to come into contact with a solid object that can't pass through the cube, you can't move any closer to that object as long as the barrier remains.

CUBE OF FORCE FACES

FACE	CHARGES	EFFECT
1	1	Gases, wind, and fog can't pass through the barrier.
2	2	Nonliving matter can't pass through the barrier. Walls, floors, and ceilings can pass through at your discretion.
3	3	Living matter can't pass through the barrier.
4	4	Spell effects can't pass through the barrier.
5	5	Nothing can pass through the barrier. Walls, floors, and ceilings can pass through at your discretion.
6	0	The barrier deactivates.

   The *cube* loses charges when the barrier is targeted by certain spells or comes into contact with certain spell or magic item effects, as shown on the **Cube of Force Charge Loss** table.

CUBE OF FORCE CHARGE LOSS

SPELL OR ITEM	CHARGES LOST	SPELL OR ITEM	CHARGES LOST
Disintegrate	1d12	*Prismatic spray*	1d20
Horn of blasting	1d10	*Wall of fire*	1d4
Passwall	1d6		

   The *cube* regains 1d20 expended charges daily at dawn.

Dagger of Venom

Weapon (Dagger), Rare   8,000 gp

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

   You can use an action to cause thick, black poison to coat the blade. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 CON save or take 2d10 poison damage and become poisoned for 1 minute. The dagger can't be used this way again until the next dawn.

Dancing Lockpicks

Wondrous Item, Common   50 gp

This magic item functions as a normal set of thieves' tools (see **Tools** in **Chapter 5**) in addition to its other magical properties. *Dancing lockpicks* have 3 charges. You can expend 1 charge to have the *lockpicks* float into the air and make a DEX (Thieves' Tools) check to open a lock or disarm a trap within 15 feet of you (no action required by you). The *lockpicks* use your statistics to make this check, and you are considered proficient with thieves' tools when you use the item in this way.

   The *lockpicks* regain 1d3 charges daily at dusk. If you expend the last charge, roll a d20. On a 1, the set permanently transforms into a nonmagical set of thieves' tools (see **Adventuring Gear** in **Chapter 5**).

Dancing Sword

Weapon (Any Sword), Very Rare   30,000 gp
(Requires Attunement)

You can use a bonus action to toss this magic sword into the air and speak the command word. When you do so, the sword begins to hover, flies up to 30 feet, and attacks one creature of your choice within 5 feet of it. The sword uses your attack roll and ability score modifier to damage rolls.

   While the sword hovers, you can use a bonus action to cause it to fly up to 30 feet to another spot within 30 feet of you. As part of the same bonus action, you can cause the sword to attack one creature within 5 feet of it.

   After the hovering sword attacks for the fourth time, it flies up to 30 feet and tries to return to your hand. If you have no hand free, it falls to the ground at your feet. If the sword has no unobstructed path to you, it moves as close to you as it can and then falls to the ground. It also ceases to hover if you grasp it or move more than 30 feet away from it.

Decanter of Endless Water

Wondrous Item, Uncommon   4,000 gp

This stoppered flask sloshes when shaken, as if it contains water. The decanter weighs 2 pounds. You can use an action to remove the stopper and speak one of three command words, whereupon an amount of fresh water or salt water (your choice) pours out of the flask. The water stops pouring out at the start of your next turn. Choose from the following options:

- "Stream" produces 1 gallon of water.
- "Fountain" produces 5 gallons of water.
- "Geyser" produces 30 gallons of water that gushes forth in a geyser 30 feet long and 1 foot wide. As a bonus action while holding the decanter, you can aim the geyser at a creature you can see within 30 feet of you. The target must succeed on a DC 13 STR save or take 1d4 bludgeoning damage and fall prone. Instead of a creature, you can target an object that isn't being worn or carried and that weighs no more than 200 pounds. The object is either knocked over or pushed up to 15 feet away from you.

Defender

Weapon (Any Sword), Legendary   100,000 gp
(Requires Attunement)

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

The first time you attack with this sword on each of your turns, you can transfer some or all of the sword's bonus to your AC, instead of using the bonus on attacks that turn. For example, you could reduce the bonus to your attack and damage rolls to +1 and gain a +2 bonus to AC. The adjusted bonuses remain in effect until the start of your next turn, although you must hold the sword to gain a bonus to AC from it.

Demon Armor

Armor (Plate), Very Rare   60,000 gp
(Requires Attunement)

While wearing this armor, you gain a +1 bonus to AC, and you can understand and speak Abyssal. In addition, the armor's clawed gauntlets turn unarmed strikes with your hands into magic weapons that deal slashing damage, with a +1 bonus to attack rolls and damage rolls and a damage die of 1d8.

Curse. Once you don this cursed armor, you can't doff it unless you are targeted by a *remove curse* spell or similar magic. While wearing the armor, you have disadvantage on attack rolls against demons and on saves against their spells and special abilities.

Dimensional Shackles

Wondrous Item, Rare   8,000 gp

You can use an action to place these shackles on an incapacitated creature. The shackles adjust to fit a creature of Small to Large size. In addition to serving as mundane manacles, the shackles prevent a creature bound by them from using any method of extradimensional movement, including teleportation or travel to a different plane of existence. They don't prevent the creature from passing through an interdimensional portal.

You and any creature you designate when you use the shackles can use an action to remove them. Once every 30 days, the bound creature can make a DC 30 STR (Athletics) check. On a success, the creature breaks free and destroys the shackles.

Dragon Scale Mail

Armor (Scale Mail), Very Rare   60,000 gp
(Requires Attunement)

Dragon scale mail is made of the scales of one kind of dragon. Sometimes dragons collect their cast-off scales and gift them. Other times, hunters skin and preserve the hide of a dead dragon. In either case, dragon scale mail is highly valued.

While wearing this armor, you gain a +1 bonus to AC, you have advantage on saves against the Frightful Presence and breath weapons of dragons, and you are resistant to one type of damage. The damage type depends on the dragon scales used to make the armor, as shown on the **Dragon Scale Mail Type** table.

In addition, you can focus your senses as an action to magically discern the distance and direction to the closest dragon within 30 miles of you that is of the same type as the armor. This special action can't be used again until the next dawn.

DRAGON SCALE MAIL TYPE

DRAGON	DAMAGE	DRAGON	DAMAGE
Black	Acid	Gold	Fire
Blue	Lightning	Green	Poison
Brass	Fire	Red	Fire
Bronze	Lightning	Silver	Cold
Copper	Acid	White	Cold

Dragon Slayer

Weapon (Any Sword), Rare   8,000 gp

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit a dragon with this weapon, the target takes an extra 3d6 damage of the weapon's type. For the purpose of this weapon, "dragon" refers to any creature with the Dragon type, including dragon turtles and wyverns.

Dust of Disappearance

Wondrous Item, Uncommon   *100 gp*

Found in a small packet, this powder resembles very fine sand. There is enough of it for one use. When you use an action to throw the dust into the air, you and each creature and object within 10 feet of you become invisible for 2d4 minutes. The duration is the same for all subjects, and the dust is consumed when its magic takes effect. If a creature affected by the dust attacks or casts a spell, the invisibility ends for that creature.

Dust of Dryness

Wondrous Item, Uncommon   *250 gp*

This small packet contains 1d6 + 4 pinches of dust. You can use an action to sprinkle a pinch of it over water. The dust turns a cube of water 15 feet on a side into one marble-sized pellet, which floats or rests near where the dust was sprinkled. The pellet's weight is negligible.

   A creature can use an action to smash the pellet against a hard surface, causing the pellet to shatter and release the water the dust absorbed. Doing so ends that pellet's magic.

   An elemental composed mostly of water that is exposed to a pinch of the dust must make a DC 13 CON save, taking 10d6 necrotic damage on a failed save, or half as much damage on a successful one.

Dust of Sneezing and Choking

Wondrous Item, Uncommon   *100 gp*

Found in a small container, this powder resembles very fine sand. It appears to be *dust of disappearance*, and an *identify* spell reveals it to be such. There is enough of it for one use.

   When you use an action to throw a handful of the dust into the air, you and each creature that needs to breathe within 30 feet of you must succeed on a DC 15 CON save or become unable to breathe, while sneezing uncontrollably. A creature affected in this way is incapacitated and suffocating. As long as it is conscious, a creature can repeat the save at the end of each of its turns, ending the effect on it on a success. The *lesser restoration* spell can also end the effect on a creature.

Dwarven Plate

Armor (Plate), *Very Rare*   *10,000 gp*

While wearing this armor, you gain a +2 bonus to AC. In addition, if an effect moves you against your will along the ground, you can use your reaction to reduce the distance you are moved by up to 10 feet.

Dwarven Thrower

Weapon (Warhammer), Very Rare   *30,000 gp*
(Requires Attunement by a Dwarf)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the Thrown property with a normal range of 20 feet and a long range of 60 feet. When you hit with a ranged attack using this weapon, the target takes an extra 1d8 bludgeoning damage or, if the target is a Giant, it takes an extra 2d8 bludgeoning damage. The weapon flies back to your hand immediately after the attack.

Efficient Quiver

Wondrous Item, Uncommon   *2,000 gp*

Each of this quiver's three compartments connects to an extradimensional space that allows the quiver to hold numerous items while never weighing more than 2 pounds. The shortest compartment can hold up to sixty arrows, bolts, or similar objects. The midsize compartment holds up to eighteen javelins or similar objects. The longest compartment holds up to six long objects, such as bows, quarterstaffs, or spears.

   You can draw any item the quiver contains as if doing so from a regular quiver or scabbard.

Efreeti Bottle

Wondrous Item, Very Rare   *10,500 gp*

This painted brass bottle weighs 1 pound. When you use an action to remove the stopper, a cloud of thick smoke flows out of the bottle. At the end of your turn, the smoke disappears with a flash of harmless fire, and an **efreeti** appears in an unoccupied space within 30 feet of you.

   The first time the bottle is opened, the GM rolls to determine what happens.

EFREETI BOTTLE EFFECTS

d100	EFFECT
01–10	The efreeti attacks you. After fighting for 5 rounds, the efreeti disappears, and the bottle loses its magic.
11–90	The efreeti serves you for 1 hour, doing as you command. Then the efreeti returns to the bottle, and a new stopper contains it. The stopper can't be removed for 24 hours. The next two times the bottle is opened, the same effect occurs. If the bottle is opened a fourth time, the efreeti escapes and disappears, and the bottle loses its magic.
91–00	The efreeti can cast the *wish* spell three times for you. It disappears when it grants the final wish or after 1 hour, and the bottle loses its magic.

Elemental Gem

Wondrous Item, Uncommon   *650 gp*

This gem contains a mote of elemental energy. When you use an action to break the gem, an elemental is summoned as if you had cast the *conjure elemental* spell, and the gem's magic is lost. The type of gem determines the elemental summoned by the spell.

ELEMENTAL GEM TYPE

GEM	SUMMONED ELEMENTAL
Blue sapphire	Air elemental
Yellow diamond	Earth elemental
Red corundum	Fire elemental
Emerald	Water elemental

Eyes of Charming

Wondrous Item, Uncommon   *1,500 gp*

These crystal lenses fit over the eyes. They have 3 charges and regain all expended charges daily at dawn. While wearing them, you can expend 1 charge as an action to cast the *charm* spell (save DC 13) on a Humanoid within 30 feet of you, provided that you and the target can see each other.

Eyes of Minute Seeing

Wondrous Item, Uncommon   *1,000 gp*

These crystal lenses fit over the eyes. While wearing them, you can see much better than normal to a range of 1 foot. You have advantage on INT (Investigation) checks that rely on sight while searching an area or studying an object within that range.

Eyes of the Eagle

Wondrous Item, Uncommon   *1,000 gp*
(Requires Attunement)

These crystal lenses fit over the eyes. While wearing them, you have advantage on WIS (Perception) checks that rely on sight. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.

Feather Token

Wondrous Item, Rare   *350 gp*

This Tiny object looks like a feather. Different types exist, each with a different single-use effect. The GM chooses the kind of feather token or determines it randomly.

FEATHER TOKEN TYPE

d100	FEATHER TOKEN	d100	FEATHER TOKEN
01–20	Anchor	51–65	Swan boat
21–35	Bird	66–90	Tree
36–50	Fan	91–100	Whip

Anchor. You can use an action to touch the token to a boat or ship. For the next 24 hours, the vessel can't be moved by any means. Touching the token to the vessel again ends the effect. When the effect ends, the token disappears.

Bird. You can use an action to toss the token 5 feet into the air. The token disappears and an enormous, multicolored bird takes its place. The bird has the statistics of a **roc**, but it obeys your simple commands and can't attack. It can carry up to 500 pounds while flying at a speed of 16 miles an hour or 1,000 pounds at half that speed (to a maximum of 144 miles per day, with a one-hour rest for every 3 hours of flying). The bird doesn't need to check for exhaustion, but it disappears after flying its maximum distance for a day or if it drops to 0 HP. You can dismiss the bird as an action.

Fan. If you are on a boat or ship, you can use an action to toss the token up to 10 feet in the air. The token disappears, and a giant flapping fan takes its place. The fan floats and creates a wind strong enough to fill the sails of one ship, increasing its speed by 5 miles per hour for 8 hours. You can dismiss the fan as an action.

Swan Boat. You can use an action to touch the token to a body of water at least 60 feet in diameter. The token disappears, and a 50-foot-long, 20-foot-wide boat shaped like a swan takes its place. The boat is self-propelled and moves across water at a speed of 6 miles per hour. You can use an action while on the boat to command it to move or to turn up to 90 degrees. The boat can carry up to thirty-two Medium or smaller creatures. A Large creature counts as four Medium creatures, while a Huge creature counts as nine. The boat remains for 24 hours and then disappears. You can dismiss the boat as an action.

Tree. You must be outdoors to use this token. You can use an action to touch it to an unoccupied space on the ground. The token disappears, and in its place a nonmagical oak tree springs into existence. The tree is 60 feet tall and has a 5-foot-diameter trunk, and its branches at the top spread out in a 20-foot radius.

Whip. You can use an action to throw this token to a point within 10 feet of you. The token disappears, and a floating whip takes its place. You can then use a bonus action to

make a melee spell attack against a creature within 10 feet of the whip, with an attack bonus of +9. On a hit, the target takes 1d6 + 5 force damage.

As a bonus action on your turn, you can direct the whip to fly up to 20 feet and repeat the attack against a creature within 10 feet of it. The whip disappears after 1 hour, when you use an action to dismiss it, or when you are incapacitated or die.

Featherlight Armor

Armor (Light, Medium, or Heavy), Common   *25 gp*
+ armor base cost

These suits of armor are etched with cloud and feather motifs. When you would take falling damage while wearing this armor, roll a d12 and subtract the result from the damage taken.

Figurine of Wondrous Power

Wondrous Item, Rarity by Figurine   *Price Varies*

A *figurine of wondrous power* is a statuette of a beast small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions.

The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if it drops to 0 HP or if you use an action to speak the command word again while touching it. When the creature reverts to a figurine, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description.

Bronze Griffon (Rare, 60,000 gp). This bronze statuette is of a griffon rampant. It can become a **griffon** for up to 6 hours. Once it reverts, it can't be used again until 5 days have passed.

Ebony Fly (Rare, 60,000 gp). This ebony statuette is carved in the likeness of a horsefly. It can become a **giant fly** for up to 12 hours and can be ridden as a mount. Once it reverts, it can't be used again until 2 days have passed.

Giant Fly

Large Beast

Armor Class 11
Hit Points 19 (3d10 + 3)
Speed 30 ft., fly 60 ft.
Perception 10   **Stealth** 11
Senses darkvision 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+1	+1	−4	+0	−4

Golden Lions (Rare, 16,000 gp). These gold statuettes of lions are always created in pairs. You can use one figurine or both simultaneously. Each can become a **lion** for up to 1 hour. Once a lion has been used, it can't be used again until 7 days have passed.

Ivory Goats (Rare, 24,000 gp). These ivory statuettes of goats are always created in sets of three. Each goat looks unique and functions differently from the others. Their properties are as follows:

- The *goat of traveling* can become a Large goat with the same statistics as a **riding horse**. It has 24 charges, and each hour or portion thereof it spends in this form costs 1 charge. While it has charges, you can use it as often as you wish. When it runs out of charges, it reverts to a figurine and can't be used again until 7 days have passed, when it regains all its charges.
- The *goat of travail* becomes a **giant goat** for up to 3 hours. Once it has been used, it can't be used again until 30 days have passed.
- The *goat of terror* becomes a **giant goat** for up to 3 hours. The goat can't attack, but you can remove its horns and use them as weapons. One horn becomes a +1 lance, and the other becomes a +2 longsword. Removing a horn requires an action, and the weapons disappear and the horns return when the goat reverts to figurine form.

  In addition, the goat radiates a 30-foot-radius aura of terror while you are riding it. Any creature hostile to you that starts its turn in the aura must succeed on a DC 15 WIS save or be frightened of the goat for 1 minute, or until the goat reverts to figurine form. The frightened creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. Once it successfully saves against the effect, a creature is immune to the goat's aura for the next 24 hours. Once the figurine has been used, it can't be used again until 15 days have passed.

Marble Elephant (Rare, 8,000 gp). This marble statuette is about 4 inches high and long. It can become an **elephant** for up to 24 hours. Once it has been used, it can't be used again until 7 days have passed.

Obsidian Steed (Very Rare, 50,000 gp). This polished obsidian horse can become a **nightmare** for up to 24 hours. The nightmare fights only to defend itself. Once it has been used, it can't be used again until 5 days have passed.

Each time you use it, the figurine has a 10 percent chance to ignore your orders, including a command to revert to figurine form. If you mount the nightmare while it is ignoring your orders, you and the nightmare are instantly transported to a random location on the Ethereal Plane, where the nightmare reverts to figurine form.

Onyx Dog (Rare, 8,000 gp). This onyx statuette of a dog can become a **mastiff** for up to 6 hours. The mastiff has an INT score of 8 and can speak Common. It also has darkvision to a range of 60 feet and can see invisible creatures and objects within that range. Once it has been used, it can't be used again until 7 days have passed.

Serpentine Owl (Rare, 8,000 gp). This serpentine statuette of an owl can become a **giant owl** for up to 8 hours. The owl can telepathically communicate with you at any range if you and it are on the same plane of existence. Once it has been used, it can't be used again until 2 days have passed.

Silver Raven (Uncommon, 2,000 gp). This silver statuette of a raven can become a **raven** for up to 12 hours. While in raven form, the figurine allows you to cast the *animal messenger* spell on it as an action. Once it has been used, it can't be used again until 2 days have passed.

Flame Tongue

Weapon (Any Sword), Rare   *5,000 gp + base weapon cost*
(Requires Attunement)

You can use a bonus action to speak this magic sword's command word, causing flames to erupt from the blade. The flames are harmless to you and the weapon. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the sword is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

Flute of Saurian Summoning

Wondrous Item, Uncommon   *1,000 gp*

This scaly, clawed flute has a musky smell, and it releases a predatory, screeching roar with reptilian overtones when blown. You must have proficiency with instruments (woodwinds) to use this flute. You can use an action to play the flute and conjure dinosaurs. This works like the *conjure animals* spell, except the animals you conjure must be **dinosaurs** or Medium or larger lizards. The dinosaurs remain for 1 hour, until they die, or until you dismiss them as a bonus action. The flute can't be used to conjure dinosaurs again until the next dawn.

Frost Brand

Weapon (Any Sword), Very Rare   *5,000 gp + base weapon cost*
(Requires Attunement)

When you hit with an attack using this magic sword, the target takes an extra 1d6 cold damage. In addition, while you hold the sword, you are resistant to fire damage.

Gauntlets of Ogre Power

Wondrous Item, Uncommon   *2,000 gp*
(Requires Attunement)

Your STR score is 19 while you wear these gauntlets. They have no effect on you if your STR is already 19 or higher.

Gem of Brightness

Wondrous Item, Uncommon   *200 gp*

This prism has 50 charges. While you are holding it, you can use an action to speak one of three command words to cause one of the following effects:

- The first command word causes the gem to shed bright light in a 30-foot radius and dim light for an additional 30 feet. This effect doesn't expend a charge. It lasts until you use a bonus action to repeat the command word or until you use another function of the gem.
- The second command word expends 1 charge and causes the gem to fire a brilliant beam of light at one creature you can see within 60 feet of you. The creature must succeed on a DC 15 CON save or become blinded for 1 minute. The creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.
- The third command word expends 5 charges and causes the gem to flare with blinding light in a 30-foot cone originating from it. Each creature in the cone must succeed on a DC 15 CON save or become blinded for 1 minute.

When all of the gem's charges are expended, the gem becomes a nonmagical jewel worth 50 gp.

Gem of Seeing

Wondrous Item, Rare   *4,400 gp*
(Requires Attunement)

This gem has 3 charges. As an action, you can speak the gem's command word and expend 1 charge. For the next 10 minutes, you have truesight to a range of 120 feet when you peer through the gem.

The gem regains 1d3 expended charges daily at dawn.

Giant Slayer

Weapon (Any Axe or Sword), Rare   *1,500 gp + base item cost*

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you use it to hit a creature with the Giant type, the creature takes an extra 2d6 damage of the weapon's type and must succeed on a DC 15 STR save or fall prone.

Gloves of Missile Snaring

Wondrous Item, Uncommon   *2,000 gp*
(Requires Attunement)

These gloves seem to almost meld into your hands when you don them. When a ranged weapon attack hits you while you're wearing them, and you have a free hand, you can use your reaction to reduce the damage by 1d10 + your DEX modifier. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in that hand.

Gloves of Swimming and Climbing

Wondrous Item, Uncommon   *1,000 gp*
(Requires Attunement)

While wearing these gloves, climbing and swimming don't cost you extra movement, and you gain a +5 bonus to STR (Athletics) checks made to climb or swim.

Goggles of Night

Wondrous Item, Uncommon   *1,000 gp*

While wearing these goggles, you have darkvision to a range of 60 feet. If you already have darkvision, wearing the goggles increases its range by 60 feet.

Hampering Ammunition

Weapon (Any Ammunition), Common   *10 gp*
                                       + ammunition base cost

This ammunition slows a target's movement. A creature hit by the ammunition must succeed on a DC 10 CON save or have their base movement speed reduced by 5 feet for 1 minute. An affected target can repeat this save at the end of each turn to end the reduction.

Handy Haversack

Wondrous Item, Rare   *8,000 gp*

This backpack has a central pouch and two side pouches, each of which is an extradimensional space. Each side pouch can hold up to 20 pounds of material, not exceeding a volume of 2 cubic feet. The large central pouch can hold up to 8 cubic feet or 80 pounds of material. The backpack always weighs 5 pounds, regardless of its contents.

Placing an object in the haversack follows the normal rules for interacting with objects. Retrieving an item from the haversack requires you to use an action. When you reach into the haversack for a specific item, the item is always magically on top.

The haversack has a few limitations. If it is overloaded, or if a sharp object pierces it or tears it, the haversack ruptures and is destroyed. If the haversack is destroyed, its contents are lost forever, although exceptionally powerful magic items lost in the bag always turn up again somewhere. If the haversack is turned inside out, its contents spill forth, unharmed, and the haversack must be put right before it can be used again. If a breathing creature is placed within the haversack, the creature can survive for up to 10 minutes, after which time it begins to suffocate.

Placing the haversack inside an extradimensional space created by a *bag of holding*, *portable hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Hat of Disguise

Wondrous Item, Uncommon   *1,500 gp*
(Requires Attunement)

While wearing this hat, you can use an action to cast the *disguise self* spell from it. The spell ends if the hat is removed.

Headband of Intellect

Wondrous Item, Uncommon   *1,500 gp*
(Requires Attunement)

Your INT score is 19 while you wear this headband. It has no effect on you if your INT is already 19 or higher.

Helm of Brilliance

Wondrous Item, Very Rare   *120,000 gp*
(Requires Attunement)

This dazzling helm is set with 1d10 diamonds, 2d10 rubies, 3d10 fire opals, and 4d10 opals. Any gem pried from the helm crumbles to dust. When all the gems are removed or destroyed, the helm loses its magic.

You gain the following benefits while wearing it:

- You can use an action to cast one of the following spells (save DC 18), using one of the helm's gems of the specified type as a component: *daylight* (opal), *fireball* (fire opal), *prismatic spray* (diamond), or *wall of fire* (ruby). The gem is destroyed when the spell is cast and disappears from the helm.
- As long as it has at least one diamond, the helm emits dim light in a 30-foot radius when at least one Undead is within that area. Any Undead that starts its turn in that area takes 1d6 radiant damage.
- As long as the helm has at least one ruby, you have resistance to fire damage.
- As long as the helm has at least one fire opal, you can use an action and speak a command word to cause one weapon you are wielding to burst into flames. The flames emit bright light in a 10-foot radius and dim light for an additional 10 feet. The flames are harmless to you and the weapon. When you hit with an attack using the blazing weapon, the target takes an extra 1d6 fire damage. The flames last until you use a bonus action to speak the command word again or until you drop or stow the weapon.

Roll a d20 if you are wearing the helm and take fire damage as a result of failing a save against a spell. On a roll of 1, the helm emits beams of light from its remaining gems. Each creature within 60 feet of the helm other than you must succeed on a DC 17 DEX save or be struck by a beam, taking radiant damage equal to the number of gems in the helm. The helm and its gems are then destroyed.

Helm of Comprehending Languages

Wondrous Item, Uncommon 2,500 gp

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

Helm of Telepathy

Wondrous Item, Uncommon 3,000 gp
(Requires Attunement)

While wearing this helm, you can use an action to cast the *detect thoughts* spell (save DC 13) from it. As long as you maintain concentration on the spell, you can use a bonus action to send a telepathic message to a creature you are focused on. It can reply—using a bonus action to do so—while your focus on it continues.

While focusing on a creature with *detect thoughts*, you can use an action to cast the *suggestion* spell (save DC 13) from the helm on that creature. You don't need to concentrate to maintain *suggestion* for the duration of the spell, but it ends if the *detect thoughts* spell ends. Once used, the *suggestion* property can't be used again until the next dawn.

Helm of Teleportation

Wondrous Item, Rare 40,000 gp
(Requires Attunement)

This helm has 3 charges. While wearing it, you can use an action and expend 1 charge to cast the *teleport* spell from it. The helm regains 1d3 expended charges daily at dawn.

Holy Avenger

Weapon (Any Sword), Legendary 200,000 gp
(Requires Attunement)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you hit a Fiend or an Undead with it, the target takes an extra 2d10 radiant damage.

While you wield this sword, it creates an aura in a 10-foot radius around you. You and all creatures friendly to you in the aura have advantage on saves against spells and other magical effects. If you have 17 or more levels in the paladin class, the radius of the aura increases to 30 feet.

Horn of Blasting

Wondrous Item, Rare 8,000 gp

You can use an action to speak the horn's command word and then blow the horn, which emits a thunderous blast in a 30-foot cone that is audible to 600 feet. Each creature in the cone must make a DC 15 CON save. On a failed save, a creature takes 5d6 thunder damage and is deafened for 1 minute. On a successful save, a creature takes half as much damage and isn't deafened. Creatures and objects made of glass or crystal have disadvantage on the saves and take 10d6 thunder damage instead of 5d6.

Each use of the horn's magic has a 20 percent chance of causing the horn to explode. The explosion deals 10d6 fire damage to the blower and destroys the horn.

Horseshoes of a Zephyr

Wondrous Item, Very Rare   *30,000 gp*

These iron horseshoes come in a set of four. While all four shoes are affixed to the hooves of a horse or similar creature, they allow the creature to move normally while floating 4 inches above the ground. This effect means the creature can cross or stand above nonsolid or unstable surfaces, such as water or lava. The creature leaves no tracks and ignores difficult terrain. In addition, the creature can move at normal speed for up to 12 hours a day without suffering exhaustion from a forced march.

Howling Arrow

Weapon (any ammunition), Common   *10 gp*

This ammunition is made from hollowed antler or bone and emits a shrill whistle while airborne. When you hit a creature with it, the ammunition deals only half its damage, but the target must succeed on a DC 11 CON save or be deafened until the end of its next turn.

Immovable Rod

Rod, Uncommon   *1,000 gp*

This flat iron rod has a button on one end. You can use an action to press the button, which causes the rod to become magically fixed in place. Until you or another creature uses an action to push the button again, the rod doesn't move, even if it defies gravity. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can use an action to make a DC 30 STR check, moving the fixed rod up to 10 feet on a success.

Instant Fortress

Wondrous Item, Rare   *16,000 gp*

You can use an action to place this 1-inch metal cube on the ground and speak its command word. The cube rapidly grows into a fortress that remains until you use an action to dismiss it, which works only if the fortress is empty.

The fortress is a square tower, 20 feet on a side and 30 feet high, with arrow slits on all sides and a battlement atop it. Its interior is divided into two floors, with a ladder running along one wall to connect them. The ladder ends at a trapdoor leading to the roof. When activated, the tower has a small door on the side facing you. The door opens only at your command, which you can speak as a bonus action. It is immune to the *knock* spell and similar magic, such as that of a *chime of opening*.

Each creature in the area where the fortress appears must make a DC 15 DEX save, taking 10d10 bludgeoning damage on a failed save, or half as much damage on a

successful one. In either case, the creature is pushed to an unoccupied space outside but next to the fortress. Objects in the area that aren't being worn or carried take this damage and are pushed automatically.

The tower is made of adamantine, and its magic prevents it from being tipped over. The roof, the door, and the walls each have 100 HP, are immune to damage from nonmagical weapons excluding siege weapons, and are resistant to all other damage. Only a *wish* spell can repair the fortress. Each casting of *wish* causes the roof, the door, or one wall to regain 50 HP.

Ioun Stone

Wondrous Item, Rarity Varies   *Price Varies*
(Requires Attunement)

Many types of *Ioun stones* exist, each type a distinct combination of shape and color.

When you use an action to toss one of these stones into the air, the stone orbits your head at a distance of 1d3 feet and confers a benefit to you. Thereafter, another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 DEX (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

A stone has AC 24 and 10 HP, and it is resistant to all damage. It is considered an object that is also a carried item while it orbits your head.

Absorption (Very Rare, 32,000 gp). While this pale lavender ellipsoid orbits your head, you can use your reaction to cancel a spell of 4th circle or lower cast by a creature you can see and targeting only you.

Once the stone has canceled 20 circles worth of spells, it burns out and turns dull gray, losing its magic. If you are targeted by a spell whose circle is higher than the number of spell rings the stone has left, the stone can't cancel it.

Agility (Very Rare, 30,000 gp). Your DEX score increases by 2, to a maximum of 20, while this deep red sphere orbits your head.

Awareness (Rare, 4,000 gp). You can't be surprised while this dark blue rhomboid orbits your head.

Fortitude (Very Rare, 30,000 gp). Your CON score increases by 2, to a maximum of 20, while this pink rhomboid orbits your head.

Greater Absorption (Legendary, 75,000 gp). While this marbled lavender and green ellipsoid orbits your head, you can use your reaction to cancel a spell of 8th circle or lower cast by a creature you can see and targeting only you.

Once the stone has canceled 50 circles worth of spells, it burns out and turns dull gray, losing its magic. If you are targeted by a spell whose circle is higher than the number of spell rings the stone has left, the stone can't cancel it.

Insight (Very Rare, 30,000 gp). Your WIS score increases by 2, to a maximum of 20, while this incandescent blue sphere orbits your head.

Intellect (Very Rare, 30,000 gp). Your INT score increases by 2, to a maximum of 20, while this marbled scarlet and blue sphere orbits your head.

Leadership (Very Rare, 30,000 gp). Your CHA score increases by 2, to a maximum of 20, while this marbled pink and green sphere orbits your head.

Mastery (Legendary, 50,000 gp). Your proficiency bonus increases by 1 while this pale green prism orbits your head.

Protection (Rare, 8,000 gp). You gain a +1 bonus to AC while this dusty rose prism orbits your head.

Regeneration (Legendary, 50,000 gp). You regain 15 HP at the end of each hour this pearly white spindle orbits your head, provided that you have at least 1 HP.

Reserve (Rare, 6,000 gp). This vibrant purple prism stores spells cast into it, holding them until you use them. The stone can store up to 3 circles worth of spells at a time. When found, it contains 1d4 – 1 circles of stored spells chosen by the GM.

Any creature can cast a spell of 1st through 3rd circle into the stone by touching it as the spell is cast. The spell has no effect, other than to be stored in the stone. If the stone can't hold the spell, the spell is expended without effect. The circle of the slot used to cast the spell determines how much space it uses.

While this stone orbits your head, you can cast any spell stored in it. The spell uses the spell slot, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. Once cast, the spell is expended, freeing up space.

Strength (Very Rare, 30,000 gp). Your STR score increases by 2, to a maximum of 20, while this pale blue rhomboid orbits your head.

Sustenance (Rare, 4,000 gp). You don't need to eat or drink while this clear spindle orbits your head.

Iron Bands of Binding

Wondrous Item, Rare   *8,000 gp*

This rusty iron sphere measures 3 inches in diameter and weighs 1 pound. You can use an action to speak the command word and throw the sphere at a Huge or smaller creature you can see within 60 feet of you. As the sphere moves through the air, it opens into a tangle of metal bands.

Make a ranged attack roll with an attack bonus equal to your DEX modifier plus your proficiency bonus. On a hit, the target is restrained until you take a bonus action to speak the command word to release it. Doing so, or missing with the attack, causes the bands to contract and become a sphere once more.

A creature, including the one restrained, can use an action to make a DC 20 STR check to break the iron bands. On a success, the item is destroyed, and the restrained creature is freed. If the check fails, any further attempts made by that creature automatically fail until 24 hours have elapsed.

Once the bands are used, they can't be used again until the next dawn.

Iron Flask

Wondrous Item, Legendary   *100,000 gp*

This iron bottle has a brass stopper. You can use an action to speak the flask's command word, targeting a creature that you can see within 60 feet of you. If the target is native to a plane of existence other than the one you're on, the target must succeed on a DC 17 WIS save or be trapped in the flask. If the target has been trapped by the flask before, it has advantage on the save. Once trapped, a creature remains in the flask until released. The flask can hold only one creature at a time. A creature trapped in the flask doesn't need to breathe, eat, or drink and doesn't age.

You can use an action to remove the flask's stopper and release the creature the flask contains. The creature is friendly to you and your companions for 1 hour and obeys your commands for that duration. If you give no

IRON FLASK CONTENTS

d100	CONTENTS	d100	CONTENTS	d100	CONTENTS	d100	CONTENTS
1–50	Empty	70–73	Devil (lesser)	84–86	Invisible stalker	96	Solar
51–66	Demon	74–75	Djinni	87–90	Night hag	97–99	Succubus/incubus
67	Deva	76–77	Efreeti	91	Planetar	100	Xorn
68–69	Devil (greater)	78–83	Elemental (any)	92–95	Salamander		

commands or give it a command that is likely to result in its death, it defends itself but otherwise takes no actions. At the end of the duration, the creature acts in accordance with its normal disposition.

An *identify* spell reveals that a creature is inside the flask, but the only way to determine the type of creature is to open the flask. A newly discovered bottle might already contain a creature chosen by the GM or determined randomly. The GM has the creature's statistics.

Javelin of Lightning

Weapon (Javelin), Uncommon　　　2,000 gp

This javelin is a magic weapon. When you hurl it and speak its command word, it transforms into a bolt of lightning, forming a line 5 feet wide that extends from you to a target within 120 feet. Each creature in the line excluding you and the target must make a DC 13 DEX save, taking 4d6 lightning damage on a failed save, and half as much damage on a successful one. The lightning bolt turns back into a javelin when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the javelin plus 4d6 lightning damage.

The javelin's property can't be used again until the next dawn. In the meantime, the javelin can still be used as a magic weapon.

Lantern of Revealing

Wondrous Item, Uncommon　　　2,000 gp

While lit, this hooded lantern burns for 6 hours on 1 pint of oil, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Invisible creatures and objects are visible if they are in the lantern's bright light. You can use an action to lower the hood, reducing the light to dim light in a 5-foot radius.

Luck Blade

Weapon (Any Sword), Legendary　　　Priceless
(Requires Attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. While carried, you also gain a +1 bonus to saves.

Luck. While you carry this sword, you can call on its luck (no action required) to reroll one attack roll, ability check, or save you dislike. You must use the second roll. This property can't be used again until the next dawn.

Wish. The sword has 1d4 – 1 charges. While holding it, you can use an action to expend 1 charge and cast the *wish* spell

from it. This property can't be used again until the next dawn and never recharges. The sword loses this property if it has no charges.

Lucky Roller Dice

Wondrous Item, Common　　　100 gp

This pair of bone-carved dice has 5 charges. Once per day, you can use an action to expend 1 charge and immediately gain 1 Luck. Once all charges are spent, the dice become nonmagical.

Mace of Disruption

Weapon (Mace), Rare　　　8,000 gp
(Requires Attunement)

When you hit a Fiend or Undead with this magic weapon, the target takes an extra 2d6 radiant damage. If the target has 25 HP or fewer after taking this damage, it must succeed on a DC 15 WIS save or be destroyed. On a successful save, the creature becomes frightened of you until the end of your next turn.

While you hold this weapon, it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Mace of Smiting

Weapon (Mace), Rare　　　8,000 gp

You gain a +1 bonus to attack and damage rolls made with this magic weapon. The bonus increases to +3 when you use the mace to attack a Construct.

When you roll a 20 on an attack roll with this weapon, the target takes an extra 2d6 bludgeoning damage, or 4d6 bludgeoning damage if it's a Construct. If a Construct has 25 HP or fewer after taking this damage, it is destroyed.

Mace of Terror

Weapon (Mace), Rare　　　8,800 gp
(Requires Attunement)

This magic weapon has 3 charges. While holding it, you can use an action and expend 1 charge to release a wave of terror. Each creature of your choice in a 30-foot radius extending from you must succeed on a DC 15 WIS save or become frightened of you for 1 minute. While it is frightened in this way, a creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can use the Dodge action. At the end of each of its turns, a creature can repeat the save, ending the effect on itself on a success.

The mace regains 1d3 expended charges daily at dawn.

Mailbreaker

Weapon (Warhammer), Common   *100 gp + weapon base cost*

This hammer's face is covered with armor-shredding teeth. When you make a successful melee weapon attack against a creature wearing armor, you can reduce your target's AC by 1 in addition to dealing normal damage. A set of armor can't be affected by this feature again until it is repaired. This AC reduction can be removed if a creature spends 1 hour making repairs to the damaged armor, which can be done as part of a short or long rest.

Mantle of Spell Resistance

Wondrous Item, Rare   *8,000 gp*
(Requires Attunement)

You have advantage on saves against spells while you wear this cloak.

Manuals of Advantageous Exertion

Wondrous Item, Very Rare   *30,000 gp*

These handwritten books contain exercises and insights into improving your ability scores. Their words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying a book's contents and practicing its guidelines, one of your ability scores increases by 2, as does your maximum for that score. The ability that increases is shown on the **Manuals of Advantageous Exertion Type** table. Afterward, the manual loses its magic, but regains it in a century.

MANUAL OF ADVANTAGEOUS EXERTION TYPE

MANUAL	ABILITY SCORE IMPROVED
Manual of Bodily Health	CON
Manual of Gainful Exercise	STR
Manual of Quickness of Action	DEX
Tome of Clear Thought	INT
Tome of Leadership and Influence	CHA
Tome of Understanding	WIS
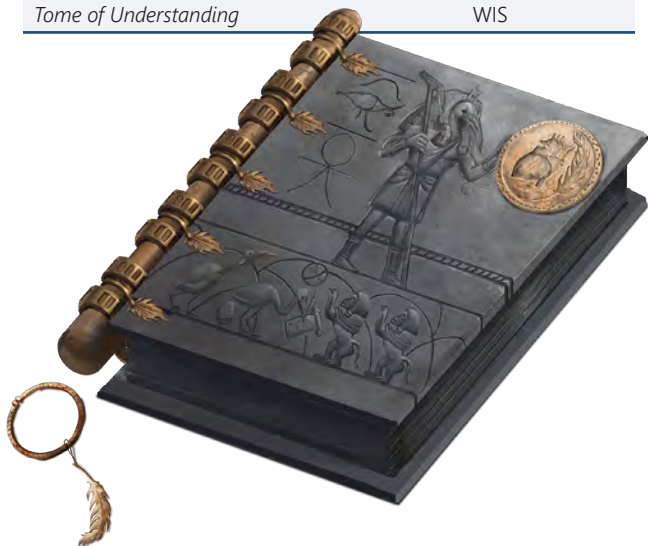
Manual of Golems

Wondrous Item, Very Rare   *Price Varies*

This tome contains information and incantations necessary to make a particular type of creature with the Golem tag. The GM chooses the type or determines it randomly. To decipher and use the manual, you must be a spellcaster with at least two 5th-circle spell slots. A creature that can't use a *manual of golems* and attempts to read it takes 6d6 psychic damage.

MANUAL OF GOLEMS TYPE

d20	GOLEM	TIME	COST
1–5	Clay	30 days	65,000 gp
6–17	Flesh	60 days	50,000 gp
18	Iron	120 days	100,000 gp
19–20	Stone	90 days	80,000 gp

To create a golem, you must spend the time shown on the **Manual of Golems Type** table, working without interruption with the manual at hand and resting no more than 8 hours per day. You must also pay the specified cost to purchase supplies.

Once you finish creating the golem, the book is consumed in flames. The golem becomes animate when the ashes of the manual are sprinkled on it. It is under your control, and it understands and obeys your spoken commands.

Marvelous Pigments

Wondrous Item, Very Rare   *30,000 gp*

Typically found in 1d4 pots inside a fine wooden box with a brush (weighing 1 pound in total), these pigments allow you to create three-dimensional objects by painting them in two dimensions. The paint flows from the brush to form the desired object as you concentrate on its image.

Each pot of paint is sufficient to cover 1,000 square feet of a surface, which lets you create inanimate objects or terrain features—such as a door, a pit, flowers, trees, cells, rooms, or weapons—that are up to 10,000 cubic feet. It takes 10 minutes to cover 100 square feet.

When you complete the painting, the object or terrain feature depicted becomes a real, nonmagical object. Thus, painting a door on a wall creates an actual door that can be opened to whatever is beyond. Painting a pit on a floor creates a real pit, and its depth counts against the total area of objects you create.

Nothing created by the pigments can have a value greater than 25 gp. If you paint an object of greater value (such as a diamond or a pile of gold), the object looks authentic, but close inspection reveals it is made from paste, bone, or some other worthless material.

If you paint a form of energy such as fire or lightning, the energy appears but dissipates as soon as you complete the painting, doing no harm.

Medallion of Thoughts

Wondrous Item, Uncommon   *1,020 gp*
(Requires Attunement)

This medallion has 3 charges. While wearing it, you can use an action and expend 1 charge to cast the *detect thoughts* spell (save DC 13) from it. The *medallion* regains 1d3 expended charges daily at dawn.

Necklace of Adaptation

Wondrous Item, Uncommon   *1,000 gp*
(Requires Attunement)

While wearing this necklace, you can breathe normally in any environment. You also have advantage on saves made against harmful gases and vapors, such as *cloudkill* and *stinking cloud* effects, inhaled poisons, and the breath weapons of some dragons.

Necklace of Fireballs

Wondrous Item, Rare   *200 gp per bead*

This necklace has 1d6 + 3 beads hanging from it. You can use an action to detach a bead and throw it up to 60 feet away. When it reaches the end of its trajectory, the bead detonates as a 3rd-circle *fireball* spell (save DC 15).

You can hurl multiple beads, or even the whole necklace, as one action. When you do so, increase the spell circle of the *fireball* by 1 for each bead beyond the first.

Necklace of Prayer Beads

Wondrous Item, Rare   *75,000 gp*
(Requires Attunement by a Cleric, Druid, or Paladin)

This necklace has 1d4 + 2 magic beads made from aquamarine, black pearl, or topaz. It also has nonmagical beads made from stones such as amber, bloodstone, citrine, coral, jade, pearl, or quartz. If a magic bead is removed from the necklace, that bead loses its magic.

Six types of magic beads exist. The GM decides the type of each bead on the necklace or determines it randomly. A necklace can have more than one bead of the same type. To use one, you must be wearing the necklace. Each bead contains a spell that you can cast from it as a bonus action (using your spell save DC if necessary). Once a bead's spell is cast, that bead can't be used again until the next dawn.

PRAYER BEAD EFFECTS

d20	BEAD OF . . .	SPELL
1–6	Blessing	*Bless*
7–12	Curing	*Cure wounds* (2nd-circle) or *lesser restoration*
13–16	Favor	*Greater restoration*
17–18	Smiting	*Branding smite*
19	Summons	*Planar ally*
20	Wind walking	*Wind walk*

Nine Lives Stealer

Weapon (Any Sword), Very Rare   *8,800 gp*
(Requires Attunement)

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

The sword has 1d8 + 1 charges. If you score a critical hit against a creature that has fewer than 100 HP, it must succeed on a DC 15 CON save or be slain instantly as the sword tears its life force from its body (a Construct or an Undead is immune). The sword loses 1 charge if the creature is slain. When the sword has no charges remaining, it loses this property.

Oathbow

Weapon (Longbow), Very Rare   *16,000 gp*
(Requires Attunement)

When you nock an arrow on this bow, it whispers in Elvish, "Swift defeat to my enemies." When you use this weapon to make a ranged attack, you can, as a command phrase, say, "Swift death to you who have wronged me." The target of your attack becomes your sworn enemy until it dies or until dawn seven days later. You can have only one such sworn enemy at a time. When your sworn enemy dies, you can choose a new one after the next dawn.

When you make a ranged attack roll with this weapon against your sworn enemy, you have advantage on the roll. In addition, your target gains no benefit from cover, other than total cover, and you suffer no disadvantage due to long range. If the attack hits, your sworn enemy takes an extra 3d6 piercing damage.

While your sworn enemy lives, you have disadvantage on attack rolls with all other weapons.

Oil of Etherealness

Potion, Rare   *2,500 gp*

Beads of this cloudy gray oil form on the outside of its container and quickly evaporate. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of the *etherealness* spell for 1 hour.

Oil of Sharpness

Potion, Very Rare   *1,500 gp*

This clear, gelatinous oil sparkles with tiny, ultrathin silver shards. The oil can coat one slashing or piercing weapon or up to 5 pieces of slashing or piercing ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is magical and has a +3 bonus to attack and damage rolls.

Oil of Slipperiness

Potion, Uncommon   *350 gp*

This sticky black unguent is thick and heavy in the container, but it flows quickly when poured. The oil can cover a Medium or smaller creature, along with the equipment it wears and carries (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of a *freedom of movement* spell for 8 hours.

  Alternatively, the oil can be poured on the ground as an action, where it covers a 10-foot square, duplicating the effect of the *grease* spell in that area for 8 hours.

Pearl of Power

Wondrous Item, Uncommon   *500 gp*
(Requires Attunement by a Spellcaster)

While this pearl is on your person, you can use an action to speak its command word and regain one expended spell slot. If the expended slot was of 4th circle or higher, the new slot is 3rd circle. Once you use the pearl, it can't be used again until the next dawn.

Pendulous Periapt

Wondrous Item, Common   *50 gp*

This clockwork necklace contains tiny weights and gyroscopes enchanted to maintain balance with each other. When you make a weapon attack while wearing the necklace, you can forgo rolling a d20 to choose a result of 1 (failing in this way doesn't generate Luck). The next weapon attack you make within 1 minute is considered a critical hit, no roll required. Once used, this property can't be used again until the next dawn.

Periapt of Health

Wondrous Item, Uncommon   *500 gp*

You are immune to contracting any disease while you wear this pendant. If you are already infected with a disease, the effects are suppressed while you wear the pendant.

Periapt of the Small and Mighty

Wondrous Item, Common   *50 gp*

This brass locket contains an image of a smiling kobold. While wearing the amulet, you can use the Help action as a bonus action. Once used, you can't use this property again until you spend 1 Luck to recharge the amulet (no action required to recharge).

Periapt of Proof against Poison

Wondrous Item, Rare   *500 gp*

This delicate silver chain has a brilliant-cut black and green gem pendant. While you wear it, poisons have no effect on you. You are immune to the poisoned condition and to poison damage.

Periapt of Wound Closure

Wondrous Item, Uncommon   *500 gp*
(Requires Attunement)

While you wear this pendant, you stabilize whenever you are dying at the start of your turn. In addition, when you roll a hit die to regain hit points, double the number of hit points it restores.

Pipes of Haunting

Wondrous Item, Uncommon   *2,200 gp*

You must have proficiency with instruments (woodwinds) to use these pipes. They have 3 charges. You can use an action to play them and expend 1 charge to create an eerie, spellbinding tune. Each creature within 30 feet of you that hears you play must succeed on a DC 15 WIS save or become frightened of you for 1 minute. If you wish, all creatures in the area that aren't hostile toward you automatically succeed on the save. A creature that fails the save can repeat it at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on its save is immune to the effect of these pipes for 24 hours. The pipes regain 1d3 expended charges daily at dawn.

Portable Hole

Wondrous Item, Rare   *30,000 gp*

This fine black cloth, soft as silk, is folded up to the dimensions of a handkerchief. It unfolds into a circular sheet 6 feet in diameter.

  You can use an action to unfold a *portable hole* and place it on or against a solid surface, whereupon the *portable hole* creates an extradimensional hole 10 feet deep. The cylindrical space within the hole exists on a different plane, so it can't be used to create open passages. Any creature inside an open *portable hole* can exit the hole by climbing out of it.

  You can use an action to close a *portable hole* by taking hold of the edges of the cloth and folding it up. Folding the cloth closes the hole, and any creatures or objects within remain

in the extradimensional space. No matter what's in it, the *hole* weighs next to nothing.

If the *hole* is folded up, a creature within the *hole's* extradimensional space can use an action to make a DC 10 STR check. On a successful check, the creature forces its way out and appears within 5 feet of the *portable hole* or the creature carrying it. A breathing creature within a closed *portable hole* can survive for up to 10 minutes, after which time it begins to suffocate.

Placing a *portable hole* inside an extradimensional space created by a *bag of holding*, *handy haversack*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Potion of Animal Friendship

Potion, Uncommon   *50 gp*

When you drink this potion, animals tend to be friendly to you for 1 hour. For the duration, you can use an action to cast the *animal friendship* spell (save DC 13) at any time. Agitating this muddy liquid brings little bits into view: a fish scale, a hummingbird tongue, a cat claw, or a squirrel hair.

Potion of Clairvoyance

Potion, Rare   *200 gp*

When you drink this potion, you gain the effect of the *clairvoyance* spell. An eyeball bobs in this yellowish liquid but vanishes when the potion is opened.

Potion of Climbing

Potion, Uncommon   *100 gp*

When you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on STR (Athletics) checks you make to climb. The potion is separated into brown, silver, and gray layers resembling bands of stone.

Potion of Diminution

Potion, Rare   *200 gp*

When you drink this potion, you gain the "reduce" effect of the *enlarge/reduce* spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously contracts to a tiny bead and then expands to color the clear liquid around it.

Potion of Due Notice

Potion, Common   *50 gp*

When you drink this potion, double your PB for the purpose of calculating your passive Insight, Investigation, and Perception scores for 1 hour. If you don't have proficiency in any of these skills, you gain proficiency in them for the duration of the potion. This potion's liquid has a bright green effervescence.

Potion of Flying

Potion, Very Rare   *200 gp*

When you drink this potion, you gain a flying speed equal to your walking speed for 1 hour and can hover. If you're in the air when the potion wears off, you fall unless you have some other means of staying aloft. This potion's clear liquid floats at the top of its container and cloudy white impurities drift in it.

Potion of Gaseous Form

Potion, Rare   *200 gp*

When you drink this potion, you gain the effect of the *gaseous form* spell for 1 hour (no concentration required) or until you end the effect as a bonus action. This potion's container seems to hold fog that moves and pours like water.

Potion of Giant Strength

Potion, Rarity Varies   *Price Varies*

When you drink this potion, your STR score changes for 1 hour. The type of Giant determines the score, as shown on the **Potion of Giant Strength Type** table. The potion has no effect if your STR score equals or exceeds that score.

This potion's transparent liquid has floating in it a sliver of fingernail from a giant of the appropriate type. The *potion of frost giant strength* and the *potion of stone giant strength* have the same effect.

POTION OF GIANT STRENGTH TYPE

TYPE OF GIANT	STRENGTH	RARITY	COST
Hill giant	21	Uncommon	100 gp
Frost/stone giant	23	Rare	350 gp
Fire giant	25	Rare	350 gp
Cloud giant	27	Very rare	1,500
Storm giant	29	Legendary	10,500

Potion of Growth

Potion, Uncommon   *200 gp*

When you drink this potion, you gain the "enlarge" effect of the *enlarge/reduce* spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process.

Potion of Healing

Potion, Rarity Varies   *Price Varies*

This red, glimmering potion allows you to regain hit points when you drink it. The number of hit points depends on the potion's rarity, as detailed on the **Potions of Healing Rarity** table.

POTIONS OF HEALING RARITY

POTION OF . . .	RARITY	HP REGAINED	PRICE
Healing	Common	2d4 + 2	50 gp
Greater Healing	Uncommon	4d4 + 4	100 gp
Superior Healing	Rare	8d4 + 8	350 gp
Supreme Healing	Very Rare	10d4 + 20	1,500 gp

Potion of Heroism

Potion, Rare   *350 gp*

For 1 hour after drinking it, you gain 10 temporary HP that last for 1 hour. For the same duration, you are under the effect of the *bless* spell (no concentration required). This blue potion bubbles and steams as if boiling.

Potion of Invisibility

Potion, Very Rare   *100 gp*

When you drink this potion, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell. This potion's container looks empty but feels as though it holds liquid.

Potion of Mind Reading

Potion, Rare   *100 gp*

When you drink this potion, you gain the effect of the *detect thoughts* spell (save DC 13). The potion's dense, purple liquid has an ovoid cloud of pink floating in it.

Potion of Resistance

Potion, Uncommon   *10 gp*

When you drink this potion, you become resistant to one type of damage for 1 hour. The GM chooses the type or determines it randomly from the options below.

DAMAGE RESISTANCE TYPE

d10	DAMAGE TYPE	d10	DAMAGE TYPE
1	Acid	6	Necrotic
2	Cold	7	Poison
3	Fire	8	Psychic
4	Force	9	Radiant
5	Lightning	10	Thunder

Potion of Speed

Potion, Very Rare   *200 gp*

When you drink this potion, you gain the effect of the *haste* spell for 1 minute (no concentration required). The potion's yellow fluid is streaked with black and swirls on its own.

Potion of Water Breathing

Potion, Uncommon   *200 gp*

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

Quick Quaff Bandolier

Wondrous Item, Common   *100 gp*

This practical three-slot bandolier has a sewn-in bottle opener, an always-warm wax melter, and a wine key on a chain. Over the course of 1 minute, which can be done as part of a short or long rest, you can load up to three potions into the bandolier's slots. Drinking or administering a potion loaded into the bandolier takes a bonus action instead of an action.

Quickbuckle Armor

Armor (Any), Common   *250 gp + base armor cost*

While carrying or wearing this armor, you can use your action to speak a command word to instantly don or doff it.

Quillback Armor

Armor (Leather or Hide), Common   *100 gp + armor base cost*

This armor has sharp porcupine quills sewn throughout the body. While you are grappling a creature, the creature takes 1d4 damage at the start of each of your turns.

Reciprocating Polearm

Weapon (Spear, Glaive, or Halberd), Common   *100 gp + weapon base cost*

When you miss an attack with this clockwork-enhanced polearm, you can gain advantage on your next attack made with it within 1 minute. Once used, this property can't be used again for 1 minute.

Restorative Ointment

Wondrous Item, Uncommon   *100 gp*

This glass jar, 3 inches in diameter, contains 1d4 + 1 doses of a thick mixture that smells faintly of aloe. The jar and its contents weigh 1/2 pound.

As an action, one dose of the ointment can be swallowed or applied to the skin. The creature that receives it regains 2d8 + 2 hit points, ceases to be poisoned, and is cured of any disease.

Returning Charm

Wondrous Item, Common   *100 gp*

This golden tassel has a series of loops that wrap around each other and connect in a returning pattern at their beginning. You must spend 1 minute to tie the tassel onto a weapon with the Thrown property to use the charm's effect. A weapon with a returning charm returns to your hand immediately after it is used to make a ranged weapon attack.

Ring of Animal Influence

Ring, Rare   *4,000 gp*

This ring has 3 charges and regains 1d3 expended charges daily at dawn. While wearing the ring, you can use an action to expend 1 charge to cast one of the following spells:

- *Animal friendship* (save DC 13)
- *Fear* (save DC 13), targeting only Beasts or creatures with the Animal tag that have an INT score of 3 or lower
- *Speak with animals*

Ring of Djinni Summoning

Ring, Legendary (Requires Attunement)   *100,000 gp*

While wearing this ring, you can speak its command word as an action to summon a particular **djinni** from the Elemental Plane of Air. The djinni appears in an unoccupied space you choose within 120 feet of you. It remains as long as you concentrate (as if concentrating on a spell), for up to 1 hour or until it drops to 0 HP. It then returns to its home plane.

While summoned, the djinni is friendly to you and your companions. It obeys any commands you give it, no matter what language you use. If you fail to command it, the djinni defends itself against attackers but takes no other actions.

After the djinni departs, it can't be summoned again for 24 hours. The ring becomes nonmagical if the djinni dies.

Ring of Evasion

Ring, Rare (Requires Attunement)   *4,400 gp*

This ring has 3 charges and regains 1d3 expended charges daily at dawn. When you fail a DEX save while wearing it, you can use your reaction to expend 1 charge to succeed on that save instead.

Ring of Feather Falling

Ring, Uncommon (Requires Attunement)   *4,500 gp*

When you fall while wearing this ring, you descend 60 feet per round and take no damage from falling.

Ring of Free Action

Ring, Rare 7,500 gp
(Requires Attunement)

While you wear this ring, difficult terrain doesn't cost you extra movement. In addition, magic can neither reduce your speed nor cause you to be paralyzed or restrained.

Ring of Invisibility

Ring, Legendary 101,000 gp
(Requires Attunement)

While wearing this ring, you can turn invisible as an action. Anything you are wearing or carrying is invisible with you. You remain invisible until the ring is removed, until you attack or cast a spell, or until you use a bonus action to become visible again.

Ring of Jumping

Ring, Uncommon 1,500 gp
(Requires Attunement)

While wearing this ring, you can cast the *jump* spell from it as a bonus action. You can target only yourself with it.

Ring of Mind Shielding

Ring, Uncommon 8,000 gp
(Requires Attunement)

While wearing this ring, you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, or know your creature type.

  Creatures can telepathically communicate with you only if you allow it.

  You can use an action to cause the ring to become invisible until you use another action to make it visible, until you remove the ring, or until you die.

  If you die while wearing the ring, your soul enters it, unless it already houses a soul. You can remain in the ring or depart for the afterlife. As long as your soul is in the ring, you can telepathically communicate with any creature wearing it. A wearer can't prevent this telepathic communication.

Ring of Protection

Ring, Rare 8,000 gp
(Requires Attunement)

You gain a +1 bonus to AC and saves while wearing this ring.

Ring of Regeneration

Ring, Very Rare 55,000 gp
(Requires Attunement)

While wearing this ring, you regain 1d6 HP every 10 minutes, provided that you have at least 1 HP. If you lose a body part, the ring causes the missing part to regrow and return to full functionality after 1d6 + 1 days if you have at least 1 HP the whole time.

Ring of Resistance

Ring, Rare 8,000 gp
(Requires Attunement)

You are resistant to one damage type while wearing this ring. The gem in the ring indicates the type, which the GM chooses or determines randomly.

RING OF RESISTANCE DAMAGE TYPE

d10	DAMAGE TYPE	GEM	d10	DAMAGE TYPE	GEM
1	Acid	Pearl	6	Necrotic	Jet
2	Cold	Tourmaline	7	Poison	Amethyst
3	Fire	Garnet	8	Psychic	Jade
4	Force	Sapphire	9	Radiant	Topaz
5	Lightning	Citrine	10	Thunder	Spinel

Ring of Shooting Stars

Ring, Very Rare 33,000 gp
(Requires Attunement Outdoors at Night)

While wearing this ring in dim light or darkness, as an action you can cast *dancing lights* and *light* from it.

  For its other properties, the ring has 6 charges.

  Faerie Fire. You can expend 1 charge as an action to cast *faerie fire* from the ring.

  Ball Lightning. You can expend 2 charges as an action to create one to four 3-foot-diameter spheres of lightning. The more spheres you create, the less power each sphere has.

  Each sphere appears in an unoccupied space you can see within 120 feet of you. The spheres last as long as you concentrate (as if concentrating on a spell), up to 1 minute. Each sphere sheds dim light in a 30-foot radius. As a bonus action, you can move each sphere up to 30 feet, but no farther than 120 feet away from you. When a creature other than you comes within 5 feet of a sphere, the sphere discharges lightning at that creature and disappears. That creature must make a DC 15 DEX save. On a failed save, the creature takes lightning damage based on the number of spheres you created.

BALL LIGHTNING DAMAGE

SPHERES	LIGHTNING DAMAGE	SPHERES	LIGHTNING DAMAGE
4	2d4	2	5d4
3	2d6	1	4d12

Shooting Stars. You can expend 1 to 3 charges as an action. For every charge you expend, you launch a glowing mote of light from the ring at a point you can see within 60 feet of you. Each creature within a 15-foot cube originating from that point is showered in sparks and must make a DC 15 DEX save, taking 5d4 fire damage on a failed save or half as much damage on a successful one.

The ring regains 1d6 expended charges daily at dawn.

Ring of Spell Storing

Ring, Rare   *10,500 gp*
(Requires Attunement)

This ring stores spells cast into it, holding them until the attuned wearer uses them. The ring can store up to 5 circles' worth of spells at a time. When found, it contains 1d6 – 1 circles of stored spells chosen by the GM.

Any creature can cast a spell of 1st through 5th circle into the ring by touching the ring as the spell is cast. The spell has no effect, other than to be stored in the ring. If the ring can't hold the spell, the spell is expended without effect. The circle of the spell slot used to cast the spell determines how much space it uses.

While wearing this ring, you can cast any spell stored in it. The spell uses the slot circle, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. A spell cast from the ring is no longer stored in it, freeing up space.

Ring of Spell Turning

Ring, Legendary   *100,000 gp*
(Requires Attunement)

While wearing this ring, you have advantage on saves against any spell that targets only you. In addition, if you roll a 20 for the save and the spell is 7th circle or lower, the spell has no effect on you and instead targets the caster, using the spell slot, spell save DC, attack bonus, and spellcasting ability of the caster.

Ring of Swimming

Ring, Uncommon   *1,000 gp*
While wearing this ring, your swimming speed is 40 feet.

Ring of Telekinesis

Ring, Very Rare   *36,500 gp*
(Requires Attunement)

While wearing this ring, you can cast the *telekinesis* spell, but you can target only objects that aren't being worn or carried.

Ring of the Ram

Ring, Rare   *4,400 gp*
(Requires Attunement)

This ring has 3 charges and regains 1d3 expended charges daily at dawn. While wearing the ring, you can use an action to expend 1 to 3 of its charges to make a ranged spell attack against one creature or object that isn't being carried within 60 feet of you. The ring produces a spectral ram's head and makes its attack roll with a +7 bonus. On a hit, for each charge you spend, the target takes 2d10 force damage and is pushed 5 feet away from you.

Ring of Three Wishes

Ring, Legendary   *130,000 gp*

This ring has 3 charges. While wearing it, you can use an action to expend 1 charge to cast the *wish* spell from it. The ring becomes nonmagical when you use the last charge.

Ring of Warmth

Ring, Uncommon   *2,000 gp*
(Requires Attunement)

While wearing this ring, you have resistance to cold damage. In addition, you and your equipment are unharmed by temperatures as low as -50 degrees Fahrenheit.

Ring of Water Walking

Ring, Uncommon   *3,000 gp*
While wearing this ring, you can stand on and move across any liquid surface as if it were solid ground.

Ring of X-Ray Vision

Ring, Rare   *2,000 gp*
(Requires Attunement)

While wearing this ring, you can use an action to speak its command word. When you do so, you can see into and through solid matter for 1 minute. This vision has a radius of 30 feet. To you, solid objects within that radius appear transparent and don't prevent light from passing through them. The vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances block the vision, as does a thin sheet of lead.

When you use the ring again before taking a long rest, you must succeed on a DC 15 CON save or gain one level of exhaustion.

Robe of Eyes

Wondrous Item, Rare   *8,000 gp*
(Requires Attunement)

This robe is adorned with eyelike patterns. While you wear the robe, you gain the following benefits:

- You can see in all directions, and you have advantage on WIS (Perception) checks that rely on sight.
- You have darkvision to a range of 120 feet.
- You can see invisible creatures and objects, as well as see into the Ethereal Plane, to a range of 120 feet.

The eyes on the robe can't be closed or averted. Although you can close or avert your own eyes, you are never considered to be doing so while wearing this robe.

A *light* spell cast on the robe or a *daylight* spell cast within 5 feet of the robe causes you to be blinded for 1 minute. At the end of each of your turns, you can make a CON save (DC 11 for *light* or DC 15 for *daylight*), ending the blindness on a success.

Robe of Scintillating Colors

Wondrous Item, Very Rare   *33,000 gp*
(Requires Attunement)

This robe has 3 charges and regains 1d3 expended charges daily at dawn. While you wear it, you can use an action and expend 1 charge to cause the garment to display a shifting pattern of dazzling hues until the end of your next turn. During this time, the robe sheds bright light in a 30-foot radius and dim light for an additional 30 feet. Creatures that can see you have disadvantage on attack rolls against you. In addition, any creature in the bright light that can see you when the robe's power is activated must succeed on a DC 15 WIS save or become stunned until the effect ends.

Robe of Stars

Wondrous Item, Very Rare   *50,500 gp*
(Requires Attunement)

This black or dark blue robe is embroidered with small white or silver stars. You gain a +1 bonus to saves while you wear it.

Six stars, located on the robe's upper front portion, are particularly large. While wearing this robe, you can use an action to pull off one of the stars and use it to cast *magic missile* as a 5th-circle spell. Daily at dusk, 1d6 removed stars reappear on the robe.

While you wear the robe, you can use an action to enter the Astral Plane along with everything you are wearing and carrying. You remain there until you use an action to return to the plane you were on. You reappear in the last space you occupied, or if that space is occupied, the nearest unoccupied space.

Robe of Useful Items

Wondrous Item, Uncommon   *5,000 gp*

This robe has cloth patches of various shapes and colors covering it. While wearing the robe, you can use an action to detach one of the patches, causing it to become the object or creature it represents. Once the last patch is removed, the robe becomes an ordinary garment.

The robe has two of each of the following patches:
- Dagger
- Bullseye lantern (filled and lit)
- Steel mirror
- 10-foot pole
- Hempen rope (50 feet, coiled)
- Sack

In addition, the robe has 4d4 other patches. The GM chooses the patches or determines them randomly.

PATCH EFFECTS

d100	PATCH
01–08	Bag of 100 gp
09–15	Silver coffer (1 foot long, 6 inches wide and deep) worth 500 gp
16–22	Iron door (up to 10 feet wide and 10 feet high, barred on one side of your choice), which you can place in an opening you can reach; it conforms to fit the opening, attaching and hinging itself
23–30	Ten gems worth 100 gp each
31–44	Wooden ladder (24 feet long)
45–51	A **riding horse** with saddle bags
52–59	Pit (a cube 10 feet on a side), which you can place on the ground within 10 feet of you
60–68	Four *potions of healing*
69–75	Rowboat (12 feet long)
76–83	Spell scroll containing one spell of 1st to 3rd circle
84–90	Two **mastiffs**
91–96	Window (2 feet by 4 feet, up to 2 feet deep), which you can place on a vertical surface you can reach
97–00	Portable ram

Robe of the Archmagi

Wondrous Item, Legendary   *100,000 gp*
(Requires Attunement by a Sorcerer, Warlock, or Wizard)

This elegant garment is made from exquisite cloth of white, gray, or black and adorned with silvery runes.

You gain these benefits while wearing the robe:

- If you aren't wearing armor, your base AC is 15 + your DEX modifier.
- You have advantage on saves against spells and other magical effects.
- Your spell save DC and spell attack bonus each increase by 2.

Rod of Absorption

Rod, Very Rare   *30,000 gp*
(Requires Attunement)

While holding this rod, you can use your reaction to absorb a spell that targets only you. The absorbed spell's effect is canceled, and the spell's energy—not the spell itself—is stored in the rod. The energy has the same circle as the spell when it was cast. The rod can absorb and store up to 50 circles' worth of energy over the course of its existence. Once the rod absorbs 50 circles' worth of spell slots, it can't absorb more. If you are targeted by a spell that the rod can't store, the rod has no effect on that spell.

When you become attuned to the rod, you know how many circles' worth of spell energy the rod has absorbed over the course of its existence, and how many circles it currently has stored.

If you are a spellcaster holding the rod, you can convert energy stored in it into spell slots to cast spells you have prepared or know. You can create spell slots only of a circle equal to or lower than your own spell slots, up to a maximum of 5th circle. You use the stored circles in place of your slots, but otherwise cast the spell as normal. For example, you can use 3 circles stored in the rod as a 3rd-circle spell slot.

A newly found *rod of absorption* has 1d10 circles of spell energy stored in it already. A rod that can no longer absorb spell energy and has no energy remaining becomes nonmagical.

Rod of Alertness

Rod, Very Rare   *121,000 gp*
(Requires Attunement)

This rod has a flanged head and the following properties.

Alertness. While holding the rod, you have advantage on WIS (Perception) checks and on rolls for initiative.

Spells. While holding the rod, you can use an action to cast one of the following spells from it: *detect evil and good*, *detect magic*, *detect poison and disease*, or *see invisibility*.

Protective Aura. As an action, you can plant the haft end of the rod in the ground, whereupon the rod's head sheds bright light in a 60-foot radius and dim light for an additional 60 feet. While in that bright light, you and any creature that is friendly to you gain a +1 bonus to AC and saves and can sense the location of any invisible hostile creature that is also in the bright light.

The rod's head stops glowing and the effect ends after 10 minutes, or when a creature uses an action to pull the rod from the ground. This property can't be used again until the next dawn.

Rod of Rulership

Rod, Rare   *11,500 gp*
(Requires Attunement)

You can use an action to present the rod and command obedience from each creature of your choice that you can see within 120 feet of you. Each target must succeed on a DC 15 WIS save or be charmed by you for 8 hours. While charmed in this way, the creature regards you as its trusted leader. If harmed by you or your companions, or commanded to do something contrary to its nature, a target ceases to be charmed in this way.

The rod can't be used again until the next dawn.

Rod of Security

Rod, Very Rare   *100,000 gp*

While holding this rod, you can use an action to activate it. The rod then instantly transports you and up to 199 other willing creatures you can see to a paradise that exists in an extraplanar space. You choose the form that the paradise takes. It could be a tranquil garden, lovely glade, cheery tavern, immense palace, tropical island, fantastic carnival, or whatever else you can imagine. Regardless of its nature, the paradise contains enough water and food to sustain its visitors. Everything else that can be interacted with inside the extraplanar space can exist only there. For example, a flower picked from a garden in the paradise disappears if it is taken outside the extraplanar space.

For each hour spent in the paradise, a visitor regains hit points as if it had spent 1 hit die. Although time passes normally in the paradise, creatures don't age there. Visitors can remain in the paradise for up to 200 days divided by the number of creatures present (round down).

When the time runs out or you use an action to end it, all visitors reappear in the location they occupied when you activated the rod, or an unoccupied space nearest that spot. The rod can't be used again until 10 days have passed.

Rope of Climbing

Wondrous Item, Uncommon   *1,000 gp*

This 60-foot length of silk rope weighs 3 pounds and can hold up to 3,000 pounds. If you hold one end of the rope and use an action to speak the command word, the rope
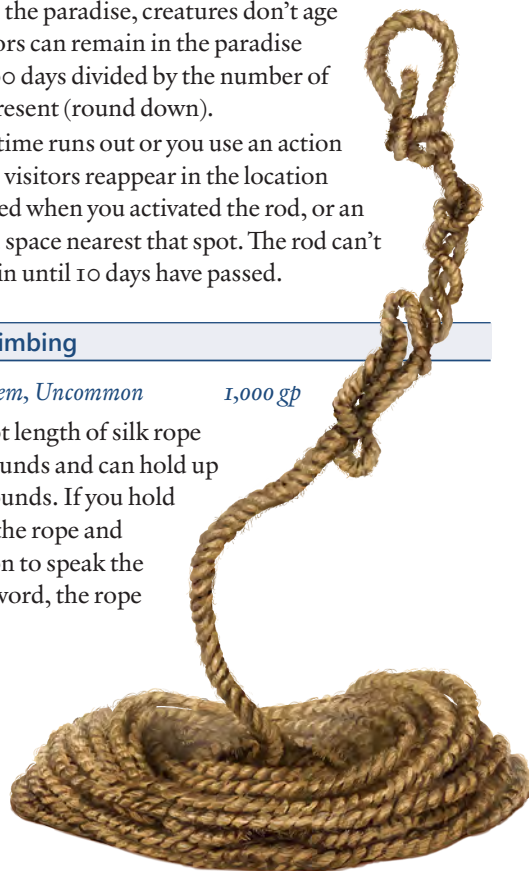
animates. As a bonus action, you can command the other end to move toward a destination you choose. That end has a flying speed of 10 feet. It moves 10 feet on your turn when you first command it and 10 feet on each of your turns until reaching its destination, up to its maximum length away, or until you tell it to stop. You can also tell the rope to fasten itself securely to an object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying.

If you tell the rope to knot, large knots appear at 1-foot intervals along the rope. While knotted, the rope shortens to a 50-foot length and grants advantage on checks made to climb it.

The rope has AC 20 and 20 HP. It regains 1 HP every 5 minutes as long as it has at least 1 HP. If the rope drops to 0 HP, it is destroyed.

Rope of Entanglement

Wondrous Item, Rare   *8,000 gp*

This rope is 30 feet long and weighs 3 pounds. If you hold one end of the rope and use an action to speak its command word, the other end darts forward to entangle a creature you can see within 20 feet of you. The target must succeed on a DC 15 DEX save or become restrained.

You can release the creature by using a bonus action to speak a second command word. A target restrained by the rope can use an action to make a DC 15 STR or DEX check (target's choice). On a success, the creature is no longer restrained by the rope.

The rope has AC 20 and 20 HP. It regains 1 HP every 5 minutes as long as it has at least 1 HP. If the rope drops to 0 HP, it is destroyed.

Scimitar of Speed

Weapon (Scimitar), Very Rare   *60,000 gp*
(Requires Attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, you can make one attack with it as a bonus action on each of your turns.

Shield, +1, +2, or +3

Armor (Shield), Rarity Varies   *Price Varies*

While wielding this shield, you have a bonus to AC determined by the shield's rarity. This bonus is in addition to the shield's normal bonus to AC.

MAGIC SHIELD RARITY

BONUS	RARITY	PRICE
+1	Uncommon	1,000 gp + shield base cost
+2	Rare	5,000 gp + shield base cost
+3	Very Rare	15,000 gp + shield base cost

Shield of Clamor

Armor (Shield), Common   *25 gp + base shield cost*

The surface of this shield vibrates unpredictably when struck. When a weapon attack misses you while you are wielding this shield, it makes one of several sounds that are audible to 60 feet. Choose which sound it makes from the following options: a beaten drum, a duck's quack, a gopher's screech, an elephant's trumpet, a foghorn, a bleating goat, or a ringing bell.

Shield of Missile Attraction

Armor (Shield), Rare   *8,000 gp*
(Requires Attunement)

While holding this shield, you have resistance to damage from ranged weapon attacks.

Curse. This shield is cursed. Attuning to it curses you until you are targeted by the *remove curse* spell or similar magic. Removing the shield fails to end the curse on you. When a ranged weapon attack is made against a target within 10 feet of you, the curse causes you to become the target instead.

Slipforged Armor

Armor (Any), Common   *100 gp + armor base cost*

Every surface of this armor is slippery and hard to hold on to. While you wear this armor, creatures have disadvantage on checks made to grapple or restrain you and you have advantage on checks made to escape a grapple.

Slippers of Spider Climbing

Wondrous Item, Uncommon   *2,000 gp*
*(Requires Attunement)*

While you wear these light shoes, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed. However, the slippers don't allow you to move this way on a slippery surface, such as one covered by ice or oil.

Sovereign Glue

Wondrous Item, Legendary   *25,000 gp*

This viscous, milky-white substance can form a permanent bond between any two objects. It must be stored in a jar or flask that has been coated inside with *oil of slipperiness*. When found, a container contains 1d6 + 1 ounces.

One ounce of the glue can cover a 1-foot square surface. The glue takes 1 minute to set. Once it has done so, the bond it creates can be broken only by the application of *universal solvent* or *oil of etherealness*, or with a *wish* spell.
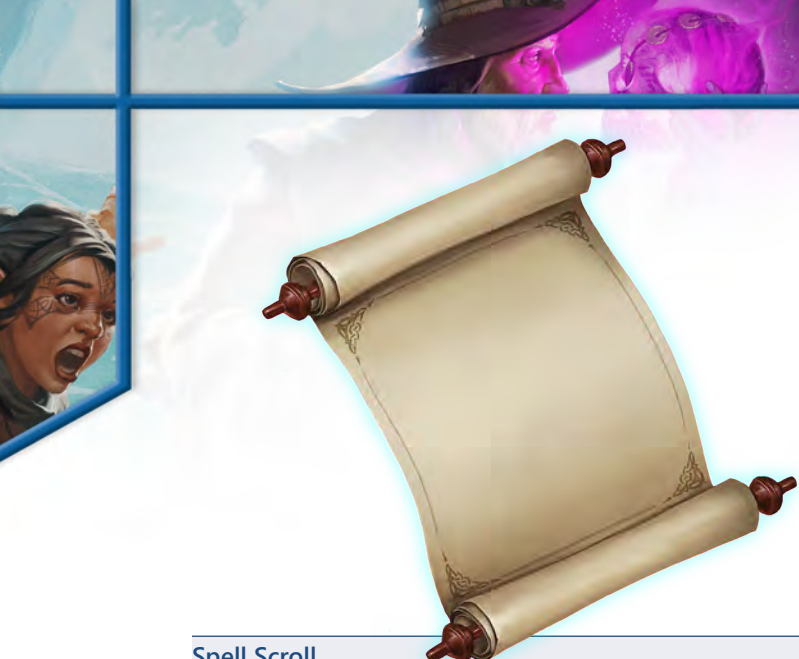
Spell Scroll

Scroll, Rarity Varies   *Price Varies*

A *spell scroll* bears the words of a single spell, written in a mystical cipher. You can read the scroll and cast its spell without providing any material components. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

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

   The circle of the spell on the scroll determines the spell's save DC and attack bonus, as well as the scroll's rarity, as shown in the **Spell Scroll Rarity** table.

   An Arcane circle spell on a *spell scroll* can be copied just as spells in spellbooks can be copied. When a spell is copied from a *spell scroll*, the copier must succeed on an INT (Arcana) check with a DC equal to 10 + the spell's circle. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the *spell scroll* is destroyed.

SPELL SCROLL RARITY

SPELL CIRCLE	RARITY	SAVE DC	ATTACK BONUS	PRICE
Cantrip	Common	13	+5	10 gp
1st	Common	13	+5	50 gp
2nd	Uncommon	13	+5	100 gp
3rd	Uncommon	15	+7	200 gp
4th	Rare	15	+7	350 gp
5th	Rare	17	+9	650 gp
6th	Very Rare	17	+9	1,500 gp
7th	Very Rare	18	+10	2,500 gp
8th	Very Rare	18	+10	5,000 gp
9th	Legendary	19	+11	10,500 gp

Spellguard Shield

Armor (Shield), Very Rare (Requires Attunement)   *60,000 gp*

While wielding this shield, you have advantage on saves against spells and other magical effects, and spell attacks have disadvantage against you.

Staff of False Hues

Staff, Common   *25 gp*

If you touch a Large or smaller item with this staff, you can cause the item to temporarily become a different color of your choice. You can affect up to three different targets at a time like this. The color change lasts for 1 hour or until you choose to end the effect (no action required). If you target a fourth object with the staff, the effect ends on the item that has been transformed the longest.

   Creatures that can see through illusions can see the true color of an item transformed by the staff.

Staff of Fire

Staff, Very Rare   *63,500 gp*
(Requires Attunement by a Druid, Sorcerer, Warlock, or Wizard)

You have resistance to fire damage while you hold this staff.

   The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *burning hands* (1 charge), *fireball* (3 charges), or *wall of fire* (4 charges).

   The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff blackens, crumbles into cinders, and is destroyed.

Staff of Frost

Staff, Very Rare   *63,500 gp*
(Requires Attunement by a Druid, Sorcerer, Warlock, or Wizard)

You have resistance to cold damage while you hold this staff.

   The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *cone of cold* (5 charges), *fog cloud* (1 charge), *ice storm* (4 charges), or *wall of ice* (4 charges).

   The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff turns to water and is destroyed.

Staff of Healing

Staff, Rare   *22,500 gp*
(Requires Attunement by a Bard, Cleric, or Druid)

This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and

spellcasting ability modifier: *cure wounds* (1 charge per spell circle, up to 4th), *restoration* (2 charges), or *mass cure wounds* (5 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff vanishes in a flash of light, lost forever.

Staff of Power

Staff, Very Rare   *125,000 gp*
(Requires Attunement by a Sorcerer, Warlock, or Wizard)

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While holding it, you gain a +2 bonus to AC, saves, and spell attack rolls.

The staff has 20 charges and regains 2d8 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff retains its +2 bonus to attack and damage rolls but loses all other properties. On a 20, the staff regains 1d8 + 2 charges. The staff has the following additional properties:

Power Strike. When you hit with a melee attack using the staff, you can expend 1 charge as part of your Attack action to deal an extra 1d6 force damage to the target.

Spells. While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: *cone of cold* (5 charges), *fireball* (5th-circle version, 5 charges), *globe of invulnerability* (6 charges), *greater hold* (5 charges), *levitate* (2 charges), *lightning bolt* (5th-circle version, 5 charges), *magic missile* (1 charge), *ray of enfeeblement* (1 charge), or *wall of force* (5 charges).

Retributive Strike. You can use an action to break the staff over your knee or against a solid surface, performing a retributive strike. The staff is destroyed and releases its remaining magic in an explosion that expands to fill a 30-foot-radius sphere centered on it.

You have a 50 percent chance to instantly travel to a random plane of existence, avoiding the explosion. If you fail to avoid the effect, you take force damage equal to 16 × the number of charges in the staff.

Every other creature in the area must make a DC 17 DEX save. On a failed save, a creature takes an amount of damage based on how far away it is from the point of origin, as shown in the following table. On a successful save, a creature takes half as much damage.

RETRIBUTIVE STRIKE DAMAGE

DISTANCE FROM ORIGIN	DAMAGE
10 ft. away or closer	8 × the number of charges in the staff
11 to 20 ft. away	6 × the number of charges in the staff
21 to 30 ft. away	4 × the number of charges in the staff

Staff of Striking

Staff, Very Rare   *66,000 gp*
(Requires Attunement)

This staff can be wielded as a magic quarterstaff that grants a +3 bonus to attack and damage rolls made with it.

The staff has 10 charges. When you hit with a melee attack using it, you can expend up to 3 of its charges as part of your Attack action. For each charge you expend, the target takes an extra 1d6 force damage.

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff.

Staff of Swarming Insects

Staff, Rare   *15,300 gp*
(Requires Attunement by a Bard, Cleric, Druid, Sorcerer, Warlock, or Wizard)

This staff has 10 charges and regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, a swarm of insects consumes and destroys the staff, then disperses. The staff has the following additional properties:

Spells. While holding the staff, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC: *giant insect* (4 charges) or *insect plague* (5 charges).

Insect Cloud. While holding the staff, you can use an action and expend 1 charge to cause a swarm of harmless flying insects to spread out in a 30-foot radius from you. The insects remain for 10 minutes, making the area heavily obscured for creatures other than you. The swarm moves with you, remaining centered on you. A wind of at least 10 miles per hour disperses the swarm and ends the effect.

Staff of the Magi

Staff, Legendary   *Priceless*
(Requires Attunement by a Sorcerer, Warlock, or Wizard)

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While you hold it, you gain a +2 bonus to spell attack rolls.

The staff has 50 charges and regains 4d6 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 20, the staff regains 1d12 + 1 charges. The staff has the following additional properties:

Spell Absorption. While holding the staff, you have advantage on saves against spells. In addition, you can use your reaction when another creature casts a spell that targets only you. If you do, the staff absorbs the magic of the spell, canceling its effect and gaining a number of charges equal to the absorbed spell's circle. However, if doing so brings the staff's total number of charges above 50, the staff

explodes as if you activated its retributive strike (see below).

Spells. While holding the staff, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *conjure elemental* (7 charges), *dispel magic* (3 charges), *fireball* (7th-circle version, 7 charges), *flaming sphere* (2 charges), *ice storm* (4 charges), *invisibility* (2 charges), *knock* (2 charges), *lightning bolt* (7th-circle version, 7 charges), *passwall* (5 charges), *plane shift* (7 charges), *telekinesis* (5 charges), *wall of fire* (4 charges), or *web* (2 charges).

You can also use an action to cast one of the following spells from the staff without using any charges: *arcane lock*, *detect magic*, *enlarge/reduce*, *light*, *mage hand*, or *protection from evil and good*.

Retributive Strike. You can use an action to break the staff over your knee or against a solid surface, performing a retributive strike. The staff is destroyed and releases its remaining magic in an explosion that expands to fill a 30-foot-radius sphere centered on it.

You have a 50 percent chance to instantly travel to a random plane of existence, avoiding the explosion. If you fail to avoid the effect, you take force damage equal to 16 × the number of charges in the staff.

Every other creature in the area must make a DC 17 DEX save. On a failed save, a creature takes an amount of damage based on how far away it is from the point of origin, as shown in the following table. On a successful save, a creature takes half as much damage.

RETRIBUTIVE STRIKE DAMAGE

DISTANCE FROM ORIGIN	DAMAGE
10 ft. away or closer	8 × the number of charges in the staff
11 to 20 ft. away	6 × the number of charges in the staff
21 to 30 ft. away	4 × the number of charges in the staff

Staff of the Python

Staff, Uncommon   *2,000 gp*
(Requires Attunement by a Cleric, Druid, or Wizard)

You can use an action to speak this staff's command word and throw the staff on the ground within 10 feet of you. The staff becomes a **giant constrictor snake** under your control and acts on its own initiative count. By using a bonus action to speak the command word again, you return the staff to its normal form in a space formerly occupied by the snake.

On your turn, you can mentally command the snake if it is within 60 feet of you and you aren't incapacitated. You decide what action the snake takes and where it moves during its next turn, or you can issue it a general command, such as to attack your enemies or guard a location.

If the snake is reduced to 0 HP, it dies and reverts to its staff form. The staff then shatters and is destroyed. If the snake reverts to staff form before losing all its HP, it regains all of them.

Staff of Thunder and Lightning

Staff, Very Rare   *120,000 gp*
(Requires Attunement)

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. The staff has the following additional properties:

Lightning. When you hit with a melee attack using the staff, you can choose (no action required) to deal an extra 2d6 lightning damage to the target.

Thunder. When you hit with a melee attack using the staff, you can choose (no action required) for the staff to emit a crack of thunder, audible to 300 feet. The target you hit must succeed on a DC 17 CON save or become stunned until the end of your next turn.

Lightning Strike. You can use an action to cause a bolt of lightning to leap from the staff's tip in a line that is 5 feet wide and 120 feet long. Each creature in that line must make a DC 17 DEX save, taking 9d6 lightning damage on a failed save, or half as much damage on a successful one.

Thunderclap. You can use an action to cause the staff to issue a deafening thunderclap, audible to 600 feet. Each creature within 60 feet of you (not including you) must make a DC 17 CON save. On a failed save, a creature takes 2d6 thunder damage and is deafened for 1 minute. On a successful save, it takes half damage and isn't deafened.

Thunder and Lightning. You can use an action to use the Lightning Strike and Thunderclap properties at the same time. Doing so doesn't expend the daily use of those properties, only the use of this one.

When one of these properties is used, it can't be used again until the next dawn.

Staff of Withering

Staff, Rare   *8,800 gp*
(Requires Attunement by a Cleric, Druid, or Warlock)

This staff has 3 charges and regains 1d3 expended charges daily at dawn.

The staff can be wielded as a magic quarterstaff. On a hit, it deals damage as a normal quarterstaff, and you can expend 1 charge as part of your Attack action to deal an extra 2d10 necrotic damage to the target. In addition, the target must succeed on a DC 15 CON save or have disadvantage for 1 hour on any ability check or save that uses STR or CON.

Staff of the Woodlands

Staff, Rare   *15,300 gp*
(Requires Attunement by a Druid)

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While carrying it, you have a +2 bonus to spell attack rolls.

The staff has 10 charges. The staff has the following additional properties:

Spells. You can use an action to expend 1 or more of the staff's charges to cast one of the following spells from it, using your spell save DC: *animal friendship* (1 charge), *awaken* (5 charges), *barkskin* (2 charges), *locate animals or plants* (2 charges), *speak with animals* (1 charge), *speak with plants* (3 charges), or *wall of thorns* (6 charges).

You can also use an action to cast the *pass without trace* spell from the staff without expending any charges.

Tree Form. You can use an action to plant one end of the staff in fertile earth and expend 1 charge to transform the staff into a healthy tree. The tree is 60 feet tall and has a 5-foot-diameter trunk, and its branches at the top spread out in a 20-foot radius.

The tree appears ordinary but radiates a faint aura of transmutation magic if targeted by *detect magic*. While touching the tree and using another action to speak its command word, you return the staff to its normal form. Any creature in the tree falls when it reverts to a staff.

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff loses its properties and becomes a nonmagical quarterstaff.

Stone of Controlling Earth Elementals

Wondrous Item, Rare   *14,500 gp*

This carved stone weighs 5 pounds. If the stone is touching the ground, you can use an action to speak its command word and summon an **earth elemental**, as if you had cast the *conjure elemental* spell. The stone can't be used this way again until the next dawn.

Stone of Good Luck (Luckstone)

Wondrous Item, Uncommon   *2,000 gp*
(Requires Attunement)

While carrying this polished agate, you gain a +1 bonus to ability checks and saves.

Sun Blade

Weapon (Longsword), Rare   *8,000 gp*
(Requires Attunement)

This item appears to be a longsword hilt. While grasping the hilt, you can use a bonus action to cause a blade of pure radiance to spring into existence, or make the blade disappear. While the blade exists, this magic longsword has the Finesse property. If you are proficient with shortswords or longswords, you are proficient with a *sun blade*. You gain a +2 bonus to attack and damage rolls made with this weapon, which deals radiant damage instead of slashing damage. When you hit an Undead with it, the target takes an extra 1d8 radiant damage.

The sword's luminous blade emits bright light in a 15-foot radius and dim light for an additional 15 feet. The light is sunlight. While the blade persists, you can use an action to expand or reduce its radius of bright and dim light by 5 feet each, to a maximum of 30 feet each or a minimum of 10 feet each.
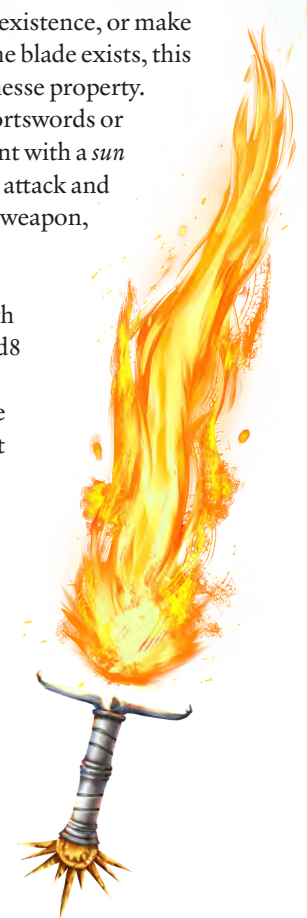
Surefire Stock Pot

Wondrous Item, Common   *25 gp*

This large, steel stock pot has arcane symbols etched into its bottom. No matter how wet, windy, cold, or high in elevation you are, you can use this pot to cook food with no campfire, stove, or other heat source required.

Sword of Life Stealing

Weapon (Any Sword), Rare   *8,000 gp*
(Requires Attunement)

When you attack a creature with this magic weapon and roll a 20 on the attack roll, that target takes an extra 3d6 necrotic damage, provided that the target isn't a Construct or an Undead. You gain temporary HP equal to the extra damage dealt.

Sword of Sharpness

Weapon (Any Sword That Deals Slashing Damage)　　*60,000 gp*
Very Rare (Requires Attunement)

When you attack an object with this magic sword and hit, maximize your weapon damage dice against the target.

When you attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra 4d6 slashing damage. Then roll another d20. If you roll a 20, you lop off one of the target's limbs, with the effect of such loss determined by the GM. If the creature has no limb to sever, you lop off a portion of its body instead.

In addition, you can speak the sword's command word to cause the blade to shed bright light in a 10-foot radius and dim light for an additional 10 feet. Speaking the command word again or sheathing the sword puts out the light.

Sword of Wounding

Weapon (Any Sword), Rare　　*8,000 gp*
(Requires Attunement)

Hit points lost to this weapon's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means.

Once per turn, when you hit a creature with an attack using this magic weapon, you can choose (no action required) to wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it. It can then make a DC 15 CON save, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 WIS (Medicine) check, ending the effect of such wounds on it on a success.

Trident of Fish Command

Weapon (Trident), Uncommon　　*2,040 gp*
(Requires Attunement)

This trident is a magic weapon. It has 3 charges and regains 1d3 expended charges daily at dawn. While you carry it, you can use an action and expend 1 charge to cast *dominate* (save DC 15) from it on a Beast that has an innate swimming speed.

Universal Solvent

Wondrous Item, Legendary　　*10,500 gp*

This tube holds milky liquid with a strong alcohol smell. You can use an action to pour its contents onto a surface within reach. The liquid instantly dissolves up to 1 square foot of adhesive it touches, including *sovereign glue*.

Vicious Weapon

Weapon (Any), Very Rare　　*1,500 gp + base weapon cost*

When you roll a 20 on your attack roll with this magic weapon, your critical hit deals an extra 2d6 damage of the weapon's type to the target.

Vorpal Sword

Weapon (Any Sword That Deals Slashing Damage)　　*50,000 gp*
Legendary (Requires Attunement)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. In addition, the weapon ignores resistance to slashing damage.

When you attack a creature that has at least one head with this weapon and roll a 20 on the attack roll, you cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 6d8 slashing damage from the hit.

Wand of Binding

Wand, Rare　　*10,900 gp*
(Requires Attunement by a Spellcaster)

This wand has 7 charges and regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, it crumbles into ashes and is destroyed. The wand has the following additional properties:

Spells. While holding the wand, you can use an action to expend some of its charges to cast one of the following spells (save DC 17): *greater hold* (5 charges) or *hold* (2 charges).

Assisted Escape. While holding the wand, you can use your reaction to expend 1 charge and gain advantage on a save you make to avoid being paralyzed or restrained, or you can expend 1 charge and gain advantage on any check you make to escape a grapple.

Wand of Enemy Detection

Wand, Rare　　*4,400 gp*
(Requires Attunement)

This wand has 7 charges. While holding it, you can use an action and expend 1 charge to speak its command word. For the next minute, you know the direction of the nearest creature hostile to you within 60 feet, but not its distance from you. The wand can sense the presence of hostile creatures that are ethereal, invisible, disguised, or hidden, as well as those in plain sight. The effect ends if you stop holding the wand.

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

Wand of Fireballs

Wand, Rare   *10,000 gp*
(Requires Attunement by a Spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *fireball* spell (save DC 15) from it. For 1 charge, you cast the 3rd-circle version of the spell. You can increase the spell slot circle by one for each additional charge you expend.

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

Wand of Lightning Bolts

Wand, Rare   *10,000 gp*
(Requires Attunement by a Spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *lightning bolt* spell (save DC 15) from it. For 1 charge, you cast the 3rd-circle version of the spell. You can increase the spell slot circle by one for each additional charge you expend.

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

Wand of Magic Detection

Wand, Uncommon   *1,000 gp*

This wand has 3 charges. While holding it, you can expend 1 charge as an action to cast the *detect magic* spell from it. The wand regains 1d3 expended charges daily at dawn.

Wand of Magic Missiles

Wand, Uncommon   *2,500 gp*

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *magic missile* spell from it. For 1 charge, you cast the 1st-circle version of the spell. You can increase the spell slot circle by one for each additional charge you expend.

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

Wand of Paralysis

Wand, Rare   *4,400 gp*
(Requires Attunement by a Spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cause a thin blue ray to streak from the tip toward a creature you can see within 60 feet of you. The target must succeed on a DC 15 CON save or be paralyzed for 1 minute. At the end of each of the target's turns, it can repeat the save, ending the effect on itself on a success.

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

Wand of Polymorph

Wand, Very Rare   *18,500 gp*
(Requires Attunement by a Spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the *polymorph* spell (save DC 15) from it.

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

Wand of Secrets

Wand, Uncommon   *550 gp*

This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges, and if a secret door or trap is within 30 feet of you, the wand pulses and points at the one nearest to you. The wand regains 1d3 expended charges daily at dawn.

Wand of the War Mage, +1, +2, or +3

Wand, Rarity Varies   *Price Varies*
(Requires Attunement by a Spellcaster)

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity. In addition, you ignore half cover when making a spell attack.

WAND OF THE WAR MAGE RARITY

BONUS	RARITY	PRICE
+1	Uncommon	1,000 gp + wand base cost
+2	Rare	5,000 gp + wand base cost
+3	Very Rare	15,000 gp + wand base cost
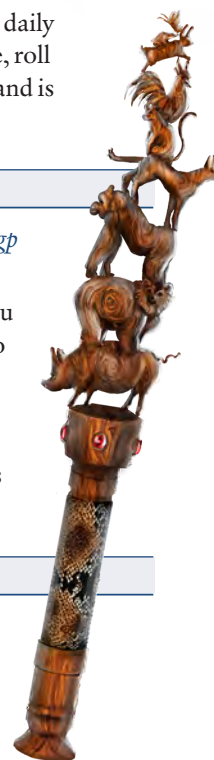
Wand of Web

Wand, Uncommon   *3,000 gp*
(Requires Attunement by a Spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the *web* spell (save DC 15) from it.

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

Wand of Wonder

Wand, Rare   *19,600 gp*
(Requires Attunement by a Spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges and choose a target within 120 feet of you. The target can be a creature, an object, or a point in space. Roll d100 and consult the following table to discover what happens.

If the effect causes you to cast a spell from the wand, the spell's save DC is 15. If the spell normally has a range expressed in feet, its range becomes 120 feet.

WAND OF WONDER EFFECTS

d100	EFFECT
01–05	You cast *slow*.
06–10	You cast *faerie fire*.
11–15	You are stunned until the start of your next turn, believing something awesome just happened.
16–20	You cast *gust of wind*.
21–25	You cast *detect thoughts* on the target you chose. If you didn't target a creature, you instead take 1d6 psychic damage.
26–30	You cast *stinking cloud*.
31–33	Rain falls in a 60-foot radius centered on the target. The area becomes lightly obscured. The rain falls until the start of your next turn.
34–36	An animal appears in the unoccupied space nearest the target. The animal isn't under your control and acts as it normally would. Roll a d100: on a 01–25, a **rhinoceros** appears; on a 26–50, an **elephant** appears; and on a 51–100, a **rat** appears.
37–46	You cast *lightning bolt*.
47–49	A cloud of 600 oversized butterflies fills a 30-foot radius centered on the target. The area becomes heavily obscured. The butterflies remain for 10 minutes.
50–53	You enlarge the target as if you had cast *enlarge/reduce*. If the target can't be affected by that spell, or if you didn't target a creature, you become the target.
54–58	You cast *darkness*.
59–62	Grass grows on the ground in a 60-foot radius centered on the target. If grass is already there, it grows to ten times its normal size and remains overgrown for 1 minute.
63–65	An object of the GM's choice disappears into the Ethereal Plane. The object must be neither worn nor carried, within 120 feet of the target, and no larger than 10 feet in any dimension.
66–69	You shrink as if you had cast *enlarge/reduce* on yourself.
70–79	You cast *fireball*.
80–84	You cast *invisibility* on yourself.
85–87	Leaves grow from the target. If you chose a point in space as the target, leaves sprout from the creature nearest to that point. Unless they are picked off, the leaves turn brown and fall off after 24 hours.
88–90	A stream of 1d4 × 10 gems, each worth 1 gp, shoots from the wand's tip in a line 30 feet long and 5 feet wide. Each gem deals 1 bludgeoning damage, and the total damage of the gems is divided equally among all creatures in the line.
91–95	A burst of colorful shimmering light extends from you in a 30-foot radius. You and each creature in the area that can see must succeed on a DC 15 CON save or become blinded for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.
96–97	The target's skin turns blue for 1d10 days. If you chose a point in space, the creature nearest to that point is affected.
98–100	If you targeted a creature, it must make a DC 15 CON save. If you didn't target a creature, you become the target and must make the save. If the save fails by 5 or more, the target is instantly petrified. On any other failed save, the target is restrained and begins to turn to stone. While restrained in this way, the target must repeat the save at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the target is freed by the *greater restoration* spell or similar magic.

If an effect covers an area, you must center the spell on and include the target. If an effect has multiple possible subjects, the GM randomly determines which ones are affected.

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

Weapon, +1, +2, or +3

Weapon (Any), Rarity Varies   *Price Varies*

You have a bonus to attack and damage rolls made with this magic weapon. The bonus is determined by the weapon's rarity.

WEAPON RARITY

BONUS	RARITY	PRICE
+1	Uncommon	1,000 gp + weapon base cost
+2	Rare	5,000 gp + weapon base cost
+3	Very Rare	15,000 gp + weapon base cost

Wind Fan

Wondrous Item, Uncommon   *3,000 gp*

While holding this fan, you can use an action to cast the *gust of wind* spell (save DC 13) from it. Once used, the fan shouldn't be used again until the next dawn. Each time it is used again before then, it has a cumulative 20 percent chance of not working and tearing into useless, nonmagical tatters.

Winged Boots

Wondrous Item, Uncommon   *8,000 gp*
(Requires Attunement)

While you wear these boots, you have a flying speed equal to your walking speed. You can use the boots to fly for up to 4 hours, all at once or in several shorter flights, each one using a minimum of 1 minute from the duration. If you are flying when the duration expires, you descend at a rate of 30 feet per round until you land.

The boots regain 2 hours of flying capability for every 12 hours they aren't in use.

Wings of Flying

Wondrous Item, Rare   *8,000 gp*
(Requires Attunement)

While wearing this cloak, you can use an action to speak its command word. This turns the cloak into a pair of bat wings or bird wings on your back for 1 hour or until you repeat the command word as an action. The wings give you a flying speed of 60 feet. When they disappear, you can't use them again for 1d12 hours.

FABLED MAGIC ITEMS

Fabled items grow in power along with their owner. This section lists some fabled magic items. Each entry provides key information about the item, including its type, any attunement factors, and a description of its properties.

Blood Spike Armor

Armor (Plate), Fabled   *Priceless*
(5th-Level and Higher Properties Require Attunement)

This ancient plate armor is crafted from a strange, black metal. Vicious spikes protrude from the shoulders and breastplate. Hideous, demonic faces are etched into the metal. While wearing this armor, you can use a bonus action to make one melee weapon attack with the armor's spikes against a target within 5 feet of you. If the attack hits, the spikes deal 1d4 piercing damage. You are proficient with this attack and use your STR modifier for the attack and damage rolls.

Frightening Armor (Requires Attunement). As your level increases, you gain the following benefits while wearing this armor.

5th Level. Once per turn, when you hit a creature with your armor spikes, you cause unnatural bleeding from the resulting wounds. After you hit a creature with the armor's spikes, it takes 1d4 necrotic damage at the start of each of its turns from a bleeding wound. Each time you hit that creature with the armor's spikes, the damage dealt by the wound increases by 1d4. At the end of the creature's turn, it can make a DC 15 CON save, ending the effect on itself on a success. Alternatively, any creature can take an action to stanch the wound with a successful DC 15 WIS (Medicine) check. The wound also closes if the target receives magical healing.

9th Level. You gain a +1 bonus to AC and to attack and damage rolls with the armor's spikes.

13th Level. You now gain a +2 bonus to AC and to attack and damage rolls with the armor's spikes, instead of +1. In addition, you can use an action to frighten a creature you can see within 30 feet of you. If the creature can see you, it must succeed on a WIS save (DC = 8 + your PB + your CHA modifier) or be frightened until the end of your next turn. On the following turn, you can use an action to extend the duration of this effect until the end of your next turn. You can continue extending the duration in this way until the creature is no longer frightened, it ends its turn out of line of sight, or it is more than 60 feet away from you. If a creature succeeds on its save, you can't use this property on that creature again for 1 day.

17th Level. You now gain a +3 bonus to AC and to attack and damage rolls with the armor's spikes, instead of +2.

Book of Names

Wondrous Item, Fabled   *Priceless*
(5th-Level and Higher Properties Require Attunement)

This leather-bound tome smells faintly of blood and brimstone and is filled with names from throughout the ages, past and present, both great and small. When you hold this book, you have advantage on INT (History) checks involving specific creatures.

Intimate Details (Requires Attunement). As your level increases, you gain the following benefits while holding this book.

5th Level. If a specific creature's name is recorded in the book, you are considered familiar with the creature for purposes of *sending* and similar magic. There is a 30 percent chance a specific creature's name is already recorded in the book when you obtain it. You can spend 10 minutes and 25 gp worth of magical ink to scribe a specific creature's name into the book.

In addition, you can spend 10 minutes meditating with the book, focusing on a specific creature whose name is in the book. The creature must make a DC 18 CHA save. On a failure, you gain insight into the creature's emotional state and know the topic that is at the forefront of their mind. If the creature is on a different plane of existence than you, there is a 10 percent chance this property fails. You can't use the book in this way again until the next dawn.

9th Level. The book has 10 charges. You can use an action to expend 1 or more of its charges to cast one of the following spells from it, using CHA as the spellcasting ability and only targeting a creature whose name is in the book: *dream* (5 charges), *locate* (4 charges), *scrying* (5 charges), and *sending* (3 charges).

13th Level. You can spend 10 minutes meditating with the book, focusing on a specific creature whose name is in the book. The creature must make a DC 18 CHA save. On a failure, for the next 24 hours, if the creature is on the same plane of existence as you, you know the distance and direction to the creature. If the creature is moving, you know the speed and direction of their movement. If the creature is on a different plane of existence, you learn the plane but not their specific location. You can't use the book in this way again until the next dawn.

17th Level. You can spend 10 minutes meditating with the book, focusing on a specific creature whose name is in the book. The creature must succeed on a DC 20 CHA save. A creature can choose to fail this save. On a failure, you can apply a Boon or a Bane to the creature, as described below. Once you successfully use this property, it can't be used again for 7 days.

- **Boon.** The creature is under magical protection for the next 7 days. For the duration, it can't be targeted by any divination magic or perceived through magical scrying sensors except by you, it gains a +2 bonus to AC, and it has advantage on all saves.

- **Bane.** The creature is cursed for the next 7 days. For the duration, the target is vulnerable to all damage types. If it has any damage resistances, this negates those resistances. If it has any damage immunities, it instead has resistance to those damage types. In addition, each dawn for the duration, the target gains one level of exhaustion.

Ring of the Flamekeeper

Wondrous Item, Fabled   *Priceless*
(5th-Level and Higher Properties Require Attunement)

This ring is made of a reddish metal and set with a brilliant star ruby. While wearing this ring, you can cast the *produce flame* cantrip.

One with the Fire (Requires Attunement). As your level increases, you gain the following benefits while wearing this ring. For any spells that allow a choice of element type, you must choose fire.

5th Level. You have resistance to fire damage. In addition, the ring has 5 charges. You can cast the following spells from the ring, expending the necessary number of charges: *burning hands* (1 charge), *elemental blade* (2 charges), or *fireball* (3 charges). The ring regains all expended charges at the next dawn.

9th Level. In addition to the previously listed spells, you can cast the following spells from the ring, expending the necessary number of charges: *elemental shield* (4 charges); *flame strike* (5 charges).

13th Level. You can use an action to speak the ring's command word and summon a **fire elemental**. The creature appears in an unoccupied space that you can see within 30 feet of you. For the next 24 hours, the elemental is friendly to you and your companions. It obeys any commands you give it, no matter what language you use. If you fail to command it, the elemental defends itself against attackers but takes no other actions. The elemental disappears after 24 hours, if it is reduced to 0 HP, or if you dismiss it as a bonus action. The ring can't be used again in this way until 5 days have passed.

17th Level. You have immunity to fire damage. In addition, once per day, you can use a bonus action to speak the ring's command word and polymorph into a fire elemental. While in this form, your statistics are replaced by the statistics of the fire elemental, but you retain your personality, and INT, WIS, and CHA scores. This change lasts for 4 hours, until you use a bonus action to revert to your normal form, or until you drop to 0 HP or die.

Quickfinger Gloves

Wondrous Item, Fabled   *Priceless*
(5th-Level and Higher Properties Require Attunement)

These gloves are made of a soft, supple leather. While wearing these gloves, you have proficiency in the Sleight of Hand skill. In addition, you know the *guidance* cantrip.

Legerdemain (Requires Attunement). As your level increases, you gain the following benefits while wearing these gloves.

5th Level. Your DEX score increases by 1, to a maximum of 20. When making a DEX check that involves the use of fine motor skills, such as using thieves' tools or the Sleight of Hand skill, you have advantage on the check.

9th Level. When you take the Attack action with a Light or ranged weapon on your turn, you gain an extra attack with that weapon. In addition, you can use a bonus action to take the Use an Object action during combat.

13th Level. Your DEX score increases by 2, to a maximum of 20. In addition, the gloves have 3 charges. As an action, you can expend 1 charge to cast *haste* on yourself.

17th Level. If you fail a DEX (Sleight of Hand) or DEX check using tools, you can choose to succeed instead. Once used, the gloves can't be used in this way again until the next dawn.

6 PLAYING THE GAME

This chapter details the rules and elements necessary for play for both players and game masters (GMs).

Rolling the Dice

Most of what happens during **Tales of the Valiant** gameplay can be handled through conversations between the players and the GM. But whenever a player character (PC) attempts something remarkable, with potential to fail, it's time to roll dice.

This section describes how dice rolls are used to determine success or failure. It outlines the stages of making a roll and how a roll can be affected by character capabilities or external circumstances.

MAKING CHECKS

Most dice rolls in the game are **CHECKS**. All checks involve rolling a 20-sided die called a d20.

To make a check, roll a d20 to determine your starting number. Then add one of the six ability modifiers on your character sheet. Finally, if you are proficient in something relevant to the roll, add your proficiency bonus (PB). The total of those numbers is your check result.

Check Formula

Check Result = d20 + Ability Modifier + PB
(If you have a relevant proficiency)

ABILITY MODIFIERS

All checks in the game are tied to one of the six ability modifiers—Strength (STR), Dexterity (DEX), Constitution (CON), Wisdom (WIS), Intelligence (INT), or Charisma (CHA). You add one of these six ability modifiers to every check. The rules typically dictate which modifier you must use for a particular check, but in cases where no ability is listed, the GM decides which one is relevant.

For more information about applying ability modifiers to checks, see the **Which Ability Modifier?** sidebar.

PROFICIENCY BONUS

All PCs have a proficiency bonus (PB) determined by their level. Monsters also have this bonus incorporated into the various components of their stat blocks.

You only ever add your PB to a roll once. For example, if two different rules allow you to add your PB to a WIS save, you still add it only once.

Occasionally, you might double or halve your PB before you add it to a roll. If some circumstance suggests that your PB applies more than once to the same roll, you still add it only once and double or halve it only once.

If your PB doesn't apply to a roll, doubling doesn't change that. For instance, if you lack proficiency in the History skill, you gain no benefit from a feature that lets you double your PB when you make INT (History) checks.

In general, don't double your PB for attack rolls or saves. If some feature or effect allows you to do so, the above rules still apply.

DETERMINING SUCCESS OR FAILURE

In most cases, you measure your check result against a target number the GM sets for you, called a **DIFFICULTY CLASS** (DC). If your check result is equal to or higher than the DC, your roll succeeds! If it's less than the DC, you fail.

DETERMINING DC

Most of the time, the rules tell the GM what a DC should be. For example, a PC must get a check result of 19 or higher to successfully attack a creature with an AC 19 (AC is one example of a pre-determined DC).

When the rules don't provide a DC, the GM sets an appropriate number. If you're the GM and you aren't sure, think about how hard you want a task to be. Then consult the **Typical Difficulty Class** table to assign a number. You can always set it at a number that isn't divisible by 5.

TYPICAL DIFFICULTY CLASS

DIFFICULTY	CHANCE OF SUCCESS	DC
Easy	High Chance of Success	10 or less
Medium	Moderate Chance of Success	15
Hard	Low Chance of Success	20
Very Hard	Almost No Chance of Success	25 or higher

LUCK

Every PC has a special resource called **LUCK**. You use Luck to influence the result of any check.

GAINING LUCK

When you create your character, start with 0 Luck. You gain Luck in the following ways:

- Once per turn, when you fail to hit with an attack roll or fail a save, gain 1 Luck.
- The GM can award 1 Luck as a reward for a clever idea, excellent roleplaying, or pursuing an interesting—rather than optimal—choice.
- The GM can award any amount of Luck to one or more PCs for surviving difficult encounters or achieving story goals (in addition to XP or other rewards).

LOSING LUCK

You can have a maximum of 5 Luck at one time. If you already have 5 Luck and gain more, you must immediately roll a d4 and reset your Luck total to the number rolled.

SPENDING LUCK

You spend Luck to add a 1-for-1 bonus to any check you make. For example, if you have 4 Luck, and roll a 13 on the die, you can spend 2 Luck to make your result a 15 (leaving you with 2 Luck for later).

Alternatively, immediately after you make a check (attack, ability check, or save), you can spend 3 Luck to reroll a d20 used for the check.

Luck can't stop a critical miss on a 1 or create a critical hit by adding up to 20 (see **Critical Miss or Critical Hit** in this chapter). Note that Luck gained from a failed attack or save can't be used to enhance the same roll that generated the Luck—you only accrue Luck after you officially fail the roll!

WHICH ABILITY MODIFIER?

Here is a handy reference to the various ways ability modifiers are used in the game with examples of which ability is relevant to a given check.

STRENGTH (STR)

Associated Skills: Athletics

Strength measures bodily power, athletic aptitude, and the extent to which you can exert raw physical force. STR is used to:

- Calculate attack rolls and damage with melee weapons
- Determine how much weight can be lifted or carried

Use STR for checks that involve feats of bodily force, such as:

- Kicking down a door, breaking free of bonds, or smashing a lock
- Pulling, pushing, or lifting heavy objects
- Climbing a rope or swimming against the current
- Resisting an attempt to grab, pull, or push you

DEXTERITY (DEX)

Associated Skills: Acrobatics, Sleight of Hand, Stealth

Dexterity measures agility, reflexes, and balance. DEX is used to:

- Calculate attack rolls and damage with ranged weapons or melee weapons with the Finesse property
- Calculate Armor Class
- Determine initiative order during encounter gameplay

Use DEX for checks that involve reflexes, precise motion, or swift response time such as:

- Maintaining balance while on a moving vehicle or scooting along a narrow ledge
- Picking a pocket without being noticed
- Picking a lock or disabling a trap
- Crafting a small or detailed object
- Moving silently or sneaking up on prey
- Resisting an attempt to grab, pull, or push you

CONSTITUTION (CON)

Associated Skills: None

Constitution measures health, stamina, and vital force. CON is used to:

- Calculate hit points (HP)

Use CON for checks that involve endurance or weathering extreme conditions, such as:

- Holding your breath
- Extended marching or labor without rest
- Going without sleep
- Surviving without food or water
- Quaffing an entire stein of ale in one go

INTELLIGENCE (INT)

Associated Skills: Arcana, History, Investigation, Nature, Religion

Intelligence measures mental acuity, accuracy of recall, and the ability to reason. INT is used to:

- Calculate certain class spellcasting abilities

Use INT for checks to draw on logic, education, memory, or deductive reasoning, such as:

- Communicating without using words
- Estimating the value of a precious item
- Forging a document
- Recalling lore about a craft or trade
- Winning a game of skill

WISDOM (WIS)

Associated Skills: Animal Handling, Insight, Medicine, Perception, Survival

Wisdom reflects how attuned you are to the world around you and represents perceptiveness and intuition. WIS is used to:

- Calculate certain class spellcasting abilities

Use WIS for checks to intuit clues about the environment and people or treat the injured, such as:

- Getting a gut feeling about next steps
- Discerning if a seemingly dead creature is Undead
- Picking up on subtle signals happening around you
- Bandage a wound or recognize a disease

CHARISMA (CHA)

Associated Skills: Deception, Intimidation, Performance, Persuasion

Charisma measures your ability to interact with others and can represent a charming or commanding personality. CHA is used to:

- Calculate certain class spellcasting abilities

Use CHA for checks to influence or entertain, make an impression, tell a convincing lie, or navigate a tricky social situation, such as:

- Finding the best person to talk to for news, rumors, and gossip
- Pulling together a disguise to pass as a city guard
- Blending into a crowd to get the sense of key topics of conversation

THE THREE TYPES OF CHECKS

There are three types of checks. All follow the Check Formula described in the **Making Checks** section, but each is used in different circumstances and has different rules around the relevant proficiency you might use to add your PB. Each type of check is described here.

ATTACK ROLLS

Attack rolls are checks used almost exclusively during combat for attacking. Attack rolls are fully covered in the **Making an Attack** section in this chapter.

RELEVANT PROFICIENCIES

If you have proficiency with the weapon you're making an attack with, making an unarmed strike attack (all creatures are proficient with this), or casting a spell you know or have prepared, add your PB to the attack roll.

SAVES

Saves are checks made to resist or avoid threats from spells, traps, poisons, diseases, or similar hazards. The GM normally asks you to make a save because your character is at risk of harm. There are six types of saves in the game, each tied to one of the six ability scores: STR, DEX, CON, INT, WIS, or CHA.

To make a save, roll a d20 and add the appropriate ability modifier. For example, if your GM asks you to make a DEX save, roll a d20 and add your DEX modifier to find the check result.

The DC for a save is determined by the effect that calls for it. For example, when you make a save against a spell, the DC is determined by the caster's relevant ability modifier and PB.

The consequences of success or failure are described after an effect's DC. A successful save usually means that you suffer no harm, or partial harm, from an effect.

RELEVANT PROFICIENCIES

Your character class gives you proficiency in at least two saves. The wizard, for example, is proficient in INT and WIS saves. Talents and similar features can also give you proficiency with a certain type of save. Add your PB when you make a save you have proficiency with.

ABILITY CHECKS

When you want to do something that isn't covered by an attack roll or save, make an ability check. Since ability checks are so wide-ranging, they are more complex than the other two types of checks.

To make an ability check, roll a d20 and add the appropriate 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. You overcome the challenge. Otherwise, it's a failure. You make no progress toward the objective, or you make some progress but also suffer a setback, as determined by the GM.

CONTESTS

Sometimes your efforts are directly opposed by someone else. This can occur when multiple creatures try to do the same thing but only one can succeed, such as snatching a magic ring falling to the floor. It can also occur when one creature tries to prevent another one from accomplishing a goal—for example, a monster might try to force open a door while an adventurer holds it closed. In situations like these, the outcome is determined by a special form of ability check, called a CONTEST.

Every participant in a contest makes an ability check. Apply appropriate bonuses and penalties, but instead of comparing the total to a DC, compare the check results to each other. The participant with the highest check result wins the contest and either succeeds at the action or prevents other participants from succeeding.

If the contest results in a tie, the situation remains the same. Thus, one participant might win by default. If two creatures 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 it closed, a tie means that the door stays shut.

PASSIVE CHECKS

A PASSIVE CHECK doesn't involve any die rolls. This kind of ability check can represent an average outcome for a task done repeatedly, such as searching for secret doors over and over again. Or a GM can use it to secretly determine whether a PC succeeds at something the player doesn't know to try to do, such as noticing a hidden monster.

A passive check total is called a SCORE. Here's how to determine a character's passive score:

- 10 + all modifiers that normally apply to the check.
- If the character has advantage, add 5. For disadvantage, subtract 5.

So, for example, if a 1st-level character has a WIS +2 ability modifier and is proficient in the Perception skill, they have a passive Perception score of 14 (10 + 2 for WIS modifier + 2 for PB).

WORKING TOGETHER

Sometimes two or more creatures work together. In this case, the creature with the highest ability modifier is designated the lead for the effort. That creature can make an ability check with advantage, reflecting the help others give. In combat, a creature can only provide this kind of assistance by taking the Help action (see **Actions in Combat** in this chapter).

A creature can only provide help if they have capacity to do the task. For example, trying to open a lock requires

proficiency with thieves' tools, so a creature who lacks that proficiency can't provide help with a lock-picking job. Moreover, a creature can provide help only when their assistance would be productive. Threading a needle doesn't get any easier with another pair of hands.

GROUP CHECKS

When several individuals try to accomplish something as a group, the GM might ask for a GROUP CHECK. In this case, characters who are skilled at a task help cover for those who aren't.

To make a group check, each member of the group makes the ability check separately. If at least half the members succeed (round up), the whole group succeeds. Otherwise, the group fails.

Group checks don't come up often, and they're most useful when all characters succeed or fail as a group. For example, when adventurers navigate a swamp, the GM might call for a WIS (Survival) group check to see if the whole party can avoid quicksand and sinkholes. If at least half the group succeeds, the successful characters guide their companions out of danger. Otherwise, the group stumbles into a hazard.

RELEVANT PROFICIENCIES

Two main types of proficiencies can modify an ability check.

Skill Proficiencies

Every PC starts the game with skill proficiencies granted by their background, class, heritage, lineage, or talents. Proficiency in a skill means you can add your PB to ability checks that involve that skill. Without proficiency in a skill, you don't add your PB to ability checks.

For example, if a character attempts to climb a dangerous cliff, the GM might ask for a STR (Athletics) check. If the character is proficient in Athletics, the player rolls a d20, adds their character's STR modifier and then adds PB. If the character lacks that proficiency, the player rolls a d20 and adds only their character's STR modifier.

The rules in a scenario usually prompt a GM to ask for an ability check using a specific skill. For example, "Make a WIS (Perception) check." Sometimes though, more than one skill might reasonably apply. You can ask the GM if a different skill is relevant to the check. If the GM agrees, you can use that skill instead.

See the following **Skills** section for a full list of skill proficiencies and more information about their use.

Tool Proficiencies

Some tasks require a particular tool to accomplish, such as repairing an item, forging a document, or picking a lock. Your background, class, heritage, lineage, or talents can give you proficiency with certain tools. Proficiency with a tool allows you to add your PB to any ability check you make using that tool.

Tool use isn't tied to a single ability modifier. The check depends on what you're trying to do, at the GM's discretion. For example, when using construction tools, the GM might ask for a DEX (Construction Tools) check to carve out fine detail or a STR (Construction Tools) check to make something out of particularly hard wood.

See **Tools** in **Chapter 5** for a full list of tool proficiencies and information about their use.

ADVANTAGE AND DISADVANTAGE

Sometimes special circumstances allow you to roll a check with ADVANTAGE or force you to roll a check with DISADVANTAGE.

- Rolling with advantage means that you roll two d20s, then use the higher of the two numbers to calculate your check result.
- Rolling with disadvantage means you roll two d20s, then use the lower of the two numbers to calculate your check result.

For example, if you have advantage and roll a 17 and a 5, you use the 17. If you instead have disadvantage, use the 5.

If two or more favorable situations grant advantage, you still roll only one additional d20, and the same is true for disadvantage. You only ever roll a maximum of two d20s.

If circumstances cause a roll to have both advantage and disadvantage, they cancel each other out, and you roll only one d20. This works no matter how many circumstances grant advantage or impose disadvantage. If they conflict at all, you have neither advantage nor disadvantage.

When you have advantage or disadvantage and a rule lets you reroll the d20, you can reroll only one of the dice. You choose which one. For example, if you have advantage or disadvantage on an ability check and roll a 1 and a 13, you could reroll the 1 or the 13, but not both.

You usually gain advantage or disadvantage through the use of special abilities, actions, or spells. You can also use Luck (see **Luck**) to grant advantage. Finally, the GM can decide that circumstances influence a roll in one direction or the other and grant advantage or impose disadvantage as a situational call.

SKILL DESCRIPTIONS

These descriptions include different ways you can use a skill.

ACROBATICS

Associated Ability: DEX

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

Avoid or Escape a Grapple

Escaping a grapple is a unique way that a PC can use the Acrobatics skill. When a creature attempts to grapple you in combat, you can use the Acrobatics skill to attempt to avoid or escape it. See the **Special Melee Attacks** section in this chapter for more detail.

ANIMAL HANDLING

Associated Ability: Wisdom (WIS)

When you want to calm a domesticated animal, keep a mount from getting spooked, or intuit an animal's intentions, the GM might call for a WIS (Animal Handling) check. You also make a WIS (Animal Handling) check to control your mount when you try something risky.

ARCANA

Associated Ability: Intelligence (INT)

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

ATHLETICS

Associated Ability: Strength (STR)

Your STR (Athletics) check covers difficult situations you encounter while climbing, jumping, or swimming. Examples include scaling a rain-slicked cliff, avoiding hazards on a climb, jumping unusually far, pulling off a stunt while jumping, swimming in treacherous currents, or staying afloat when a creature tries to pull you underwater.

Grappling and Shoving

Grappling and shoving are unique ways that a PC can use the Athletics skill. See the **Special Melee Attacks** section in this chapter for more detail.

DECEPTION

Associated Ability: Charisma (CHA)

Your CHA (Deception) check determines whether you can convincingly hide the truth, verbally or through actions. Deception ranges from misleading through ambiguity to telling outright lies. Typical situations include trying to fast-talk a guard, con a merchant, cheat at gambling, or wear a convincing disguise.

HISTORY

Associated Ability: Intelligence (INT)

Your INT (History) check measures your ability to recall lore about matters such as legendary people, ancient kingdoms, past disputes, recent wars, and lost civilizations.

INSIGHT

Associated Ability: Wisdom (WIS)

Your WIS (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. This involves gleaning clues from body language, speech habits, and changes in mannerisms.

INTIMIDATION

Associated Ability: Charisma (CHA)

An attempt to influence someone through threats, hostility, and physical violence requires a CHA (Intimidation) check. Examples include prying information out of a prisoner, convincing street thugs to back down, or using a broken bottle to suggest that a sneering vizier reconsider.

ABILITY MODIFIERS AND ASSOCIATED SKILLS

A skill is usually paired with a specific ability. That's why a certain ability appears in parentheses after each skill on the character sheet. For example, the Athletics skill is almost always used to modify STR ability checks, so it's listed as "Athletics (STR)" on the character sheet.

However, some situations might call for a different approach, and the GM might ask for a check using an unusual combination of ability and skill. You might also want to ask to use a different combination if it seems appropriate.

For example, if you have to swim to an island, the GM might call for a CON (Athletics) check to see if you have the stamina to make it there. If your character is proficient in Athletics, you would add your PB to the CON check instead of the normal STR (Athletics) check. Similarly, if your barbarian smashes a table to intimidate an enemy, your GM might ask for a STR (Intimidation) check, even though Intimidation is normally associated with CHA.

INVESTIGATION

Associated Ability: Intelligence (INT)

Looking around for clues and making deductions based on those clues involves an INT (Investigation) check. You might deduce the location of a hidden object, discern from 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 for a fragment of hidden knowledge might also call for an INT (Investigation) check.

MEDICINE

Associated Ability: Wisdom (WIS)

A WIS (Medicine) check lets you try to stabilize an unconscious companion at 0 HP or diagnose an illness.

Stabilize

Stabilizing a creature is a unique way that a PC can use the Medicine skill. When a PC is reduced to 0 HP during encounter gameplay, you can make a Medicine check to try to stabilize the fallen character so that they stop having to make death saves and risk death (see **Stabilizing a Creature** under **Death Saves** in this chapter).

NATURE

Associated Ability: Intelligence (INT)

Your INT (Nature) check measures your ability to recall lore about matters such as terrain, plants and animals, weather, and natural cycles.

PERCEPTION

Associated Ability: Wisdom (WIS)

Your WIS (Perception) check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of surroundings and keenness of senses. For example, you might try to overhear a conversation through a closed door, eavesdrop under an open window, or catch the scent of monsters skulking through the forest. You might also try to spot things that are obscured or easy to miss, such as orcs lying in ambush, thugs hiding in the shadows of an alley, or candlelight under a closed secret door.

Passive Perception

Passive Perception is a unique way that a PC can use the Perception skill. Calculating passive Perception works the same as calculating any passive check (see **Passive Checks** in this chapter). Passive Perception gives you a chance to spot hidden threats, such as ambushes, even when you aren't looking for them and lets you discover hazards or traps before you trigger them.

PERFORMANCE

Associated Ability: Charisma (CHA)

Your CHA (Performance) check determines how well you delight an audience with music, dance, acting, storytelling, or other forms of entertainment.

PERSUASION

Associated Ability: Charisma (CHA)

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

RELIGION

Associated Ability: Intelligence (INT)

Your INT (Religion) check measures your ability to recall lore about matters such as deities, rites and prayers, religious hierarchies, holy symbols, and secret cults.

SLEIGHT OF HAND

Associated Ability: Dexterity (DEX)

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

STEALTH

Associated Ability: Dexterity (DEX)

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

Hiding

Hiding is a unique way that a PC can use the Stealth skill. It's tied to taking the Hide action in combat encounters (see **Actions in Combat** in this chapter). Any character can attempt to hide, even if they don't have proficiency in the Stealth skill.

The GM decides when circumstances are appropriate for hiding. When you attempt to hide, make a DEX (Stealth) check. Until you are discovered or stop hiding, that check result is contested by the Perception score of a creature that might discover you.

You can't attempt to hide from a creature that can sense you clearly, and you give away your position if you make noise, such as shouting a warning or knocking over a vase.

A creature with the invisible condition (see **Appendix A: Conditions**) can always attempt to hide and has advantage on DEX (Stealth) checks to do so.

In combat, most creatures stay alert for signs of danger, so if you come out of hiding and approach a creature, it typically detects you. However, under certain circumstances, the GM might allow you to stay hidden as you approach a distracted creature, granting you advantage on an attack roll (see **Unseen Attackers and Targets** under **Making an Attack** in this chapter).

Perception Score. In a monster or NPC stat block, each creature has a Perception score. Whether a monster is actively searching for you or just going about their business, the GM compares your DEX (Stealth) check result to the creature's Perception score to see whether they notice you.

SURVIVAL

Associated Ability: Wisdom (WIS)

The GM might ask you to make a WIS (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.

Tracking

Tracking is a unique way that a PC can use the Survival skill. It involves detecting and following signs of a creature's passage through an area. Any character can attempt to track, even if they don't have proficiency in the Survival skill.

A PC who wants to track a creature declares their intention to do so. Then the GM determines whether tracking is possible. For example, a GM could rule it is impossible to track a creature that moved through an area weeks ago because too much time has passed.

If a GM determines tracking is possible, they decide whether a check is necessary. For example, clear signs of passage, such as muddy footprints on a wooden floor, might mean tracking automatically succeeds.

If a GM determines a check is necessary, the tracking PC must succeed on a WIS (Survival) check. The DC for this check is set by the GM.

ADVENTURING

This section covers the various rules that come with exploring the world and some important ways PCs interact with the environment.

TRACKING TIME

During the majority of gameplay, time passes much as it does in our world. Actions and events are measured in MINUTES, HOURS, DAYS, and years. Gameplay during encounters is often measured more closely in rounds and turns (see **Encounter Gameplay** in this chapter).

When passage of time matters, the GM determines how long a task takes. A GM should always feel free to shift between scales to match what's happening in the game and to keep the story moving.

Minutes. In tense environments like a dungeon full of patrolling monsters, a GM is likely to track PC progress in a scale of minutes. It might take 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 10 minutes to search the chamber beyond for anything interesting or valuable. Minutes are also used in some dangerous situations, like measuring how long a PC can hold their breath before suffocating. Minutes also factor into spellcasting. Many spell durations are measured in minutes and ritual spells always take 10 minutes or more to cast.

Hours. In less time-sensitive situations like touring a city or exploring a large forest, a scale of hours is more appropriate. Hours also factor into how often PCs need to rest and how much time passes during a short rest versus a long rest. Hours also factor into how much a PC can accomplish by engaging with downtime activities (see **Downtime Activities** in this chapter).

Days. For long journeys, a scale of days works best. For example, a journey could take multiple days that are (mostly) uneventful. A GM might roll on a random encounter table once per day to see if anything notable happens during the journey. If it does, the time scale might shift into hours to explore, minutes to investigate, or rounds to fight! Days also factor into how often PCs can use some abilities or magic items.

MOVEMENT

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

The GM can summarize 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 large dungeon, the GM might 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 though, it's important to know more precisely how long it takes to get somewhere. Rules for this depend on a few factors: the speed and travel pace of the creatures moving and the terrain they're moving over.

SPEED

Every creature has one or more ways to move through the world, called SPEED. Speed is the distance a creature can cover with a move. On a character sheet or in monster statistics, speed is always listed with a number measured in feet.

All creatures have a base walking speed. Creatures that have no ground-based movement have a base walking speed of 0. In addition to base walking speed, creatures can have one or more of the following additional movement speeds.

BURROWING

Creatures with a BURROWING SPEED can move through sand, earth, mud, or ice. A creature can't burrow through solid rock unless it has a special trait for that.

CLIMBING

Creatures with a CLIMBING SPEED can move with ease on vertical surfaces. Unlike most creatures, a creature with a climbing speed doesn't need to spend extra movement when climbing (see **Special Movement Rules** in this chapter).

FLYING

A creature with a FLYING SPEED can use all or part of its movement to fly through the air. Most creatures with a flying speed must stay in continual motion to remain airborne, but some can hover. If a creature can hover, it is noted in parentheses after its flying speed.

SWIMMING

Creatures with a SWIMMING SPEED can move with ease in water or similar liquids. Unlike most creatures, a creature with a swimming speed doesn't need to spend extra movement when swimming (see **Special**

Movement Rules in this chapter). In addition, creatures with a swimming speed don't make melee weapon attacks at disadvantage while underwater (see **Underwater Combat** under **Special Combat Rules** in this chapter).

SPECIAL MOVEMENT RULES

Adventurers often find themselves traversing dangerous environments or navigating perilous situations that require special kinds of movement. PCs might have to climb, crawl, swim, or jump to get where they need to go. In such circumstances, the following special movement rules apply.

CLIMBING

While climbing, you move at half speed—each foot of movement costs 1 extra foot. If you climb in difficult terrain, each foot of movement costs 2 extra feet. At the GM's option, climbing a slippery vertical surface or one with few handholds might require one or more successful STR (Athletics) checks. Failing such a check might cause a creature to fall (see **Falling** in this section).

CRAWLING

While crawling, you move at half speed—each foot of movement costs 1 extra foot. If you crawl in difficult terrain, each foot of movement costs 2 extra feet.

JUMPING

Several factors determine how far and how high a creature can jump.

Long Jump. When you make a long jump, you can cover a number of feet up to half your walking speed if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only a quarter of your walking speed. Either way, each foot you clear on the jump costs 1 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 the GM's option, you must succeed on a DC 10 STR (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 attempt to land in difficult terrain, you must succeed on a DC 10 DEX (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 STR 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 1 foot of movement. At the GM's discretion, you might be able to make a STR (Athletics) check to jump higher than you normally can.

SWIMMING

While swimming, you move at half speed—each foot of movement costs 1 extra foot. At the GM's discretion, gaining distance in rough water might also require a successful STR (Athletics) check. Failing such a check might cause a creature to start drowning (see **Suffocating**

under **Other Forms of Harm** in this chapter). Certain weapons are also more difficult to use while swimming (see **Underwater Combat** under **Special Combat Rules** in this chapter).

DIFFICULT TERRAIN

Adventurers often travel on rough ground: dense forests, deep swamps, rubble-filled ruins, and sheets of ice. Such areas are considered DIFFICULT TERRAIN.

You move at half speed in difficult terrain. Moving 1 foot in difficult terrain costs 2 feet of speed. If two or more sources of difficult terrain occur in the same space, you still move at only half speed.

Difficult terrain is often a natural part of the landscape, but some class features or spells, such as *entangle*, can create it for a short time. The space of another creature, whether hostile or not, also counts as difficult terrain.

FORCED MOVEMENT

Some effects or consequences move you against your will. Forced movement never provokes opportunity attacks from hostile creatures.

FALLING

Falling is a common adventuring hazard. At the end of a fall, a creature lands prone and takes 1d6 bludgeoning damage for every 10 feet it fell (to a maximum of 20d6) unless it has a feature or trait that allows it to avoid taking damage from the fall. In most cases, falling happens so quickly that a creature takes the damage immediately.

If a flying creature is knocked prone (see **Appendix A: Conditions**), has its flying speed reduced to 0, or otherwise loses the ability to move, it immediately falls to the ground, unless it has the ability to hover or is held aloft by other means.

PULLING AND PUSHING

Some effects such as a roper's Reel bonus action or an ogre using a shove attack can pull or push you away from the source. A creature that has grappled you might also drag you with it during its move (see **Grappling** under **Special Melee Attacks** in this chapter).

TRAVELING

Traveling is the method of movement used when creatures journey across great distances for long periods of time. When traveling, use TRAVEL PACE rules to abstract this kind of movement.

TRAVEL PACE

While traveling, the party collectively decides if they move at a fast, normal, or slow pace. Consult the **Travel Pace** table to find how far a group can move in a period of time for their pace, and whether traveling at the pace has

any benefits or penalties. For example, a fast pace makes travelers less perceptive, while a slow pace makes it possible to sneak around and to search an area more carefully. Note that the **Travel Pace** table assumes a party is moving through normal terrain. If a party is traveling through difficult terrain, the distance they can travel is halved.

Forced March. A standard travel pace assumes that you travel for 8 hours in a day. You can push beyond that limit at the risk of exhaustion.

For each additional hour of travel beyond 8 hours, you cover the distance shown in the Hour column for your pace, and each character must make a CON save at the end of the hour.

The DC is 10 + 1 for each hour past 8 hours. On a failed save, a character suffers one level of exhaustion (see **Appendix A: Conditions**).

Mounts and Vehicles. For short time spans (up to 1 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 rare except in densely populated areas.

Characters in wagons, carriages, or other land vehicles choose a pace on the table 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 up to 24 hours per day.

Special mounts, such as a pegasus or griffon, or special vehicles allow you to travel even more swiftly. For more details see **Mounts** and **Vehicles** in **Chapter 5**.

TRAVEL PACE

| PACE | DISTANCE TRAVELED PER . . . | | | EFFECT |
	MINUTE	HOUR	DAY	
Fast	400 feet	4 miles	30 miles	−5 penalty to Perception score
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Can use stealth

INTERACTING WITH CREATURES

While exploring, PCs inevitably meet all manner of people and monsters. Creature is the broad term used to describe every living or sentient being in the game, which includes all PCs, monsters, and NPCs. All social interactions follow the same basic structure and are primarily accomplished through roleplaying. However, attempting to make a creature behave in a certain way—especially one contrary to its nature—usually involves rolling dice. Complex or tense social interactions can even present themselves as a social encounter (see **Encounter Gameplay** in this chapter).

ROLEPLAYING

Roleplaying is the main way that players interact with the game world—through their characters. Most players are tasked with roleplaying only their own PC, while the GM plays all the other creatures that appear.

Roleplaying is very similar to a basic form of acting, requiring a player to imagine how their character might think and feel as they experience the sights, sounds, and events described by the GM or other players at the table. Then, the player describes how their PC responds or literally speaks the words their PC would say in that circumstance.

Roleplaying a character doesn't mean you can't talk to the other real people at your table as your real self. In fact, "staying in character" the entire game can be harmful to navigating the overarching game experience. The key to great roleplaying is to identify and communicate the moments in the game where speaking or thinking "in character" is the best way to engage with the story.

INTERACTING WITH ITEMS

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

For example, a character pulls a lever. The GM might say that this opens a chute causing a room to flood with water. Or it might open a secret door in a nearby wall.

PLAYER ADVICE

While you roleplay only your own character, the GM has many more characters—sometimes several at once. Always remember to be kind to your GM as they bring the world to life.

Here are a few concrete ways to show that kindness:

- If you notice a conversation with a PC and NPC isn't going anywhere, the GM has started repeating answers or information, or an interaction has a player (not a character) frustrated, consider stepping "out of character" to ask directly if there is anything left to gain through conversation or if a different approach can move the story along.

- Meeting new characters has a place in the game, but there are moments where stopping the action to talk to random creatures brings things to a halt. Stay aware of how much time you spend talking to NPCs versus the amount of time other PCs do. Adjust as needed.

- No matter how brilliantly you roleplay or how well you roll the dice, some creatures won't ever act or respond the way you want them to—just like real life. If you made a good effort and aren't getting the response you want, stop trying, let someone else have a turn, and let the game move along.

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 STR check to see whether the character can wrench the lever into place. The GM sets the DC based on the difficulty of the task (see **Determining DC** in this chapter).

Characters can also damage objects. Objects are immune to poison and psychic damage, but otherwise they can be affected by physical and magical attacks. The GM determines an object's AC and HP 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 STR and DEX saves, and they are immune to effects that require other saves. When an object drops to 0 HP, it breaks. For more information, see **Object and Structure Statistics** in **Chapter 5**.

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

TYPES OF ITEMS

Certain rules, spells, and abilities affect items in different ways. In such scenarios, it's often important to further define the item's type. This section breaks down the various categories of items and provides examples of what kinds of items belong to each.

ITEMS

Items is the highest-level category. It includes almost everything that isn't a creature or natural terrain. Items include equipment, objects, structures, and vehicles, and it's a catchall for things that don't fit neatly into another category.

EQUIPMENT

The equipment category includes all items that can be CARRIED or WIELDED by characters. Most weapons, armor, adventuring gear, tools, and magic items (see **Chapter 5: Equipment & Magic Items**) fall into this category. Typically, equipment doesn't have AC or hit points, and it can't be broken or damaged like other kinds of items.

OBJECTS

The object category includes all items that can't be carried or wielded or items. Objects generally have an AC and hit points. Typically, objects can be broken (see **Object and Structure Statistics** in **Chapter 5**). In many cases, it makes more sense to treat Huge or Gargantuan objects as structures.

STRUCTURES

The structure category contains items that are massive in scale or composed of many smaller objects. For example, a single wall might be an object, but an entire castle would be a structure. Like objects, most structures can be broken. However, due to their scale, they often possess unique rules around breaking (see **Object and Structure Statistics** in **Chapter 5**).

VEHICLES

The vehicle category includes items that are similar in size to structures and composed of many smaller objects. Vehicles specifically have their own vehicle stat block. Vehicles work differently from other items and are governed by their own rules (see **Vehicles** in **Chapter 5**).

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. For more detailed rules to determine how a character is hindered by carried weight, try this variant. When you use this, ignore the Cumbersome property of armor sets on the **Armor** table in **Chapter 5**.

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.

SENSES

Fundamental adventuring tasks—noticing danger, finding hidden objects, hitting an enemy, and targeting a spell—rely heavily on a character's ability to perceive the world around them.

VISION AND OBSCURED AREAS

Creatures primarily perceive the world by sight. This is called vision. Creatures usually have secondary senses of hearing, smell, and touch that also allow them to interact with the environment, but vision is considered the "standard" primary sense.

Darkness and other effects that obscure vision can prove a significant hindrance. Areas of darkness or other effects that interfere with vision are labeled as either lightly or heavily obscured.

LIGHTLY OBSCURED

In a **LIGHTLY OBSCURED** area, such as dim light, patchy fog, or moderate foliage, creatures have disadvantage on WIS (Perception) checks that rely on sight.

LIGHT

The presence or absence of light in an environment is the common factor in determining whether an area is lightly or heavily obscured. The amount of light in any given area is measured in one of five categories: sunlight, bright light, dim light, darkness, and magical darkness.

Sunlight lets most creatures see normally. It also has special effects on certain creatures with the Sunlight Sensitivity trait or similar features.

Bright light lets most creatures see normally. Even gloomy days provide bright light, as do torches, lanterns, fires, and other light sources within a short 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 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) or within the confines of an unlit dungeon.

Magical darkness creates a heavily obscured area like darkness, but it also obscures the vision of creatures who can see in darkness due to darkvision or similar abilities.

HEAVILY OBSCURED

In a **HEAVILY OBSCURED** area, such as darkness, opaque fog, or dense foliage, a creature effectively suffers from the blinded condition (see **Appendix A: Conditions**) when trying to see something in that area. 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.

SPECIAL SENSES

In addition to basic vision, creatures can have one or more of the following additional senses.

DARKVISION

A creature with darkvision can see in darkness. Within darkvision range, the creature can see in dim light as if it were bright light and can see in darkness as if it were dim light. A creature can't discern color in darkness, only shades of gray.

KEENSENSE

A creature with keensense can perceive its surroundings using a sense other than vision. Creatures without eyes typically have this sense, as do creatures with echolocation or an extraordinary sense of smell. If a creature has no other form of sensing, it has a parenthetical note to this effect, indicating that the radius of its keensense defines the maximum range of its ability to perceive the world.

TREMORSENSE

A creature with tremorsense can detect and pinpoint the source of vibrations when it and the source are in contact with the same ground or substance. Tremorsense typically can't detect flying or incorporeal creatures.

TRUESIGHT

A creature with truesight can see in dim light, darkness, and magical darkness as if it were bright light. It also sees creatures and objects with the invisible condition (see **Appendix A: Conditions**), it automatically detects visual illusions and succeed on saves against them, and it perceives the true form of a creature with the Shapechanger tag or a creature that is transformed by magic. Furthermore, the creature can see into the Ethereal Plane within truesight range.

Planes of Existence

Planes are dimensions governed by distinct laws of physics, magic, and other principles. Planes vary greatly in size and the space they occupy. Some contain hundreds of individual worlds. Some consist of a single continent or are home to one entity. They can exist next to one another or occupy the same space, intersecting or layered atop one another.

Many spells and magic items draw energy from another plane, summon creatures that dwell there, open communication with their denizens, and allow adventurers to travel there. Therefore, most game settings include some model for how the planes are ordered and how creatures travel from plane to plane. Whether using a published setting like the Labyrinth or a homebrew setting, the following types of planes are assumed to be included in some capacity.

THE MATERIAL PLANE

The Material Plane is most similar to our world. Everything in the Material Plane is governed by consistent and measurable principles such as gravity, mortality, and entropy. All fantasy worlds exist within the Material Plane, making it the starting point for most campaigns and adventures. Because it is the default, other planes are defined in relation to the Material Plane.

TRANSITIVE PLANES

The Ethereal Plane and the Astral Plane are called the Transitive Planes. They are mostly featureless, primarily serving as ways to travel between planes. Spells such as *etherealness* and *astral projection* allow PCs to enter these planes and use them to reach other planes.

The Ethereal Plane is a misty, fog-bound dimension. Its edges overlap with the Material Plane (and often other planes). Every location on the Material Plane has a corresponding location in the Ethereal. Because of this overlap, spirits of mortals who die in the Material Plane can become trapped in the Ethereal, wandering the two planes as ghosts or other supernatural entities. Some creatures can see into the Ethereal, and spells like *see invisibility* and *true seeing* also grant this ability. Some magic effects like the spells *forcecage* and *wall of force* affect space in the Material Plane and its corresponding location in the Ethereal.

The Astral Plane is a realm of thought and dream. It constantly shifts to fill spaces between bordering planes. It resembles a great silvery sea, studded with swirling motes of light that resemble stars. Occasional islands of solid matter coalesce here, but most of the Astral Plane is an endless open expanse.

OTHER PLANES

Planes beyond the Material and Transitive Planes are realms of myth and mystery. They are governed by qualities completely alien to the Material Plane. The types of planes mentioned here go by many different names, but usually appear in fantasy game settings.

- **Celestial Planes.** Celestial creature types are summoned from or banished to these planes. Some celestial planes are ruled by different deities or

pantheons. Realms of this type are typically associated with universal forces of good or law.

- **Fiendish Plane.** Fiend creature types are summoned from or banished to these planes. Some fiendish planes are ruled by different categories of Fiend, such as the Hells of devils and the Abysses of demons. Realms of this type are typically associated with universal forces of evil or chaos.

- **Elemental Plane.** Elemental creature types are summoned from or banished to these planes. There are often four separate planes, one associated with each element: air, earth, fire, and water.

- **A Place for the Dead.** When mortals die, their spirits need an otherworldly place to return from when resurrected or contacted. Spirits might go to a celestial or fiendish plane or a land of the dead beyond the Material Plane.

- **A Home for Deities.** Gods, deities, and pantheons usually dwell in a plane and can be contacted there. This could be in one of the previously described planes or their own demiplanes.

TRAVEL BETWEEN PLANES

Travel into other planes of existence is a legendary journey to a mythic destination. You can go beyond the Material Plane in two ways: casting a spell or using a planar portal.

Spells. A number of spells open to other planes. *Plane shift* and *gate* can transport you directly to any other plane. *Etherealness* lets you enter the Ethereal Plane. The *astral projection* spell lets you enter the Astral Plane.

Portals. Portals (sometimes called "gates" or "gateways") are crossing points that allow a creature to travel from one specific location to another specific location on a different plane. Some portals are like doorways, and stepping through (knowingly or unknowingly) activates its travel property. Other portals are distinct locations of their own: circles of standing stones, soaring towers, sailing ships, or even whole towns that exist in multiple planes at once, transporting all creatures within as they flicker from plane to plane.

Life and Death

Injury and the risk of death are constant companions of a fantasy adventurer.

HIT POINTS

Every creature has a number of **hit points** (HP) representing a combination of its physical and mental durability. Creatures with more hit points are more difficult to kill. Those with fewer hit points are more fragile.

WHAT ARE DEMIPLANES?

Demiplanes are small, extradimensional spaces with their own rules. They are pieces of reality that don't fit anywhere else. Some are created by spells, such as *demiplane*. Others are generated at the desire of a deity or supernatural force. Demiplanes can exist naturally, as a fold of existing reality pinched off from the rest of the multiverse, or as a baby universe growing into existence. A given demiplane can be entered through a single point where it touches another plane. Theoretically, a *plane shift* spell can carry travelers to a demiplane, but the proper frequency required for the tuning fork is hard to acquire. The *gate* spell is more reliable, assuming the caster knows of the demiplane.

At full health, a creature is at its **hit point maximum**. At any given moment, a creature's **current hit points** can be any number from its hit point maximum down to 0. This number changes frequently as a creature takes damage and receives healing.

Whenever your character takes damage, subtract that amount from its current hit points. The loss of hit points has no effect on a creature's capabilities until the creature drops to 0 hit points.

TEMPORARY HIT POINTS

Some spells and special abilities give you **temporary hit points**. These are a buffer against damage, an extra pool of hit points that protects your current hit points.

When you take damage while you have temporary hit points, subtract the damage amount from the temporary hit points first. Any leftover damage then carries over to your current hit points. For example, if you have 5 temporary hit points and take 7 damage, you lose the 5 temporary hit points and then take 2 damage to your current hit points.

Because temporary hit points are separate from your current hit points, they can exceed your hit point maximum. You can be at full hit points and receive temporary hit points.

Healing can't restore temporary hit points, and you can't stack temporary hit points together. If you have a pool of temporary hit points and then get more from another source, decide whether to keep the ones you have or take 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 HP, receiving temporary hit points doesn't restore you to consciousness or stabilize you. If they absorb all the damage from a hit, you don't have to fail a death save.

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

DAMAGE

The most common type of harm dealt to creatures is represented by damage. Different attacks, spells, and other harmful effects deal different types of damage.

DAMAGE TYPES

Damage types have no rules of their own, but other rules, such as damage resistance, rely on the types.

The damage types are provided here, 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, such as hammers, falling, and constriction, 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 *grave touch*, withers matter and even the soul.

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

Poison. Venomous stings and the toxic gas of a green dragon's breath deal poison 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 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 easy to hurt with certain damage types.

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 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. 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 heals a ranger for 8 HP. If the ranger has 14 current hit points and has a hit point maximum of 20, the ranger regains only 6 HP, not 8.

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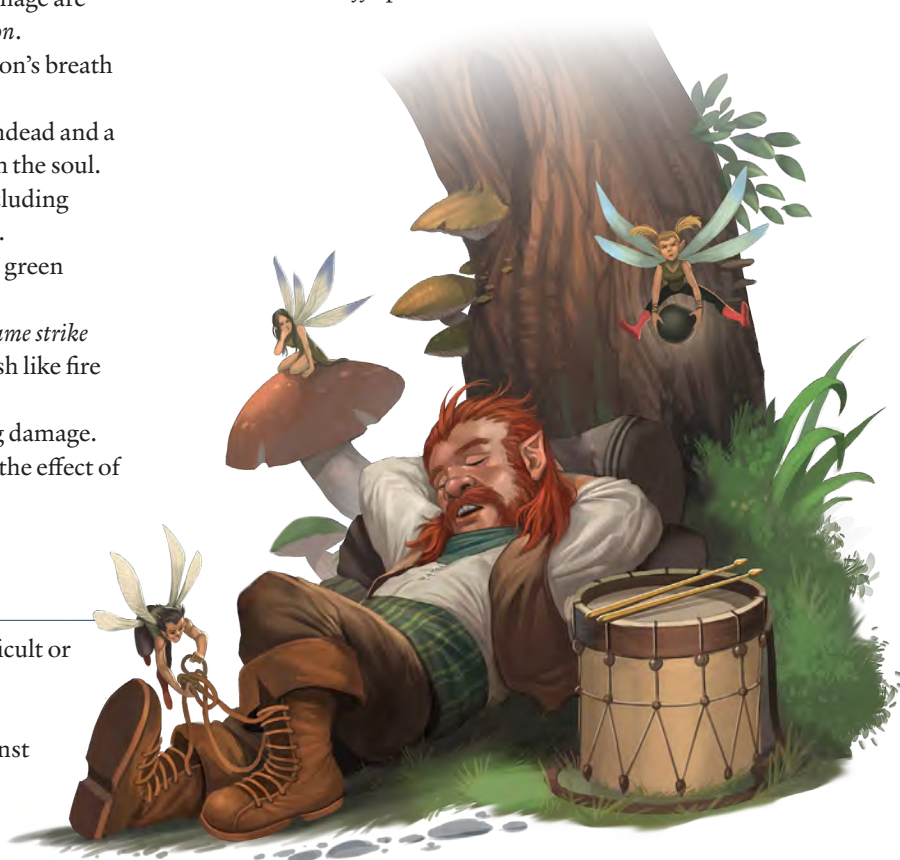
HIT DICE

Every PC has a number of hit dice equal to their character level. **Hit dice** are a measure of a character's personal fortitude and allow you to heal yourself without magical assistance during a short rest.

The size of your hit dice depends on your class levels. Wizards have a d6, while barbarians have a d12 (see **Hit Points and Hit Dice** in **Chapter 1**).

Spending and recovering hit dice are explained in the **Short Rest** and **Long Rest** sections in this chapter.

RESTING

Heroic though they might be, adventurers need rest—time to sleep, eat, tend their wounds, refresh their minds and spirits for spellcasting, and prepare for further adventure.

Adventurers can take short rests during 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.

You can spend one or more hit dice at the end of a short rest, up to your maximum number of hit dice (which is equal to your character's level). For each hit die spent in this way, roll the die, and add your character's CON modifier to it. The character regains hit points equal to the total. You can decide to spend an additional hit die after each roll until you run out of hit dice. You regain some spent hit dice upon finishing a long rest, as explained in the **Long Rest** section.

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 strenuous activity—at least 1 hour of walking, fighting, casting spells, or similar adventuring activity—the character must begin the rest again to gain any benefit from it.

At the end of a long rest, you regain all lost hit points up to your hit point maximum. You also regain spent hit dice, up to half of your maximum (minimum of 1). For example, if your character has 8 hit dice, you regain 4 of them 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.

DROPPING TO 0 HIT POINTS

When you drop to 0 HP, you either die outright or fall unconscious and are dying. These rules are primarily used during initiative in an encounter (see **Encounter Gameplay** in this chapter). In rare instances, character death can occur outside of an encounter, especially through dangers covered in the **Other Forms of Harm** section. The GM decides how these rules function in deadly situations that occur outside of initiative.

DEATH

Massive damage can kill you instantly. When damage reduces you to 0 HP and more damage remains to be taken, keep track of it. Your character is **DEAD** when you are at 0 HP and have either failed three death saves or taken as much damage as your hit point maximum while at 0 HP. Magical healing or a WIS (Medicine) check can't help you at this point. Only a spell like *revivify* or *resurrection* can bring the character back to life.

For example, a cleric with a hit point maximum of 12 currently has 6 HP. If she takes 18 damage from an attack, she is reduced to 0 HP, and 12 damage remains. Because the remaining damage equals her hit point maximum, the cleric dies.

DEATH SAVES

When you start your turn with 0 HP, you must make a special save, called a **DEATH SAVE**, to determine whether you creep closer to death or cling to life. Unlike other saves, a death save isn't tied to any ability score.

Roll a d20. If the roll is 10 or higher, you succeed on the death save. Otherwise, you fail. An individual success or failure has no immediate effect. However, on your third success, you become stable. On your third failure, you die.

Successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both resets to zero when you regain any hit points or become stable.

Rolling 1 or 20. When you make a death save 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 and are conscious again, no longer needing to make death saves.

Damage at 0 HP. If you take any damage while you have 0 HP, you suffer an automatic death save 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 die instantly.

DYING

If damage reduces you to 0 HP and doesn't kill you, you are dying. **DYING** is when you are at 0 HP and must make a death save at the start of your next turn. You have the unconscious condition (see **Appendix A: Conditions**). If you gain hit points while dying, you stop dying. Your unconscious condition ends, but you are still prone.

STABLE

The best way to help a creature with 0 HP is to heal it. Barring that, the creature can at least be stabilized. You are **STABLE** when you are at 0 HP and don't need to make

a death save. You still have the unconscious condition. Becoming stable wipes the slate clean of successes and failures on death saves.

You can use your action to try to stabilize a dying creature with a successful DC 10 WIS (Medicine) check. A stable creature remains at 0 HP and is still unconscious, but it doesn't make death saves and is not in imminent danger of death. If the creature takes any damage while stable, it returns to dying and must start making death saves again if it takes any damage.

A stable creature that isn't healed but takes no more damage regains 1 hit point and ends the unconscious condition after 1d4 hours.

MONSTERS AND DEATH

Monsters generally die the instant they drop to 0 HP, since tracking death saves for a dozen monsters can be tedious.

Mighty villains and special NPCs are common exceptions, though. The GM can decide to have them fall unconscious and follow the same rules as PCs if it better suits the story.

OTHER FORMS OF HARM

While damage is the most common form of harm, other effects can bring short-term or long-term harm to PCs.

CONDITIONS

Many monster attacks, spells, and other dangers impose CONDITIONS on PCs. A condition, such as blinded, charmed, or frightened, can hinder a creature without damaging it. Depending on its source, a condition can last for a few seconds or until a magical cure is found.

The full list of conditions is available in **Appendix A: Conditions**. Pay special attention to exhaustion—that condition can outright kill a PC and is often inflicted by environmental hazards and other forms of harm covered in this chapter.

FORCED TRANSFORMATION AND CONSENT

Several diseases and curses, such as the ghoul hunger disease or the curse of lycanthropy, can result in a PC transforming into a different creature under the GM's partial or full control. When the possibility of such an effect comes up, discuss possible consequences, solutions, and outcomes with your players. Whether through charm, illusion, or lycanthropy, losing autonomy over your own PC can feel like a personal invasion. For strategies on how to safely approach this, see the **Safety Tools** section in the **Introduction**.

CURSES

Curses are supernatural afflictions that magically hamper or alter their victims. Objects, creatures, and even areas can be the target of a curse. Most curses can be ended through use of a *remove curse* spell, *greater restoration* spell, or similar magic. Some curses, like those that come with cursed magic items (see **Magic Items** in **Chapter 5**), are only temporarily suppressed by spells like *remove curse*. The most powerful curses can be broken only by performing specific actions or triggering narrative effects specific to the curse.

DISEASES

Diseases are physical afflictions that can be contracted from some monsters, hazards, or exposure to necromantic magic. A disease typically ravages its victim over multiple days, causing more damage the longer it is left untreated. While common diseases might be cured with a WIS (Medicine) check, spells like *lesser restoration* and similar magic are often required to cure more potent diseases.

DREAD

When PCs witness terrors beyond mortal comprehension, they might be inflicted with dread. Dread goes beyond standard fear. It is severe psychological harm that can scar a creature for minutes or indefinitely until magical intervention is used.

POISONS

Poisons are tools used by PCs and monsters to cause harm or injury. Several poisons are described in **Chapter 5: Equipment & Magic Items**, but PCs might encounter (or learn to craft) more varieties of poison in their travels.

STARVATION AND DEHYDRATION

Characters who don't eat or drink suffer the effects of exhaustion (see **Appendix A: Conditions**). Exhaustion caused by lack of food or water can't be removed until the character eats and drinks the full required amount.

FOOD

A typical character needs to eat one pound of food per day. You can make food last longer by eating half rations. Eating half rations in a day counts as half a day without food.

A character can go without food for a number of days equal to 3 + CON modifier (minimum 1). Beyond that, a character automatically suffers one level of exhaustion at the end of each day they haven't eaten.

One 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 CON

save or suffer one level of exhaustion at the end of the day. A character who drinks even less water automatically suffers one level of exhaustion at the end of the day.

If the character already has at least one level of exhaustion, the character suffers two levels each day with little or no water.

SUFFOCATING

Most creatures, particularly most PCs, need to breathe air to survive. When a creature can't breathe, such as while submersed in water, it must hold its breath.

A creature can hold its breath for a number of minutes equal to 1 + its CON 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 CON modifier (minimum of 1 round). If it is still out of air at the start of its next turn, it drops to 0 HP and begins making death saves. The creature can't regain hit points or be stabilized until it can breathe again.

For example, a creature with a CON modifier of +2 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 HP.

Encounter Gameplay

While the rest of the rules in this chapter cover what happens during the majority of gameplay, this section covers rules specific to gameplay during encounters. Encounters are moments in the game that are especially challenging, intense, and time-sensitive. Most game sessions include at least one encounter, and two to five encounters is standard. Encounters can be **Social**, **Exploration**, or **Combat**.

All three types of encounters are likely to use the rule systems covered here. Challenges or rules specific to each type of encounter are discussed later in this chapter.

INITIATIVE

Encounters are often action-packed with many participants clamoring to accomplish their goals. Because all encounters are time-sensitive, most make use of a system called initiative to organize these moments of chaos into a cycle

of rounds and turns. Different types of encounters can modify how initiative works, but the core mechanic stays the same.

ROUNDS AND TURNS

A ROUND represents about 6 seconds in the game world. During a round, each participant takes a TURN. The order of turns is determined at the beginning of an encounter, when all participants—PCs and monsters alike—roll initiative to determine initiative order. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

PLAYER ADVICE

In most encounters, rounds should last 6 seconds. Combat encounters in particular need that 6-second timeframe to function properly. However, in social encounters and free-form exploration encounters, initiative can help manage the action. If players all clamor to do different things at the same time, the GM can call for initiative and set an order, so everyone gets a fair chance to act.

DETERMINING INITIATIVE ORDER

INITIATIVE determines the order of turns during an encounter. When the GM calls for initiative (typically when an encounter starts), every participant (all involved PCs and NPCs) makes a DEX check (d20 + DEX modifier) to determine their place in the initiative order. If a large group of identical creatures is involved in the encounter, the GM makes one roll for the whole group, so each group member acts at the same time.

Once all participants have rolled, the GM ranks all participants in order from the one with the highest DEX check result to the one with the lowest. This is called INITIATIVE ORDER, and the GM follows it to determine when each participant acts during each round. Initiative order remains the same from round to round.

In case of a tie, the GM decides the order among tied NPCs, and the PCs decide among their tied characters. The GM decides the order if the tie is between an NPC and a PC. Optionally, the GM can have tied creatures each roll a d20 with no modifiers to determine the order, highest roll going first.

EXPLORATION ENCOUNTERS

Exploration encounters deal with obstacles that aren't direct creature interactions. Finding shelter in a blizzard, searching for a book in an ancient library, and following the trail of a runaway pet are all exploration encounters. This is a brief discussion of the kinds of things you might face in an exploration encounter.
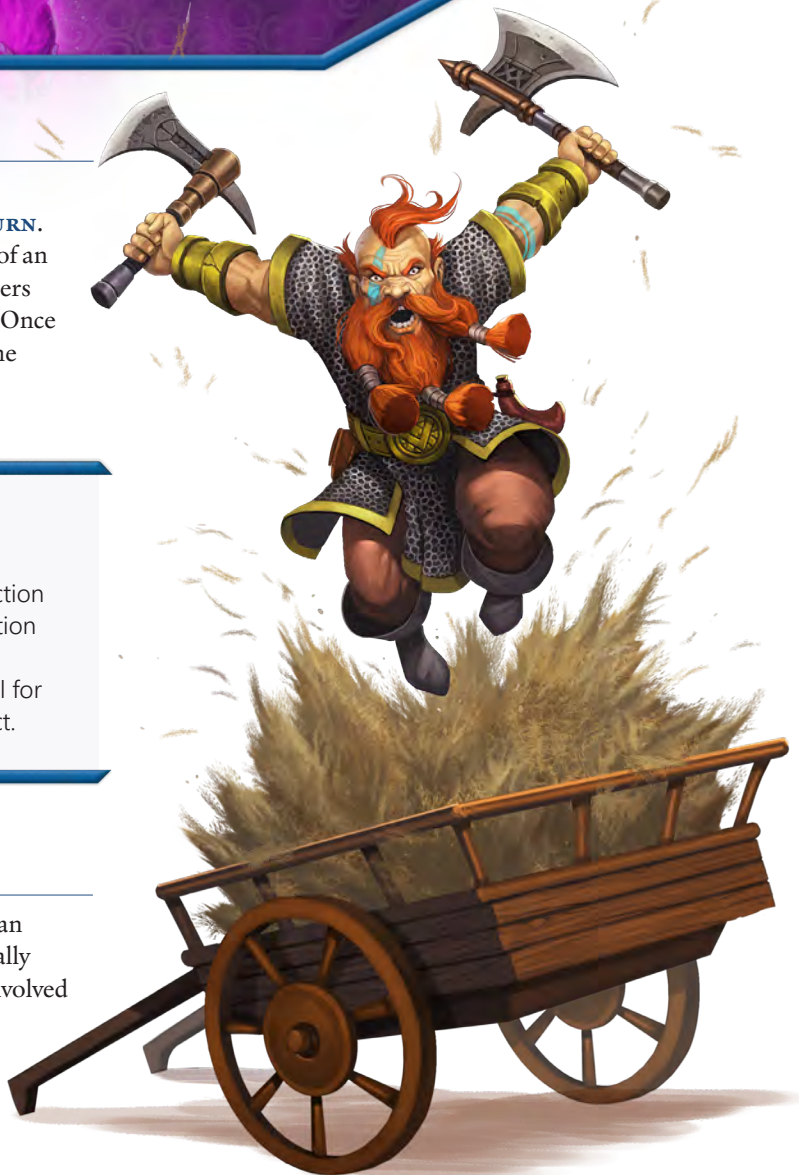
DUNGEONS

Crawling through dangerous dungeons is a good way to gain experience, acquire powerful magic items, and uncover secrets about the game world. Classic fantasy dungeons are often underground complexes populated with monsters, treasures, traps, and puzzles. However, a dungeon can be any self-contained area with sections to explore like a castle, a natural cave system, or ancient ruins.

While dungeons contain social and combat encounters, they are excellent vehicles for exploration encounters. Many rules in this chapter—particularly involving movement and senses—play a key role in exploration. Dungeons also make heavy use of the dangers discussed in the **Hazards** and **Traps** sections.

WILDERNESS SURVIVAL

Whether moving between settlements, seeking a long-lost dungeon, or hunting monsters, PCs contend with the dangers of the wilderness.

Though overland trekking involves combat encounters, exploration encounters are the primary component of wilderness survival. Wild environments are full of hazards and involve rules of the dangers covered in the **Other Forms of Harm** section in this chapter. More information about wilderness survival is often included in campaign setting books since environmental dangers are best tailored to the magical and nonmagical environments that appear in fantasy worlds.

HAZARDS

Hazards are location-based threats as opposed to threats presented by creatures (though creatures can create or affect a hazard). Weather conditions can impose hazards like extreme heat or cold, or alter an area's light or obscurement (see **Senses** in this chapter). Ambient magic is also frequently responsible for bizarre and fantastical hazards.

Four of the most common hazards are included here.

EXTREME COLD

Hazard

Exposure to temperatures below 0 degrees Fahrenheit threatens creatures not adapted to the cold. The hazard is generally continual.

Trigger: This hazard begins when a creature is exposed to extreme cold for at least 1 hour. A creature avoids exposure if it is resistant or immune to cold damage, if it has natural adaptation to cold climates, or it is wearing dry winter clothing such as a heavy coat and furs, gloves, and a hat.

Effects: After the first hour, an exposed creature must succeed on a DC 10 CON save or gain one level of exhaustion. The creature must repeat this save at the end of each hour of continued exposure, increasing the DC by 1 for each hour of exposure beyond the first (DC 11 at 2 hours, DC 12 at 3 hours, etc.). Creatures have disadvantage on these saves if they are vulnerable to cold damage, wearing metal armor, wearing clothing not designed for winter conditions, or are wet.

Resolution: If an exposed creature is removed from the affected area or otherwise avoids exposure for at least 1 hour, the CON save made against this hazard resets to DC 10. Otherwise, this hazard ends once a creature leaves the affected area or environmental conditions significantly change.

EXTREME HEAT

Hazard

Exposure to temperatures above 100 degrees Fahrenheit threatens creatures not adapted to the heat. The hazard is generally continual.

Trigger: This hazard begins when a creature is exposed to extreme heat for at least 1 hour. A creature avoids exposure if it is resistant or immune to fire damage, if it has natural adaptation to hot climates, or if it has access to twice its

daily amount of required drinking water (see **Starvation and Dehydration** in **Chapter 6**).

Effects: After the first hour, an exposed creature must succeed on a DC 10 CON save or gain one level of exhaustion. The creature must repeat this save at the end of each hour of continued exposure, increasing the DC by 1 for each hour of exposure beyond the first (DC 11 at 2 hours, DC 12 at 3 hours, etc.). Creatures have disadvantage on these saves if they are vulnerable to fire damage, wearing metal armor or Heavy armor, or wearing clothing not designed for hot climates.

Resolution: If an exposed creature is removed from the affected area or otherwise avoids exposure for at least 1 hour, the CON save made against this hazard resets to DC 10. Otherwise, this hazard ends once a creature leaves the affected area or environmental conditions significantly change.

GALE WINDS

Hazard

Heavy gusting winds can appear with little warning, battering the weak and impairing many activities. Gale winds disperse fog, extinguish open flames, and make movement difficult for small and flying creatures. As a weather hazard, it is usually only minutes long, though in canyons or mountainous regions, it can be continual.

Trigger: This hazard begins when a creature enters an area affected by gale winds.

Effects: Gale winds impose disadvantage on ranged attacks and WIS (Perception) checks that rely on hearing. Small and Tiny creatures must succeed on a DC 11 STR save or fall prone at the start of each of their turns while in the area. A flying creature must land at the end of each turn spent in the area or make a DC 11 STR save. On a failure, the creature falls to the ground instantly and takes falling damage.

Resolution: An affected creature must find shelter or leave the area.

TORRENTIAL PRECIPITATION

Hazard

Precipitation such as heavy rain or snowfall causes a variety of problems. It can last from minutes to days.

Trigger: This hazard begins when a creature enters an area affected by torrential precipitation.

Effects: Everything within the area is considered lightly obscured (see **Vision and Obscured Areas** in **Chapter 6**). A creature that starts its turn within torrential precipitation has disadvantage on WIS (Perception) checks. If the torrential precipitation is heavy rain, it extinguishes open flame. If it is heavy snowfall, the ground is difficult terrain.

Resolution: An affected creature must find shelter or leave the area.

TRAPS

Traps can be almost anywhere. One wrong step in an ancient tomb might trigger a series of scything blades. The seemingly innocuous vines that hang over a cave entrance might choke anyone who pushes through them. A net hidden among the trees might drop on unwary travelers. Detecting and disarming traps are your best defense against these troubles.

TRAP TYPES

A trap can be either mechanical or magical. Either kind can also be complex.

Mechanical Traps

Mechanical traps include things that depend on a mechanism to operate, such as pits, arrow traps, falling blocks, water-filled rooms, and whirling blades.

Magic Traps

Magic traps consist of magical devices that activate spell effects. Spells like *glyph of warding* and *symbol* function as magic traps.

Complex Traps

Complex traps continue to execute on rounds after activation instead of triggering once and being done. For example, a trap that slowly floods a room is a complex trap. On the trap's turn, the water level rises. After several rounds, the room is completely flooded.

Complex traps can start initiative (see **Initiative** in this chapter) and act independently in initiative order. On each of its turns, the trap takes an action, usually making successive attacks or maintaining an effect that changes over time. Until triggered, a complex trap can be detected and disabled like a standard trap.

DETECTING TRAPS

Every trap in the game has a specific way it can be detected, but a trap usually requires a PC to actively spot it with a WIS (Perception) check against the trap's DC (set by the GM). Some basic traps can be automatically spotted with a high enough passive Perception score (see **Passive Checks** in this chapter), but the deadliest traps often are hidden too well for passive detection. Your group's travel pace (see **Traveling** under **Adventuring** in this chapter) can also reduce your ability to passively spot hidden dangers.

DISARM TRAPS

If a PC detects a trap before triggering it, they might be able to disarm it. Every trap has a specific way it can be disarmed (or avoided), but typically, disarming a trap requires a PC to succeed on a DEX (Thieves Tools) check against the trap's DC (set by the GM). Complex traps might first require a successful INT (Investigation) check just to deduce the trap's operation. Some magical traps require an INT (Arcana) check to detect or disarm and might even require a spell like *dispel magic* to disarm instead of thieves' tools.

SOCIAL ENCOUNTERS

Social encounters involve interacting with creatures in ways other than direct combat, usually with a specific objective. Convincing an official to help your cause, improvising a captivating performance, and interviewing witnesses are all social encounters. This is a brief, player-facing discussion of the kinds of things you might face in an exploration encounter.

SETTLEMENTS

Fantasy worlds often have pockets of safety and civilization in the untamed lands ruled by monsters and magic. During their adventures, PCs might well visit towns, cities, or other settlements to rest and restock between quests. Since settlements mean lots of people, they are great places for social encounters and downtime (see **Downtime Activities** in this chapter).

ATTITUDE

Friendly, hostile, and neutral are the three categories used to describe a creature's attitude toward PCs. These terms appear in class features, spells, and conditions to describe who can be affected by certain effects and how they behave.

A FRIENDLY NPC is willing to actively help PCs and generally wants to see the PCs survive and flourish. A HOSTILE NPC is unwilling to help PCs and generally wants to see the PCs fail. A NEUTRAL NPC has no strong feelings towards the PCs (positive or negative) and treats them as is most beneficial or logical for the NPC in the moment.

By default, most NPCs are neutral toward the party. PCs who routinely have positive interactions with a neutral NPC can shift their attitude to friendly. PCs who harm, threaten, or mistreat NPCs can shift their attitude to hostile. It's easy to force a creature's attitude toward hostile and more difficult to shift an attitude to friendly.

COMBAT ENCOUNTERS

A typical combat encounter is a clash between two sides, a flurry of weapon swings, feints, parries, footwork, and spellcasting. The game organizes this chaos into a cycle of rounds and turns.

A round represents about 6 seconds in the game world. During a round, each participant takes a turn. The order of turns is determined at the beginning of a combat encounter, when all participants—PCs and monsters alike—roll initiative. Once everyone has taken a turn, if neither side has won, a new round begins.

GM-facing information regarding building and running combat encounters is available in the *Monster Vault*.

COMBAT STEPS

The basic steps of combat are detailed here.

1. DETERMINE SURPRISE

When a combat encounter begins, but before initiative is rolled, the GM determines whether any participants might be surprised and get the surprised condition (see **Appendix A: Conditions**). If no participants are trying to be stealthy, everyone notices each other and no one is surprised.

Otherwise, the GM compares the DEX (Stealth) checks of any creatures actively hiding at the start of combat with the passive Perception score (for PCs) or Perception score (for NPCs or monsters) of creatures on the opposing side. Individual members of a group can be surprised even if other members aren't.

Some hazards, traps, and other environmental effects can also cause surprise when triggered. If an effect has this ability, its relevant DCs are listed in the description.

2. ESTABLISH POSITIONS

The GM decides where all the PCs and adversaries are located at the start of the combat encounter based on player descriptions and story events.

Typically, a GM places all creatures involved in combat on a physical or virtual map, to give players an idea of where they can move during their turns. Even during theater of the mind combat with no map, participants take up the same amount of space and move as they would on a map divided into squares where each square represents a 5-by-5-foot space.

Space

A standard space covers a 5-by-5-foot square. A space is the area in feet that a creature effectively controls in combat, not just an expression of its physical dimensions. A typical Medium creature isn't 5 feet wide, for example, but in a fight, it controls that amount of space. 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, which limits the number of creatures that can surround one target in combat. Assuming Medium combatants, eight creatures can fit around one target.

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

COMBAT STEP-BY-STEP

Every combat follows the same basic steps. Use this checklist to quickly get your fights up and running!

1. **Determine surprise.** The GM determines whether anyone involved in the combat encounter is surprised.
2. **Establish positions.** The GM decides where all the PCs and adversaries are located on the battlefield or map, based on stated descriptions and what best reflects what is happening in the story.
3. **Roll initiative.** The GM calls for initiative, and everything involved in the combat rolls to determine their place in initiative order (see **Initiative**).
4. **Take turns.** Each participant in the battle takes a turn in initiative order.
5. **Begin the next round.** After everyone involved in the combat has taken a turn, the round ends and a new round begins. Repeat step 4 until the fighting stops.

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 DEX saves. Attack rolls against a squeezing creature have advantage.

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 can control in combat.

SIZE CATEGORIES

SIZE	SPACE
Tiny	2½ by 2½ ft. (one-quarter of a space)
Small	5 by 5 ft. (one space)
Medium	5 by 5 ft. (one space)
Large	10 by 10 ft. (4 spaces)
Huge	15 by 15 ft. (9 spaces)
Gargantuan	20 by 20 ft. or larger (16 spaces)
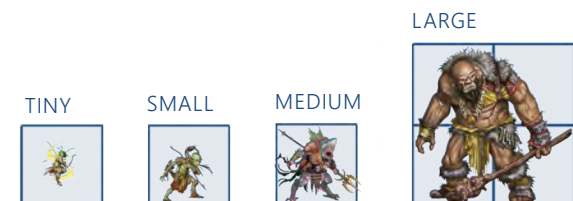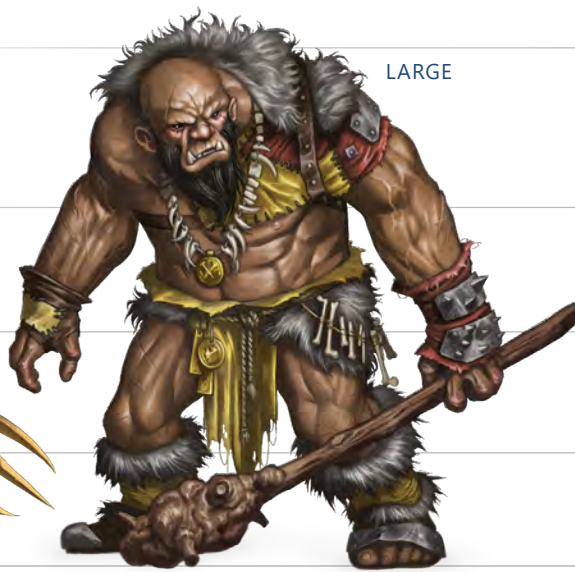
3. ROLL INITIATIVE

Combat encounters use the initiative system described in the **Determining Initiative Order** section in this chapter.

4. TAKE YOUR TURN

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

The **Movement in Combat** section in this chapter gives more detailed rules for your move.

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

You don't have to move, take an action, or do anything at all on your turn. If you can't decide what to do on your turn, consider taking the Dodge or Ready action (see **Actions in Combat** in this chapter).

Bonus Actions

Various class features, spells, and other abilities let you take a bonus action on your turn in addition to your normal action and movement. A **BONUS ACTION** is an extra ability to act that you only get to take in special circumstances.

By default, most creatures don't have any bonus actions to take. You can only take a bonus action if you have a class feature, spell, or some other ability that specifically allows

CREATURE SIZE ON GRID

GARGANTUAN

HUGE

LARGE

TINY SMALL MEDIUM

TINY

SMALL

MEDIUM

LARGE

you to take a bonus action. Most features that can be used as a bonus action have specific restrictions on when you can use that bonus action and specifically what you can use it to do. For example, the rogue's Cunning Action class feature allows a rogue to take a bonus action, but only to use the Dash, Disengage, or Hide actions.

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

You choose when to take a bonus action during your turn, unless the bonus action's timing is specified. Anything that deprives you of your ability to take an action, such as the incapacitated condition (see **Appendix A: Conditions**), also prevents you from taking a bonus action.

Reactions

Certain special abilities, spells, and situations allow you to take a reaction. A REACTION is an instant response to a trigger (specified in the reaction's description), which can

HUGE

GARGANTUAN

occur on your turn or on someone else's. The opportunity attack is the most common type of reaction.

You can take only one reaction until the start of your next turn. If a reaction interrupts another creature's turn, that creature can continue its turn after the effects of the reaction are resolved.

Other Activity on Your Turn

You can accomplish a variety of minor things during your turn that don't interfere with your normal action and movement. Here are the kinds of things you might be able to accomplish in this way:

- You can communicate at any time (even on someone else's turn) through brief talking and gestures.
- You can interact with one object or aspect of the environment for free, during your move or your action. For example, you could open a door during your move, draw your weapon as part of your Attack action, or stow a shield as part of a Ready action.
- If you want to interact with a second object, you must commit your action to it with the Use an Object 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 activity that needs special care or 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.

PLAYER ADVICE

Actions and bonus actions aren't interchangeable! If something specifies that it takes a bonus action, you can't use your action to do it, and vice versa. For example, you can't use your action to cast a spell with a casting time of 1 bonus action.

MOVEMENT IN COMBAT

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.

Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can be your entire move. However you move, 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 speed before and then the remainder 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 your action includes more than one weapon attack, you can break up your movement by moving between attacks. For example, a fighter who can make two attacks with the Multiattack feature and has a speed of 30 feet could move 10 feet, make an attack, move 20 feet, and then attack a different target.

USING DIFFERENT SPEEDS

If you have more than one speed, such as a walking speed and a flying speed, you can switch between them 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. If you wanted to walk any farther, you'd be done for your move, but you could still leap into the air to fly 30 feet more.

DIFFICULT TERRAIN

Areas of difficult terrain hamper movement (see **Difficult Terrain** in **Movement** in this chapter). In addition, during combat encounters, any space occupied by another creature (hostile or not), also counts as difficult terrain.

FALLING PRONE AND STANDING UP

Combatants often get knocked down or throw themselves down. This condition is called prone, described in **Appendix A: Conditions**.

You can choose to **fall prone on your turn freely,** without using any speed. **Standing up** from prone costs half your speed for the turn. 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** (see **Special Movement Rules** in this chapter) or use magic such as teleportation.

MOVING AROUND OTHER CREATURES

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

Regardless of attitude, you can't willingly end your move in another creature's space.

If you leave a hostile creature's reach during your move, you provoke an opportunity attack.

OPPORTUNITY ATTACKS

In a fight, everyone is constantly watching for a chance to strike an enemy who flees or passes by. Such a strike is called an OPPORTUNITY ATTACK.

A creature (PC or monster) can make an opportunity attack when a hostile creature it can see moves out of its reach (see **Reach** under **Melee Attacks** in this chapter). To make the opportunity attack, use your reaction to make one melee attack against the provoking creature (see **Making an Attack** in this chapter). The opportunity attack triggers as the creature leaves your reach, so you resolve your attack before it finishes its movement.

You can avoid provoking an opportunity attack by taking the Disengage action (see **Actions in Combat**). You also don't provoke an opportunity attack when you teleport or when movement is forced. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach, you are shoved by a hostile creature, or if gravity causes you to fall past an enemy.

ACTIONS IN COMBAT

When you take your action on your turn, you can take one of the actions presented here or an action gained from your class or some other feature. Monsters have distinct actions listed 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.

ATTACK

The most common action in combat is the Attack action, whether you swing a sword, fire an arrow from a bow, or brawl with your fists. With this action, you make one melee or ranged attack. Certain features, such as the fighter's Multiattack, allow you to make more than one attack with this action.

See the **Making an Attack** section in this chapter for a detailed breakdown of how this action works.

CAST A SPELL

Spellcasting characters, such as clerics and wizards, can take the Cast a Spell action to cast a spell in combat. You can only cast spells this way if the spell has a casting time of 1 action. If a spell's casting time is longer than an action (minutes or hours), a bonus action or a reaction, you can't take this action to cast it.

See **Chapter 7: Spellcasting** for detailed rules of spellcasting.

DASH

When you take the Dash action, you gain extra movement for this turn. Move up to your speed, effectively doubling your movement for your turn. With a speed of 30 feet, for example, you can move up to 60 feet on your turn if you take the Dash action.

Any increase or decrease to your speed changes this additional movement by the same amount. For instance, if your normal speed of 30 feet is reduced to 15 feet, you can move up to 30 feet on your turn with a Dash.

DISENGAGE

When you take the Disengage action, your movement doesn't provoke opportunity attacks (see **Opportunity Attacks** under **Movement in Combat** in this chapter) 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, you make DEX saves with advantage and attack rolls made against you have disadvantage if you can see the attacker. You lose this benefit if you are incapacitated (see **Appendix A: Conditions**) or suffer a similar penalty that reduces your speed to 0.

HELP

The Help action lets you aid a creature to complete a task. That creature 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.

ATTACKS STEP-BY-STEP

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. **Declare attack type and target.** Declare what kind of attack you are making: melee or ranged. Then choose a suitable target within reach of your melee attack or within range of your ranged attack.

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

3. **Make an attack roll.** You make your attack roll to determine whether you successfully hit your target, factoring in any modifiers determined in step 2. Note that some spells or special attacks skip this step and have a target make a save instead of requiring you to make an attack roll. In these instances, skip to step 4.

4. **Resolve the attack.** If your attack roll failed to hit the target, the attack is over and you resolve the rest of your turn (or make your next attack if you have a class feature like Multiattack). If your attack roll was a success, you hit! Roll the damage listed in the attack unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

You can also take the Help action to aid a friendly creature attack a target within 5 feet of you. You feint, distract the target, or otherwise team up to make your ally's attack more effective. If your ally attacks the target before your next turn, they get advantage on their first attack roll.

HIDE

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

READY

When you take the Ready action, you prepare to do something on another creature's turn using your reaction. This lets you get the jump on a foe or wait for a particular circumstance before you act. You must take your readied reaction before the start of your next turn.

First, name a perceivable circumstance that triggers your reaction. Then, state the action or move you plan to take in response to that trigger. 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.

You can ready a spell with the Ready action. You cast it as normal but hold its energy. Then, after the trigger, you release it with your reaction.

To be readied, a spell must have a casting time of 1 action, and holding the energy 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. Furthermore, if you take damage before you release the readied *magic missile*, your concentration might be broken.

SEARCH

The Search action lets you devote your attention to finding something. Depending on the nature of your search, the GM might have you make a WIS (Perception) check or an INT (Investigation) check.

USE AN OBJECT

When you take the Use an Object action, you focus specifically on that interaction. Since you can normally interact with an object while doing something else (see **Other Activity on Your Turn** under **Take Your Turn** in this chapter), such as drawing a sword as part of an attack, this action is usually only needed when you want to interact with more than one object on your turn. If an object is complex or requires an ability check to use, the GM might require this action even if it's the only object you've handled this turn.

MAKING AN ATTACK

When you use the Attack action in combat to make an attack, you typically make an ATTACK ROLL to hit your target. 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 check result equals or exceeds the target's Armor Class (AC), the attack hits. If your attack roll is successful, you deal damage or achieve the goal of your attack.

Various rules factor into determining the success or failure of attack rolls and the effectiveness of damage. These rules are described in this section.

1. DECLARE ATTACK TYPE & TARGET

To make an attack, first choose the type of attack you intend to make: a melee attack or a ranged attack. You then choose a target (or targets) within reach or range of the kind of attack you want to make. See the **Melee Attacks** and **Ranged Attacks** sections in this chapter for more details about the specific types of melee and ranged attacks.

If you are using the Cast a Spell action, the spell's description states if the spell is a melee or ranged attack.

Melee Attack

Used in hand-to-hand combat, a melee attack typically uses a handheld weapon such as a sword, warhammer, or axe. A typical monster makes a melee attack when it strikes with its claws, horns, or teeth.

Reach. You can make melee attacks only against targets within a specified reach. 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.

Ranged Attack

When you make a ranged attack, you might fire a bow, hurl a handaxe, or send projectiles to strike 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.

Long 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 at long range, and you can't attack a target beyond long range.

Close Range. Making a ranged attack is more difficult when a foe is next to you. When you make a ranged attack, 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.

2. DETERMINE MODIFIERS

When a PC makes an attack roll, the two most common modifiers to the roll are an ability modifier and the character's proficiency bonus (PB). When a monster makes an attack roll, it uses the modifier provided for the action in its stat block.

Other factors can help an attack roll succeed, such as those granted by various class features. Environmental factors, cover, or attempting to attack an invisible target make attack rolls more difficult.

> #### PLAYER ADVICE
> You make attack rolls only during encounter gameplay. If you aren't acting in initiative order, you should likely be making an ability check instead of an attack roll. However, if you do something that the GM believes is an attack, the GM can call for initiative and determine your place in initiative order before you make an attack roll or resolve any damage or other effects of your attack.

Ability Modifier

The ability modifier for a melee weapon attack is STR, and the ability modifier for a ranged weapon attack is DEX. Weapons with the Finesse or Thrown property break this rule; see **Weapon Properties** in **Chapter 5** for more on that.

Some spells also require an attack roll. The ability modifier used for a spell attack depends on the spellcasting ability of the spellcaster. For more on this, see the **Spell Attack Rolls** section in **Chapter 7**.

Proficiency Bonus

Add your proficiency bonus (PB) to your attack roll when you attack using a weapon with which you have proficiency and any time you attack with a spell.
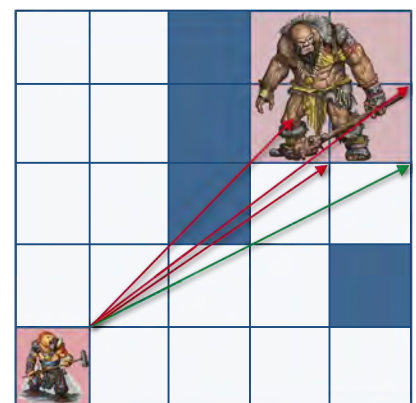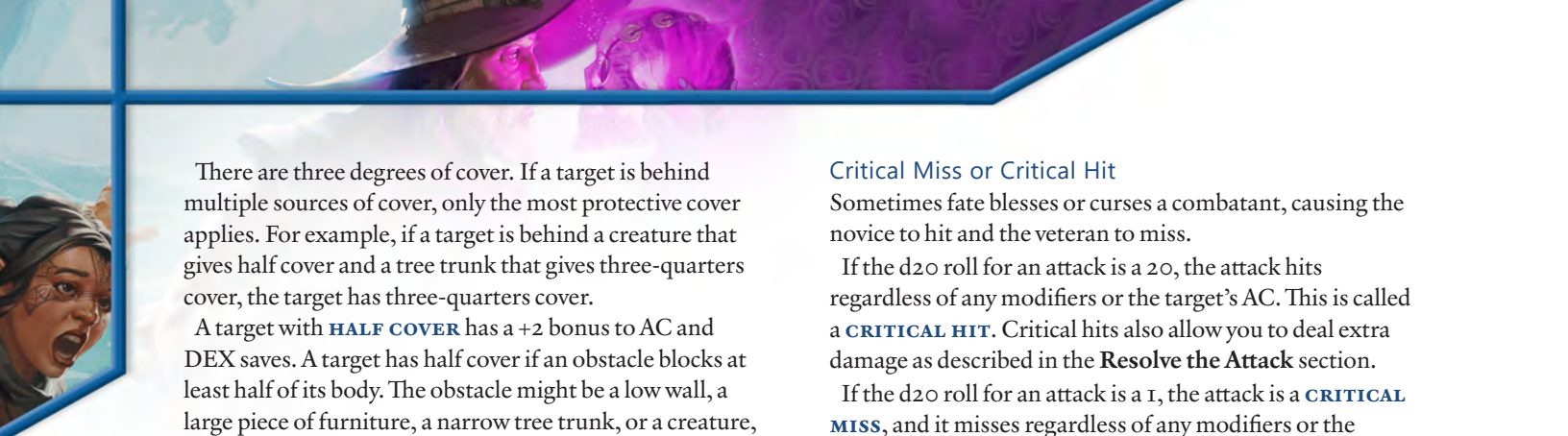
Cover

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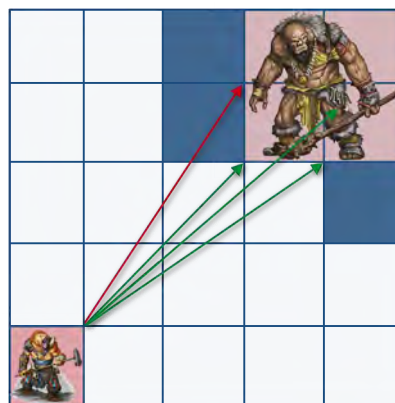
HALF COVER · THREE-QUARTERS COVER

There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective cover applies. 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 DEX saves. 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, friendly or hostile.

A target with THREE-QUARTERS COVER has a +5 bonus to AC and DEX saves. A target has three-quarters cover if 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 a target with total cover by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

Unseen Attackers and Targets

Combatants can try to escape notice by hiding (see **Hiding** under **Stealth** in this chapter), casting the *invisibility* spell, or lurking in darkness.

When you attack a target you can't see, you have disadvantage on the attack roll. This is true whether you're guessing at the target's location or targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss, though the GM might just say that you 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.

3. MAKE AN ATTACK ROLL

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 check result equals or exceeds the target's Armor Class (AC), the attack hits.

KNOCKING A CREATURE OUT

By default, all damage you deal to a creature is potentially lethal, causing death if the target is reduced to 0 HP. But sometimes you want to incapacitate a foe rather than kill. When an attacker reduces a creature to 0 HP with a melee attack (not a ranged or spell attack), the attacker can choose to knock the creature out instead of killing it (sometimes referred to as a nonlethal attack). The attacker can make this choice the instant the damage is dealt. The creature falls unconscious and is stable.

Critical Miss or Critical Hit

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. Critical hits also allow you to deal extra damage as described in the **Resolve the Attack** section.

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

4. RESOLVE THE ATTACK

If your attack roll failed to hit the target, the attack is over and you play out the rest of your turn (or make your next attack if you have a class feature like Multiattack). If your attack roll was a success, you hit! Roll the damage listed in the attack unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

Damage Rolls and Modifiers

If you successfully hit with an attack roll, you deal the attack's damage. 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. A penalty might cause you to deal 0 damage, but you never deal negative damage.

When attacking with a weapon, add your ability modifier (the same one 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 damage once for all of them. For example, when a wizard casts *fireball*, the player rolls damage once for all creatures caught in the blast.

Critical Hits

When you score a critical hit (you roll a 20 on the attack roll die), you get to roll extra dice for the attack's damage. 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 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 ability modifier. If the attack involves other damage dice, such as from the rogue's Sneak Attack feature, roll those dice twice as well.

MELEE ATTACKS

This section describes the rules and types of melee attacks.

REACH

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.

MELEE WEAPON ATTACKS

Most melee attacks are MELEE WEAPON ATTACKS. 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—these kind of attacks are also considered melee weapon attacks.

Unarmed Strikes

Instead of using a weapon to make a melee weapon attack, you can use an UNARMED STRIKE: a punch, kick, headbutt, or similar forceful blow. Although this is still a melee weapon attack, an unarmed strike doesn't count as a weapon and the damage dealt can't be modified by effects that increase weapon dice. On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your STR modifier. You are always considered proficient with your unarmed strikes.

MELEE SPELL ATTACKS

Some spells are considered melee attacks and are called MELEE SPELL ATTACKS. Typically, these spells have a range of touch. If a spell requires you to make a melee spell attack, it is noted in the spell description. See **Chapter 7 Spellcasting** for general rules of spellcasting.

SPECIAL MELEE ATTACKS

A melee attack usually involves an attack roll and dealing damage. However, you can try a special melee attack option instead of a standard melee attack.

Grappling

Using the Attack action, you can make a special melee attack to grapple a creature, potentially imposing the grappled condition. If you can make multiple attacks with the Attack action, a grapple attack can replace one.

> **PLAYER ADVICE**
>
> Remember that unarmed strikes are considered melee weapon attacks, even though they aren't considered weapons. This distinction is important for many class features that enhance or work with melee weapon attacks!

The target must be no more than one size larger than you and 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. Make a STR (Athletics) check contested by the target's STR (Athletics) or DEX (Acrobatics) check (target chooses).

If you win the contest, the target takes no damage but has the grappled condition (see **Appendix A: Conditions**). The condition specifies what ends 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 STR (Athletics) or DEX (Acrobatics) check (it chooses) contested by your STR (Athletics) check.

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

Shoving

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 can make multiple attacks with the Attack action, a shove attack can replace one.

The target must be no more than one size larger than you and within your reach. Instead of an attack roll, you make a STR (Athletics) check contested by the target's STR (Athletics) or DEX (Acrobatics) check (target chooses).

If you win the contest, you knock the target prone (see **Appendix A: Conditions**) or push it 5 feet away from you.

Two-Weapon Fighting

When you take the Attack action and attack with a Light melee weapon you are wielding in one hand, you can use a bonus action to attack with a different Light melee weapon you are wielding in the other hand (see **Weapon Properties** in **Chapter 5**). You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

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

Weapon Options

Weapon Options available for melee weapons (see **Weapon Options** in **Chapter 5**) are also considered special melee attacks. When using the Attack action, you can use a weapon option as a special melee attack. If you can make multiple attacks with the Attack action, this attack can replace one.

RANGED ATTACKS

This section describes the rules and types of ranged attacks.

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.

Long 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 in long range, and you can't attack a target beyond long range.

Close Range

Making 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.

RANGED WEAPON ATTACKS

Many ranged attacks are **RANGED WEAPON ATTACKS**. A ranged attack typically uses a weapon that fires ammunition via the Ammunition property, such as a bow, sling, or crossbow. Weapons with the Thrown property can also be used for ranged weapon attacks.

RANGED SPELL ATTACKS

The majority of spells that require a spellcaster to make an attack are **RANGED SPELL ATTACKS**. If a spell requires you to make a ranged spell attack, it is noted in the spell description. See **Chapter 7: Spellcasting** for general rules of spellcasting.

WEAPON OPTIONS

Weapon Options available for use with ranged weapons (see **Weapon Options** in **Chapter 5**) are considered special ranged attacks. When using the Attack action, you can use a weapon option as a special ranged attack. If you can make multiple attacks with the Attack action, this attack can replace one.

DEATH AND DYING

If a PC is reduced to 0 HP in combat, follow the rules in the **Dropping to 0 Hit Points** section under **Life and Death** in this chapter.

SPECIAL COMBAT RULES

This section covers rules for unusual combat situations.

MOUNTED COMBAT

A willing creature at least one size larger than you and that has an appropriate anatomy can serve as a mount, granting you use of their speed and mobility. Additional mount rules are covered in the **Mounts** section of **Chapter 5**.

Mounting and Dismounting

Once during your move, you can mount a creature that is within 5 feet of you, or you can dismount. This 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. 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 DEX save 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 save with the same results.

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

Controlling a Mount

While you're mounted, you can either control the mount or allow it to act independently. Intelligent creatures, such as dragons, generally prefer to 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 devour a downed 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

Fighting underwater is a challenging environment with special rules to represent that challenge.

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

A **ranged weapon attack** can't hit a target beyond its normal range. The attack roll has disadvantage even within normal range unless the weapon is a crossbow, net, or a weapon that is thrown like a javelin (such as a spear, trident, or dart).

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

Between Adventures

Just as PCs rest to recover between encounters, they also need time between adventures to care for themselves, pursue their interests, and work to maintain their lifestyles. This time between adventures is called DOWNTIME and it allows characters to engage in time-consuming tasks or offstage pursuits that don't warrant the in-depth attention given to adventuring.

DOWNTIME ACTIVITIES

Downtime activities are typically measured in weeks. A downtime week encompasses at least five days where 8 hours are spent pursuing the chosen activity. Some downtime activities can be accomplished more quickly and are measured in days, but most activities require at least a full week of downtime to make significant progress.

Once the GM has established how much downtime is available, PCs select their chosen downtime activity from the options available, pay costs listed for that activity (if any), and spend the time required to perform that activity. Once these conditions are met, the GM resolves the activity following the resolution rules listed in the activity's description.

If a PC has more downtime available than their chosen activity requires, they can continue to pursue the same activity for a longer period or switch to a different downtime activity.

A GM can award periods of downtime at the end of an adventure or when story objectives are met—just like they would award XP, treasure, or Luck.

TIME

Each downtime activity lists the minimum amount of downtime that must be spent to make significant progress toward that activity. Typically, activities require at least one week of downtime, but some only require one or more days.

COST

Many downtime activities require the PC to spend coin. An activity's description includes any monetary costs required to pursue them.

RESOLUTION

Each downtime activity includes instructions for resolving that activity. For example, many activities require a PC to make an ability check to represent the overall success of their time spent engaged in a chosen activity.

ACTIVITY DESCRIPTIONS

These downtime activities cover a range of options including fun nights out, making things, or earning money. If you don't find an activity that fits with how you want to spend your downtime, discuss with your GM to devise an alternative.

CAROUSING

You can spend downtime blowing off steam and making new friends. Enterprising characters can use carousing to make connections, gain favors, and forge friendships with people outside their adventuring party.

Time. To carouse, a PC must spend at least one week of downtime attending social events and gatherings in a city or other densely populated area.

Cost. Carousing requires a PC to spend money based on the class of individuals they want to carouse with: lower class, middle class, or upper class. Carousing with the upper class costs more than carousing with the lower class due to the higher cost of events, clothing, and food enjoyed by the wealthy.

USING DOWNTIME IN YOUR GAMES

You can handle downtime activities in two ways: during the game session or between game sessions.

During the Session. When you use downtime activities during a session, the characters are usually in a safe environment, not actively adventuring, and outside concerns aren't immediately pressing. Time flies as days and weeks are spent working on personal goals. This time can be difficult to reconcile and even undesirable for some players who feel an immediate threat or a time-sensitive concern. In addition to the attention paid to time spent, downtime activities can take some actual playtime to fully run their course. One way you can manage this is by calling for initiative and having everyone enter in a turn order. As you take turns in this way, each turn comprises a single workweek rather than the 6 seconds of a standard combat encounter.

Between Sessions. You can use downtime activities to keep your players engaged in the game even if they miss sessions or sessions are less frequent than the group might like. Most downtime activities require minimal effort to narrate and play out and instead employ bookkeeping and dice calculations to complete. It is fair for GMs to require players to use a dice rolling application or some other means of honest reporting of dice results to maintain fairness. Using downtime activities in this way can keep everyone interested and helps create a living campaign.

Select one of the following options or ask your GM to select based on the kind of people you wish to carouse with. Note that if more than one PC engages in the same carousing activity, the cost must be paid for each participant, but only one PC must expend the required downtime. Listed costs cover an entire week of carousing.

- **Lower Class (10 gp).** This type of carousing is for nights of drinking at a favorite tavern, outdoor concerts and fairs, and late-night loitering. Members of the lower class typically include students, servants, laborers, petty criminals, soldiers, acolytes, and sailors.
- **Middle Class (50 gp).** This type of carousing is for pub crawls, concerts and plays, and similar ticketed activities. Members of the middle class typically include business owners, skilled tradespeople, professors, scholars, and military officers.
- **Upper Class (250 gp).** This type of carousing is for invitation-only soirees, hobnobbing with nobility, lavish consecutive dinners out, and other costly endeavors. Members of the upper class typically include nobles, celebrities, high priests, archmages, crime bosses, and generals.

Resolution. After each week spent carousing, a PC makes a CHA (Persuasion) check or a similarly relevant ability check to determine if they made any contacts or gained any favors, as shown on the **Carousing Resolution** table.

CAROUSING RESOLUTION

CHECK RESULT	RESOLUTION
1–5	Lose a contact or a favor owed by an existing contact.
6–10	Make no new contacts and gain no favors.
11–15	Make one new contact or gain one favor with an existing contact.
16–20	Make two new contacts or gain two favors with existing contacts (or one of each).
21+	Make three new contacts or gain three favors with existing contacts (or a combination of those options).

USING CONTACTS AND FAVORS

Making a **CONTACT** via carousing represents time spent building a bond with a specific NPC. When a new contact is gained, the GM and PC can work together to decide if they made a contact of a suitable NPC previously encountered in the game, a new distinct NPC that needs a name and personality, or if an NPC's function is needed more than a person, such as "city guard" or "spice merchant."

Contacts can be called on to help PCs by performing favors for them. A new contact automatically owes the PC one favor. After a PC has made at least one contact by carousing, future carousing successes can be used to gain new contacts or accrue favors with existing contacts.

In general, **FAVORS** can be called in to accomplish tasks that don't put contacts at risk of harm or betray their nature. For example, a favor likely can't be called in to make a contact fight for you, but a favor could be called in to have a contact find a talented mercenary willing to work for you at a discounted rate.

The type of favors a contact can perform depend on which economic class they belong to. Suggestions of favors appropriate for each category are given in the **Favors by Status** table, but the GM has final say on what a particular contact can accomplish.

STATUS	SUGGESTED FAVORS
Lower Class	Track the comings and goings of an employer or other specific person for up to a week.
	Ensure a particular door or window is left unlocked.
	Discretely deliver a message or package.
Middle Class	Find a supplier selling materials or equipment at a discounted rate.
	Provide your party with free food and accommodations for up to a week.
	Agree to become your regular instructor (see the **Training** activity in this section).
Upper Class	Get an invitation for you to an exclusive party or event.
	Connect you with someone willing to buy or sell rare goods or magic items.
	Lend you a substantial amount of money (to be paid back at a later date).

CRAFTING

You can spend downtime creating nonmagical items like the gear and objects found in **Chapter 5: Equipment & Magic Items**. Crafting always requires the use of at least one type of tool that you are proficient with and access to raw crafting materials.

Time. Your progress toward crafting items is measured in days of downtime. For each workday spent crafting, you can craft one item worth 10 gp or multiple items worth a combined total of 10 gp. If something you want to craft is worth more than that, you can spend multiple days of downtime working to complete the item, making 10 gp worth of progress each day, until it is completed. You don't need to work consecutive days to make progress, but the GM might rule you need to start over if long periods of time pass without resuming work on the same item.

More than one character can work together to craft an item more quickly, as long as they are also proficient with the relevant tools and have access to the appropriate materials. The GM has final say on how many characters can work on a single item at once. A large project, such as building a cart, might offer plenty of room for characters to work together while a belt might be small enough that only one character can work on it at a time.

Cost. Crafting items requires a PC to spend money on materials necessary to make them. To craft an item, a PC must purchase materials equal to half the cost of the item's listed value (see costs for equipment in **Chapter 5: Equipment & Magic Items**).

Resolution. Once all required components and tools are in hand and downtime is spent, the item is successfully crafted.

RESEARCHING

You can spend downtime accruing information about the creatures, myths, and mysteries of your campaign setting. This activity typically requires access to some repository of knowledge such as a noble's private library, a public space like a college or university, witness or expert accounts, gossip gathered over drinks, or even a field study where your chosen topic occurs naturally.

To begin, discuss with your GM what you are looking for. Your GM then determines whether the information is available (or alternatives if it isn't), how much time you must spend to find and understand the information, and possible limitations or hurdles that impede access.

Time. To conduct research, a PC must spend at least one week of downtime reading, studying, attending lectures, or conducting interviews where multiple sources of relevant information are found.

Cost. Each week of downtime you spend researching, you must spend at least 50 gp to cover expenses, or more if the GM rules the information you seek is difficult to find. This cost represents materials purchased, palms greased to gain access, donations required to access public records, and similar expenses.

Resolution. At the end of each week spent researching, a PC makes an INT (Arcana), INT (History), INT (Nature), INT (Religion) check (or a similarly relevant ability check) to determine whether they learned any clues about the topic of their research, as shown on the **Researching Resolution** table.

REASEARCHING RESOLUTION

CHECK RESULT	RESOLUTION
1–5	Learn an incorrect "clue." You believe it to be true or lose an unused clue.
6–10	Research leads to a dead end. You gain no clues.
11–15	Learn one clue.
16–20	Learn two clues.
21+	Learn three clues.

WHAT ABOUT MAGIC ITEMS?

Very few people—even in high fantasy settings—have the knowledge to make magic items. This scarcity is important in most campaigns, which is one reason the crafting downtime activity can't be used for magic items. While magic item creation is outside the scope of this book, more information about crafting magic items can be found in the **Tales of the Valiant** *Game Master's Guide*.

USING CLUES

A clue is a secret or otherwise valuable piece of information regarding the subject of your research. When you gain a new clue, you can spend it immediately to have the GM give one true (and useful) fact about the research topic you discussed with and GM when you began the research downtime activity.

Alternatively, you can hold a clue to spend at a later time. A held clue can be used to automatically succeed on a future INT-based ability check made to learn about the research topic.

A clue is a concise, specific, and true fact about a creature, place, historical event, or item. The best clues provide helpful hints, warnings, or leads relevant to the story. The **Sample Clues** table contains some suggested clues.

SAMPLE CLUES

RESEARCH TOPIC	SUGGESTED CLUES
Creatures	A list of immunities, vulnerabilities, and resistances or similar mechanical information.
	Details of where a particular creature might lair or signs to detect its presence in a region.
	Lore about a particular creature's history or origin.
Items	The last known location of a particular magic item.
	The name or history of an item's creator.
	Properties of a magic item or signs of its use.
Places	Directions to a particular location.
	Hazards (magical or mundane) in an area.
	Information on the customs of people in an area.

TRAINING

You can spend downtime training to learn a new language, gain proficiency with a skill, weapon, tool, or armor, or gain a new talent (provided you meet the prerequisites). Your GM might offer options for training different things as well.

To begin training, you need a skilled and willing instructor who speaks your language and can teach you. The GM determines how long it takes to find an instructor and determines whether any ability checks are required to convince the instructor to teach you. Note that the **Carousing** downtime activity is an excellent way to find a teacher.

Time. Training typically requires at least 50 weeks before mastering a new proficiency or talent, but the GM can increase or decrease this number as makes sense for the pace and story of a campaign. Successful resolution checks can dramatically shorten this time.

Cost. A PC must pay an instructor at least 1 gp per week to receive their tutelage, unless the GM determines that the instructor requires a higher amount. Some instructors, especially those gained through carousing, might require a student to regularly perform tasks for them in addition to paying money.

Resolution. At the end of each week spent training, a PC rolls a d20 and adds their PB to determine the result of their training as shown on the **Training Resolution** table. Luck can be spent 1-for-1 to increase the result of this roll, but Luck can't be used to grant advantage on the roll and no other features can modify it. Once the full time and cost are spent, your character learns the new feature.

TRAINING RESOLUTION

CHECK RESULT	RESOLUTION
1–5	Lose a week of progress toward your goal or you lose your instructor and you must find another one before you can continue training (player's choice).
6–10	Make one week of progress toward your goal.
11–15	Make two weeks of progress toward your goal.
16–20	Make three weeks of progress toward your goal, or a number of weeks of progress equal to your PB (whichever is higher).
21+	Halve the total number of remaining weeks needed to meet your goal (to a minimum of 1 week remaining).

WORKING

You can spend downtime earning income by engaging in a profession or by taking odd jobs as work becomes available. To select this activity, you must have access to customers or clients willing and able to pay for the services you offer.

Time. To work, a PC must spend at least one week of downtime.

Resolution. At the end of a week spent working, the PC makes a single ability check using a skill or tool that the PC and GM agree is most relevant to the type of work performed. The result of the check determines how much money the PC earned for the week, as shown on the **Working Resolution** table. Monetary values assume a standard economy in a typical fantasy setting, but the GM should feel free to adjust these values as suits the needs of the game.

WORKING RESOLUTION

CHECK RESULT	RESOLUTION
1–5	You earn 10 sp for the week
6–10	You earn 5 gp for the week
11–15	You earn 10 gp for the week
16–20	You earn 20 gp for the week
21+	You earn 20 gp for the week + bonus gp equal to your PB × 5

7 | SPELLCASTING

Potent energies permeate the multiverse, and magic is the manipulation of those energies to change reality. Those who can harness such energies are called spellcasters, who are categorized into groups based on the source of their power. Regardless of where their power comes from, the laws that rule these reality-shaping effects, known as spells, are the same. This section outlines the rules of spellcasting and includes a selection of spells commonly seen throughout the Labyrinth.

What Is a Spell?

A spell is a manipulation of reality combining will and energy. Every spell must have energy to fuel its effects and a spellcaster to control that energy. Spells can accomplish any number of things—harm, protection, problem-solving—all guided by a caster's imagination.

Creating a new spell is a work of creativity and effort, often resulting from a lifetime of study. Because of this, most casters choose their spells from established pools of knowledge.

SOURCES OF MAGIC

All magic requires energy. The four sources of magic represent the four types of cosmic energy and each fuels the abilities of different spellcasters. Every time a caster produces a spell, they use their personal ability to draw energy from one of the four sources of magic: Arcane, Divine, Primordial, and Wyrd. This section explains each one and its role in spellcasting.

ARCANE SOURCE

Arcane casters draw power from measurable forces that govern material reality. This includes forces like heat, space, and gravity. An Arcane caster can use a precise

combination of words, gestures, and materials to ignite a roaring flame or link two distant locations.

Arcane magic is governed by an extensive set of rules and calculations, which a caster uses to enact effects. Due to its complexity, Arcane spellcasting often resembles a fusion of philosophy and mystical workings. Harnessing magic from this source requires creativity, precision, and a drive for perfection.

The tools of Arcane magic are varied and often highly personal to the caster. Common tools include runes, recitations, and hand gestures.

A spell might be Arcane if it:

- Detects, suppresses, ends, or otherwise interacts with mechanical aspects of spellcasting.
- Harnesses elemental energy (acid, cold, fire, lightning, or thunder).
- Interacts with a creature's senses, whether to fool them or to extend their capabilities.

DIVINE SOURCE

Divine casters draw power from the connectivity between beings. A Divine caster can imbue a dying creature with the will to live, channel a god's wrath into a fierce storm, or restore withered crops to a starving community.

Divine magic requires a connection between the caster and at least one other being to function. Harnessing magic from this source requires devotion, awareness of others, and belief in improving the world for those served.

The common model for Divine magic frames it within religious faith, where an individual enacts the will of a god. However, the Divine source is also accessible to a caster who acts out of devotion to a particular community, an evil pact set forth by a cult, or any similarly compelling external source. Wherever need exists, there is the potential for Divine magic.

A spell might be Divine if it:

- Specifically interacts with another creature's life force, whether to heal or harm.
- Harnesses radiant or necrotic energy.
- Specifies interaction with a deity or includes the word "faith" in the description.

PRIMORDIAL SOURCE

Primordial casters draw power from the primal energies of nature. A Primordial caster can cause a forest to sprout from barren land, spur the rapid decay of flesh, or instantly restructure their biology to change forms.

Harnessing magic from this circle requires awareness of the environment, knowledge of the building blocks of life, and respect for the power inherent in nature.

Primordial magic is defined by how a caster interacts with energy that is actively present in the environment, whether amplifying, suppressing, altering, redirecting, or encouraging it. A Primordial caster understands that a finite amount of energy exists in nature, and this magic tips the scales of balance in just the right ways to enact a caster's will. Primordial magic always draws from nature itself and can't be accessed without placing its interests first.

A spell might be Primordial if it:

- Alters or enhances a creature's biological characteristics.
- Specifically interacts with plants or animals.
- Replicates an effect that could possibly occur as a natural phenomenon.

WYRD SOURCE

Wyrd casters draw power from forces that dwell beyond material reality. A Wyrd caster can draw unnatural energy to form a mass of writhing tendrils, summon a creature from a different plane, or banish foes to the spinning void.

The use of Wyrd magic requires a caster to become a conduit. The caster is the material anchor that calls unnatural energies into the world, then shapes them to the caster's will. Dealing with such bizarre forces is incredibly dangerous, and tapping such powers usually requires the assistance of beings familiar with the unfamiliar. Forging a pact with an extraplanar being or negotiating with spirits that dwell beyond physical reality are common ways to interact with Wyrd powers while shielding a caster from total ruin. Wyrd magic always breaks the physical world to allow forces from beyond to creep in.

A spell might be Wyrd if it:

- Summons a creature from a different plane or realm of existence.
- Harnesses energy that isn't elemental in nature.
- Allows travel between different planes of existence.

SPELL CIRCLES

Every spell has a circle, ranked from 1st to 9th. The higher a spell's circle, the more energy it requires to cast and the stronger its effect.

Like the rings within a tree trunk, circles of magic encircle one another. A novice spellcaster starts at the center of the circle with access only to the 1st circle. As a spellcaster grows in ability, their power expands outward, giving them access to higher circles. The further a circle is from the center, the higher level a spellcaster must be to use that circle's spells.

Each class provides a table of what spellcaster level you must achieve before you gain access to new spell circles. Typically, a spellcaster must be at least 17th level before they can cast spells from the 9th—and final—circle.

9TH CIRCLE
8TH CIRCLE
7TH CIRCLE
6TH CIRCLE
5TH CIRCLE
4TH CIRCLE
3RD CIRCLE
2ND CIRCLE
1ST CIRCLE
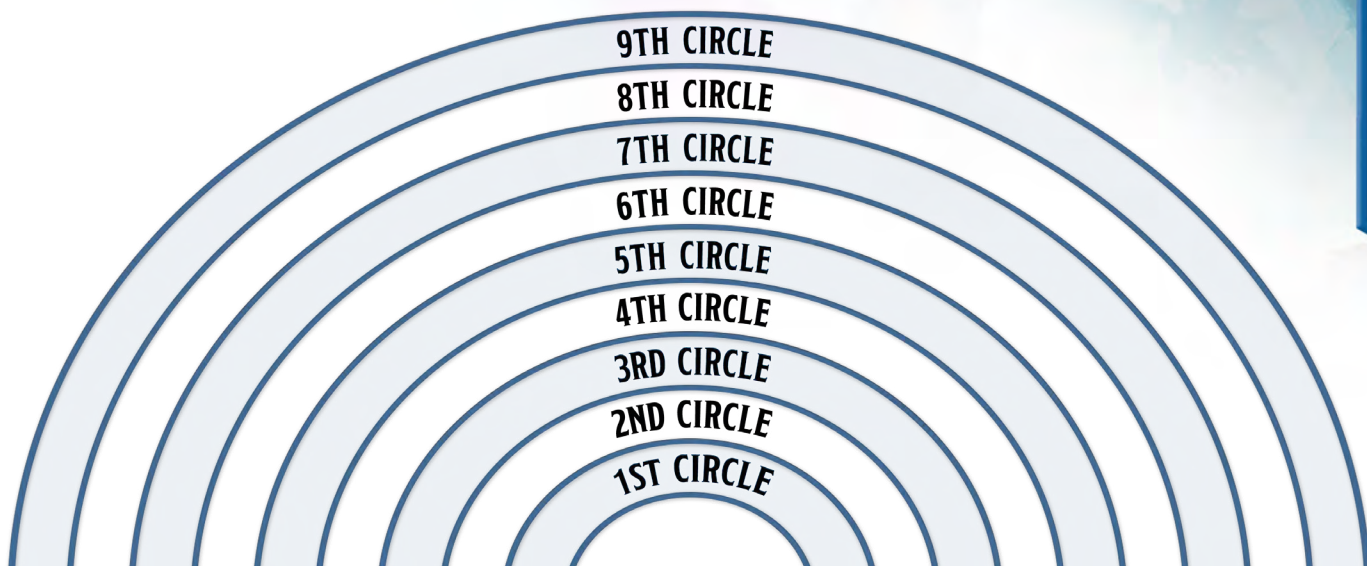
SPELL SLOTS

Spell slots are a measure of the reserves that a caster has to hold spell energy, like the reservoir behind a dam. Check the progression table for your spellcasting class to see how many spell slots your character has at a given level. As you gain levels, you gain new slots to cast spells from higher circles and additional slots to cast spells from lower circles.

  A caster who has used all their spell slots is spent physically and mentally. They're out of reserves for further spellcasting. To replenish spell slots, you must complete a short or long rest. Each class specifies which type of rest is required and how many slots you regain when you complete one. This rest represents the time needed to recover from the toll spellcasting takes on the body and mind.

CASTING AT HIGHER CIRCLES

Some spell descriptions end with an At Higher Circles section. Casting a spell at a higher circle uses a higher spell slot and increases the spell's power.

  When you cast a spell at a higher circle, the spell assumes all aspects of the higher circle for that casting. For instance, if a wizard casts *magic missile* using a 2nd-circle spell slot, that *magic missile* is considered a 2nd-circle spell. Effectively, the spell expands to fill the slot into which it is put.

SCHOOLS OF MAGIC

Practitioners and sages have attempted to quantify and categorize the complexities of magic into eight universally recognized categories known as spell schools. These schools have no inherent influence on a spell, but they help identify a spell's effect. Specific class features or character abilities may refer to these schools. The eight schools are broadly explained in this section.

ABJURATION

Abjuration spells use wards, shields, and other means of deflection to defend a target. Such spells might look like creating a force shield to block incoming missiles or imbuing a homestead with a ward to deter unwanted pests.

CONJURATION

Conjuration spells restructure space, enabling objects, creatures, and other targets to be transported from place to place. Such spells might look like causing a lost key to appear in your hand or creating a portal that allows for instantaneous travel to another plane of existence.

DIVINATION

Divination spells collect information, allowing a user to glean locations, outcomes, or sensory feedback beyond the limitations of standard perception. Such spells might look like sensing the location of a hidden entrance or predicting the outcome of future events.

ENCHANTMENT

Enchantment spells influence the minds of creatures, allowing a user to manipulate emotions or behavior. Such spells might compel a creature to behave erratically or convince a former enemy to perceive you as a trusted friend.

EVOCATION

Evocation spells amplify and focus energy, allowing a user to create awesome—and often destructive—unnatural effects. Such spells might look like causing an object to emit light, causing the air to explode into flames, or stirring the skies into a raging storm.

ILLUSION

Illusion spells deceive the senses, allowing a user to mask or alter the truth and create objects that seem real. Such spells might allow a caster to completely alter their appearance or torment enemies with nightmarish visions.

NECROMANCY

Necromancy spells manipulate the forces of life and death, allowing a user to heal, harm, or even raise creatures from the dead. Such spells might cause a missing limb to regrow or cause living flesh to instantly rot.

TRANSMUTATION

Transmutation spells alter the forms of creatures or objects, allowing a user to change or enhance them. Such spells might change lead into gold or transform an enemy into a toad.

KNOWN SPELLS

A spellcaster must be extremely familiar with a spell or possess a magic item imbued with the spell to cast it. Each spellcasting class solves this familiarity issue differently.

For example, a wizard catalogs their known spells in a spellbook and can add to it when they discover a new spell. Your character class defines how many spells you know and can potentially learn as you gain more class levels.

PREPARED SPELLS

A prepared spell is ready to cast quickly, in the heat of battle—all the reading and setup is done beforehand. Due to the intense mental fortitude necessary, the number of spells a caster can prepare at one time is generally limited.

Some spellcasters, such as clerics and wizards, must prepare all their spells ahead of time through study or meditation. Different spellcasting classes with shorter known spell lists can automatically prepare all their known spells.

Your character class defines what you must do to prepare spells and how many spells you can have prepared at any given level.

CANTRIPS

Some spellcasters can cast a simple type of spell called a cantrip. A caster can cast a cantrip without using a spell slot and without preparing it. Repeated practice has fixed the spell in the caster's mind and infused the caster with the energy needed to produce the effect on demand. A cantrip's spell circle is 0.

Your character class defines whether you can access cantrips and how many cantrips you know at each class level.

RITUALS

Ritual spells are uniquely powerful magic that take 1 minute or longer to cast and often require costly material components. A caster can only learn ritual spells associated with their source spell list. Your character class defines whether you can access ritual spells and how many rituals you know at each class level.

Ritual spells don't use spell slots and therefore can't be cast at higher circles (see **Casting at Higher Circles** in this chapter) in the way standard spells can. However, certain ritual spells automatically increase in power as a caster gains access to higher circle spell slots. This represents how casters channel greater amounts of magic as they advance in level. For example, a 3rd-level cleric can cast the base version of the 2nd-circle ritual spell *prayer of healing* to heal up to 2d8 + WIS modifier hit points. When that same cleric gets access to 3rd-circle spell slots at 5th level, their *prayer of healing* spell automatically becomes more powerful, allowing them to heal up to 3d8 + WIS modifier hit points.

For the purposes of setting DCs for effects like *dispel magic*, ritual spells that scale are always assumed to be cast at the highest circle the caster has access to or the spell's listed circle, whichever is higher.

Otherwise, ritual spells follow normal spellcasting rules.

CASTING IN ARMOR

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

COMBINING MAGICAL EFFECTS

The effects of different spells combine 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 multiple castings, applies while their durations overlap.

For example, if two wizards cast *mage armor* on the same target, that target gains the spell's benefit only once; they don't get multiple AC bonuses.

Elements of a Spell

When a character casts a spell, the basic rules are the same regardless of the spell circle or its source.

Each spell in this chapter includes basic information, including the spell's name, circle, source, school, casting time, range, required components, and duration. Every spell also contains a description of its effects.

CASTING TIME

Most spells require a single action to cast, but some can be accomplished in a shorter or longer span.

BONUS ACTION

A spell cast with a bonus action is fast. You must use a bonus action on your turn to cast the spell, provided you haven't already taken a bonus action this turn. If you use your bonus action to cast a spell from the 1st circle or higher on your turn, you can't also use your action to cast a spell from the 1st circle or higher during the same turn.

REACTION

Some spells can be cast as reactions. These spells take a fraction of a second to bring about and are cast in response to specific triggering events. If a spell can be cast as a reaction, the spell description specifies the trigger condition that must be met before the spell can be cast.

LONGER CASTING TIMES

Certain spells (particularly rituals) require more time to cast, often minutes or even hours. When you cast a spell with a casting time longer than a single action, bonus action, or reaction, you must spend your action each turn casting, and you must maintain concentration while you do so (see **Concentration** later in this section). If your concentration is broken, the spell fails, but the attempt doesn't expend a spell slot or material components unless the spell states otherwise. 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 a 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 appear in cones or lines that originate from you also have a range of self, indicating that the origin point must be you (see **Area of Effect**).

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

AREA 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. Usually, it is a point in space that you choose within the spell's range, though some spells originate from a creature or an object.

A spell's effect expands in straight lines from its 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 straight lines, an obstruction must provide total cover (see **Cover** in **Chapter 6**).

CONE

A cone extends in a direction you choose from its point of origin (typically the spellcaster). 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 isn't included in the cone's area of effect unless you decide otherwise.
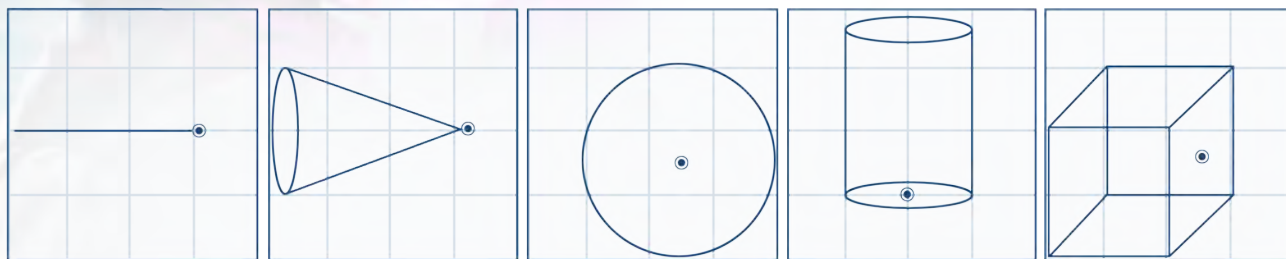
⊙ POINT OF ORIGIN

CUBE

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

A cube's point of origin isn't 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 with the point of origin 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 isn't 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.

COMPONENTS

A spell's components are the physical requirements you must provide 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 can't cast the spell.

VERBAL (V)

Most spells require the chanting of mystic words. The combination of sounds, with specific pitch and resonance, sets the magic in motion. Thus, a character who is gagged, affected by the deafened condition (see **Appendix A: Conditions**), 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 might include a forceful gesticulation or an intricate set of motions. If a spell requires a somatic component, the caster must have free use of at least one hand to perform these gestures. Note this means spells with somatic components typically can't be cast while holding a weapon in one hand and a shield in the other.

MATERIAL (M)

Casting some spells requires specific objects detailed in parentheses in the component entry. A character can typically use a component pouch or a spellcasting focus (see **Equipment** in **Chapter 5**) in place of material components specified for a spell. However, if a specific cost is indicated for a material component, a pouch or focus can't substitute for it. The character must have that specific component to cast the spell. If a spell specifies a cost for a material component, the component provided must be worth at least the listed amount, but a suitable component worth more than the specified amount can be used.

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, 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. Some spells list an instantaneous duration but create long-lasting effects described in detail in the spell description.

CONCENTRATION

Some spells require concentration to keep the magic active. If you lose concentration on a spell that requires it, the spell ends.

If a spell must be maintained with concentration, it will say so in its duration entry, and it 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 immediately lose concentration on the first spell if you cast another spell that requires concentration. You can't concentrate on two spells at once.
- **Taking damage.** When you take damage while you are concentrating on a spell, you must make a CON save to maintain your concentration. The DC of this save 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, make a separate save for each source of damage.
- **Being incapacitated or killed.** You lose concentration on a spell if you are incapacitated or if you die.

The GM 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 CON save to maintain concentration on a spell.

DESCRIPTION

Each spell includes a description of its effects, including key information about how the spell works. When a spell refers to a creature with a particular challenge rating, it is abbreviated to CR.

TARGET

A typical spell requires you to pick one or more targets to be affected by the spell's magic. A spell tells you whether the spell targets creatures, objects, or a point of origin for an area of effect (see **Area of Effect** in this chapter).

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 (see **Cover** in **Chapter 6**).

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 the point, the point of origin appears on the side of that obstruction nearest to you.

TARGETING YOURSELF

If a spell targets a creature of your choice, you can choose yourself unless the spell says otherwise. For example, some spells specify that the target must be hostile to you or specifically a creature other than you. If you are in the area of effect of a spell you cast, you can target yourself.

SPELL SAVES

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

The DC to resist a spell equals 8 + your spellcasting ability modifier + your PB + any special modifiers. Your spellcasting class typically dictates which spellcasting ability modifier you use.

SPELL 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 for a spell attack equals your spellcasting ability modifier + your PB. Your spellcasting class typically dictates which spellcasting ability modifier you use.

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 isn't incapacitated.

Spell Lists

This section lists the spells available to casters of the various circles of magic. Each list is organized by source, then by spell circle. Each spell also belongs to a school of magic, identified in parentheses after the spell's name. Finally, each spell includes a brief summary of its effects. These summaries aren't comprehensive; they're meant as reminders and introductions to help you make quick choices when consulting the spell lists.

ARCANE SPELL LIST

These spells are available to casters who draw power from the Arcane source.

CANTRIPS

Acid Splash (Conjuration) Acid bursts over foes.

Dancing Lights (Evocation) Make and control four lights.

Fire Bolt (Evocation) Fire harms foe, ignites objects.

Grave Touch (Necromancy) Necrotic harm, prevent healing.

Light (Evocation) Object emits bright light.

Mage Hand (Conjuration) Magical hand for simple tasks.

Mending (Transmutation) Minor repairs to an object.

Message (Enchantment) Only target hears your whisper.

Minor Illusion (Illusion) Small illusory sound or image.

Poison Spray (Conjuration) Poison foe at 10 ft.

Prestidigitation (Transmutation) Harmless magical effect.

Ray of Frost (Evocation) Cold harms and slows foe.

Shocking Grasp (Evocation) Lightning harms and slows.

Vicious Mockery (Enchantment) Psychic harm and disadvantage.

1ST CIRCLE

Burning Hands (Evocation) Fire harms foes, ignites objects.

Charm (Enchantment) Compel creature to trust you.

Color Spray (Illusion) 15-ft. cone of light blinds foes.

Comprehend Languages (Divination) Understand literal meanings.

Detect Magic (Divination) *Sense nearby magic.*

Disguise Self (Illusion) Change your basic appearance.

Expeditious Retreat (Transmutation) Dash as a bonus action.

False Life (Necromancy) Gain temporary hit points.

Feather Fall (Transmutation) Targets fall slowly.

Floating Disk (Conjuration) Floating platform carries 500 lbs.

Fog Cloud (Conjuration) Fog obscures an area.

Grease (Conjuration) Create slippery terrain.

Hideous Laughter (Enchantment) Foe laughs uncontrollably.

Longstrider (Transmutation) Boost speed and jump distance.

Mage Armor (Abjuration) Protect an unarmored ally.

Magic Missile (Evocation) Guaranteed force damage.

Pendulum (Enchantment) Alter target's probabilities.

Shield (Abjuration) Repel an incoming attack.

Silent Image (Illusion) Make a small visual illusion.

Sleep (Enchantment) Lull foes into sleep.

Thunderwave (Evocation) Push and damage foes.

2ND CIRCLE

Acid Arrow (Evocation) Ranged acid attack.

Blindness/Deafness (Necromancy) Blind or deafen foe.

Blur (Illusion) Blur self to give disadvantage.

Continual Flame (Evocation) Heatless, long-lasting flame.

Darkness (Evocation) 15-ft. radius magical darkness.

Darkvision (Transmutation) Allies can see in the dark.

Detect Thoughts (Divination) Know a creature's thoughts.

Elemental Blade (Evocation) Deal melee elemental damage.

Enlarge/Reduce (Transmutation) Alter a target's size.

Flaming Sphere (Evocation) Move fire to harm and ignite.

Gear Barrage (Conjuration) Cone of gears deals slashing.

Gust of Wind (Evocation) Wind pushes and disperses.

Heat Metal (Transmutation) Make metal too hot to use.

Hold (Enchantment) Paralyze a Medium creature.

Invisibility (Illusion) Ally becomes invisible.

Knock (Transmutation) Open a locked object.

Levitate (Transmutation) Target hovers at your command.

Magic Weapon (Transmutation) Enchant a weapon for 1 hour.

Mirror Image (Illusion) Copies of you deflect attacks.

Misty Step (Conjuration) Quick teleport at short range.

Ray of Enfeeblement (Necromancy) Sap a foe's strength.

Rope Trick (Conjuration) Extradimensional hideaway.

Scorching Ray (Evocation) Launch three fire rays.

See Invisibility (Divination) See invisible and ethereal.

Shatter (Evocation) 10-ft. radius thunder.

Spider Climb (Transmutation) Walk on walls and ceilings.

Suggestion (Enchantment) Creature obeys your order.

Web (Conjuration) 20-ft. cube of sticky web.

3RD CIRCLE

Blink (Transmutation) Fast shift to ethereal and back.

Counterspell (Abjuration) Interrupt target's spell.

Dispel Magic (Abjuration) Break an ongoing spell.

Fear (Illusion) Frighten a group.

Fireball (Evocation) Explode fire in 20-ft. radius.

Fly (Transmutation) Ally gets 60 ft. flying speed.

Gaseous Form (Transmutation) Ally becomes a slow cloud.

Haste (Transmutation) Ally speed × 2, +2 AC, more fast boosts.

Hypnotic Pattern (Illusion) Charm foes in 30-ft. cube.

Lightning Bolt (Evocation) Deal lightning in a line.

Major Image (Illusion) Make a complex illusion.

Nondetection (Abjuration) Hide target from divination.

Protection from Energy (Abjuration) Ally has damage type resistance.

Sending (Enchantment) Send a 25-word message anywhere.

Slow (Transmutation) Foes move and act slowly.

Stinking Cloud (Conjuration) 20-ft. cloud nauseates, obscures.

Tongues (Divination) Target understands all language.

Vampiric Touch (Necromancy) Harm another to heal yourself.

Water Breathing (Transmutation) Allies breathe underwater.

Wind Wall (Evocation) Shape a wall of strong wind.

4TH CIRCLE

Arcane Eye (Divination) Floating eye to spy through.

Banishment (Abjuration) Send target to another plane for 1 min.

Compulsion (Enchantment) Charm foes to move as you will.

Confusion (Enchantment) Targets act at random.

Conjure Minor Elementals (Conjuration) Call Elementals to help.

Dimension Door (Conjuration) Teleport 500 ft. for two.

Elemental Shield (Evocation) Resist an element, deal it when hit.

Freedom of Movement (Abjuration) Ally can't be slowed or hindered.

Greater Invisibility (Illusion) Better *invisibility*.

Ice Storm (Evocation) Bludgeoning and cold hail.

Phantasmal Killer (Illusion) Frighten, psychic to foe.

Polymorph (Transmutation) Turn creature into a Beast.

Resilient Sphere (Evocation) Target in sphere can't be hurt.

Wall of Fire (Evocation) Shape fire wall that deals fire.

5TH CIRCLE

Animate Objects (Transmutation) Objects become Constructs for 1 min.

Arcane Hand (Evocation) Giant fist fights for you.

Cloudkill (Conjuration) 20-ft. cloud deals poison.

Cone of Cold (Evocation) 60-ft. cone of cold.

Conjure Elemental (Conjuration) Call an Elemental to help.

Dominate (Enchantment) Control a Medium creature.

Greater Hold (Enchantment) Paralyze any creature.

Legend Lore (Divination) Instantly know about a legend.

Mislead (Illusion) Make decoy, become invisible.

Modify Memory (Enchantment) Change memory of an event.

Passwall (Transmutation) Make an opening on a surface.

Seeming (Illusion) *Disguise self* for a group.

Telekinesis (Transmutation) Move targets with your mind.

Telepathic Bond (Divination) Connect allies' thoughts.

Wall of Force (Evocation) Shape force wall to block passage.

Wall of Stone (Evocation) Shape a thick stone wall.

6TH CIRCLE

Blade Barrier (Evocation) Make a wall of deadly blades.

Chain Lightning (Evocation) Lightning to targets in series.

Circle of Death (Necromancy) Necrotic in 60-ft. radius.

Disintegrate (Transmutation) Force, utter destruction at 0 HP.

Freezing Sphere (Evocation) Cold sphere, use now or later.

Globe of Invulnerability (Abjuration) Block spells in 10-ft. radius of you.

Irresistible Dance (Enchantment) Foe dances uncontrollably.

Mass Suggestion (Enchantment) Group obeys your order.

Programmed Illusion (Illusion) Complex illusion acts on cue.

True Seeing (Divination) Ally sees things truly.

Wall of Ice (Evocation) Shape ice wall that deals cold.

7TH CIRCLE

Arcane Sword (Evocation) Sword fights for you.

Delayed Blast Fireball (Evocation) *Fireball*, after a delay.

Etherealness (Transmutation) Travel to, in Ethereal Plane.

Finger of Death (Necromancy) Major necrotic, zombify Humanoid.

Fire Storm (Evocation) Ten 10-ft. cubes of fire.

Forcecage (Evocation) Imprison foes for 1 hour.

Prismatic Spray (Evocation) Rainbow rays deal random effects.

Project Image (Illusion) Perceive through illusion of you.

Reverse Gravity (Transmutation) Down is up in 50-ft. radius.

Sequester (Transmutation) Hide target in stasis.

Teleport (Conjuration) Send allies anywhere you know.

8TH CIRCLE

Antimagic Field (Abjuration) No magic works in 10-ft. radius of you.

Demiplane (Conjuration) Door to a small dimension.

Feeblemind (Enchantment) Deal psychic; foe's INT, CHA = 1.

Glibness (Transmutation) Your CHA check, save roll is 15.

Greater Dominate (Enchantment) Control any creature.

Incendiary Cloud (Conjuration) 20-ft. radius fire cloud for 1 min.

Maze (Conjuration) Send target to demiplane maze.

Mind Blank (Abjuration) Block all mental effects.

Power Word Stun (Enchantment) Stun a foe up to 150 HP.

9TH CIRCLE

Gate (Conjuration) Link to another plane.

Meteor Swarm (Evocation) Rain massive harm in huge area.

Power Word Kill (Enchantment) Kill a foe up to 100 HP.

Prismatic Wall (Abjuration) Rainbow wall deals layers of harm.

Time Stop (Transmutation) Take 1d4 + 1 turns in a row.

True Polymorph (Transmutation) Turn target into anything.

Weird (Illusion) Better *phantasmal killer*.

Wish (Conjuration) Wish for anything.

ARCANE RITUAL LIST

These rituals are available to casters who draw power from the Arcane source.

1ST CIRCLE

Alarm (Abjuration) Set an alarm for intruders.

Create Familiar (Transmutation) Make a Beast to serve you.

Identify (Divination) Discover magic on target.

Illusory Script (Illusion) Write hidden messages.

Unseen Servant (Conjuration) Make an invisible helper.

2ND CIRCLE

Arcane Lock (Abjuration) Lock a door, chest, etc.

Arcanist's Magic Aura (Illusion) Ally deceives divinations.

Locate (Divination) Find a target.

Magic Mouth (Illusion) Object speaks your message.

3RD CIRCLE

Animate Dead (Necromancy) Make a skeleton or zombie.

Clairvoyance (Divination) View or hear up to 1 mile away.

Glyph of Warding (Abjuration) Leave an invisible trap.

Magic Circle (Abjuration) Ward against creature types.

Tiny Hut (Evocation) Dome blocks passage to inside.

4TH CIRCLE

Fabricate (Transmutation) Make items from raw materials.

Hallucinatory Terrain (Illusion) Terrain appears as you will it.

Private Sanctum (Abjuration) Ensure an area's privacy.

Secret Chest (Abjuration) Hide chest in Ethereal Plane.

5TH CIRCLE

Contact Other Plane (Divination) Ask an entity five questions.

Creation (Illusion) Make an object from shadow.

Dream (Illusion) Visit targets' dreams.

Geas (Enchantment) Compel target to obey you.

Planar Binding (Abjuration) Bind planar creature to service.

Scrying (Divination) Superior spying method.

Teleportation Circle (Conjuration) Teleport to fixed locations.

6TH CIRCLE

Contingency (Evocation) Set a spell for just in case.

Create Undead (Necromancy) Make ghouls or worse Undead.

Guards and Wards (Abjuration) Many effects to guard a building.

Instant Summons (Conjuration) Mark an item to summon later.

7TH CIRCLE

Magnificent Mansion (Conjuration) An extradimensional dwelling.

Mirage Arcane (Illusion) Better *hallucinatory terrain*.

Simulacrum (Illusion) Inferior copy of someone.

Symbol (Abjuration) Powerful glyph, many effects.

8TH CIRCLE

Antipathy/Sympathy (Enchantment) Repel or attract creatures.

Clone (Necromancy) Backup body for a creature.

9TH CIRCLE

Astral Projection (Necromancy) Group travel to Astral Plane.

Foresight (Divination) Ally sees immediate future.

Imprisonment (Abjuration) Create a unique prison.

DIVINE SPELL LIST

These spells are available to casters who draw power from the Divine source.

CANTRIPS

Guidance (Divination) Ally adds d4 to ability check.

Light (Evocation) Object emits bright light.

Mending (Transmutation) Minor repairs to an object.

Resistance (Abjuration) Ally adds d4 to save.

Sacred Flame (Evocation) Foe has no cover from radiant.

Spare the Dying (Necromancy) Stabilize a dying creature.

Thaumaturgy (Transmutation) Harmless display of power.

1ST CIRCLE

Bane (Enchantment) Foes subtract d4 from rolls.

Bless (Enchantment) Allies add d4 to rolls.

Command (Enchantment) Creature obeys one-word order.

Cure Wounds (Necromancy) Average heal to ally.

Detect Evil and Good (Divination) Locate creature types nearby.

Divine Favor (Evocation) Your weapon deals extra radiant.

Guiding Bolt (Evocation) Radiant harms and halos foe.

Healing Word (Necromancy) Minor heal at 60 ft.

Heroism (Enchantment) Ally is immune to fear, gains temporary HP.

Inflict Wounds (Necromancy) Average necrotic to foe.

Protection from Evil and Good (Abjuration) Ward against creature types.

Sanctuary (Abjuration) Ward a creature against attacks.

Shield of Faith (Abjuration) Creature gets +2 AC.

2ND CIRCLE

Aid (Abjuration) Raises current and maximum HP.

Blindness/Deafness (Necromancy) Blind or deafen foe.

Branding Smite (Evocation) Better *divine favor*.

Calm Emotions (Enchantment) Soothe riled-up Humanoids.

Gentle Repose (Necromancy) Ward corpse from decay, undeath.

Hold (Enchantment) Paralyze a Medium creature.

Protection from Poison (Abjuration) Stop, resist poison for ally.

Ray of Enfeeblement (Necromancy) Sap a foe's strength.

Restoration (Abjuration) Cure disease or condition on ally.

See Invisibility (Divination) See invisible and ethereal.

Silence (Illusion) 20-ft. radius deafening quiet.

Spiritual Weapon (Evocation) Spectral weapon deals force.

Suggestion (Enchantment) Creature obeys your order.

Warding Bond (Abjuration) Halve, share pain with ally.

Zone of Truth (Enchantment) Targets can't lie.

3RD CIRCLE

Beacon of Hope (Abjuration) Give advantage, maximize heals.

Bestow Curse (Necromancy) Choose a bad effect for a foe.

Create Food and Water (Conjuration) 45 lbs. food, 30 gallons water.

Daylight (Evocation) Create a sphere of daylight.

Dispel Magic (Abjuration) Break an ongoing spell.

Mass Healing Word (Necromancy) Minor heal to many at 60 ft.

Protection from Energy (Abjuration) Ally has damage type resistance.

Remove Curse (Abjuration) End curses affecting ally.

Revivify (Necromancy) Resurrect 1 minute dead.

Sending (Enchantment) Send a 25-word message anywhere.

Spirit Guardians (Conjuration) Spirits damage foes around you.

Tongues (Divination) Target understands all language.

Vampiric Touch (Necromancy) Harm another to heal yourself.

4TH CIRCLE

Banishment (Abjuration) Send target to another plane for 1 min.

Blight (Necromancy) Necrotic to living creature.

Compulsion (Enchantment) Charm foes to move as you will it.

Confusion (Enchantment) Targets act at random.

Control Water (Transmutation) Make water move as you will it.

Death Ward (Abjuration) Ally has 1 HP when it would have 0 HP.

Faithful Hound (Conjuration) Invisible sentry barks and bites.

Freedom of Movement (Abjuration) Ally can't be slowed or hindered.

Guardian of Faith (Conjuration) Sentry deals radiant to nearby foes.

5TH CIRCLE

Antilife Shell (Abjuration) 10-ft. field blocks the living.

Contagion (Necromancy) Sicken foe with disease.

Dispel Evil and Good (Abjuration) Send creature types home.

Flame Strike (Evocation) 10-ft. radius column of fire, radiant.

Greater Hold (Enchantment) Paralyze any creature.

Greater Restoration (Abjuration) Better *restoration*.

Legend Lore (Divination) Instantly know about a legend.

Mass Cure Wounds (Necromancy) Average heal to allies.

6TH CIRCLE

Circle of Death (Necromancy) Necrotic in 60-ft. radius.

Flesh to Stone (Transmutation) Slowly petrify creature.

Harm (Necromancy) Necrotic that won't quite kill.

Heal (Necromancy) Major heal to creature.

Sunbeam (Evocation) Line of blinding radiant.

True Seeing (Divination) Ally sees things truly.

Word of Recall (Conjuration) Teleport group to chosen place.

7TH CIRCLE

Divine Word (Evocation) Banish, harm extraplanar foes.

Finger of Death (Necromancy) Major necrotic, zombify Humanoid.

Plane Shift (Conjuration) Take allies or banish foe to plane.

Sequester (Transmutation) Hide target in stasis.

8TH CIRCLE

Glibness (Transmutation) Your CHA check, save roll is 15.

Holy Aura (Abjuration) Allies light up, boost defenses.

Power Word Stun (Enchantment) Stun a creature up to 150 HP.

Sunburst (Evocation) 60-ft. radius blinding radiant.

9TH CIRCLE

Mass Heal (Necromancy) Heal 700 HP across allies.

Power Word Kill (Enchantment) Kill a foe up to 100 HP.

Power Word Recover (Enchantment) Fully heal an ally.

Storm of Vengeance (Conjuration) Increasing harm for 10 rounds.

DIVINE RITUAL LIST

These rituals are available to casters who draw power from the Divine source.

1ST CIRCLE

Detect Poison and Disease (Divination) Sense nearby poison, disease.

Purify Food and Drink (Transmutation) Make food, drink safe to eat.

2ND CIRCLE

Augury (Divination) Get an omen about your plans.

Find Steed (Conjuration) Call, bond with a mount.

Locate (Divination) Find a target.

Prayer of Healing (Evocation) Moderate heal to allies.

3RD CIRCLE

Animate Dead (Necromancy) Make a skeleton or zombie.

Clairvoyance (Divination) View or hear up to 1 mile away.

Magic Circle (Abjuration) Ward against creature types.

Speak with Dead (Necromancy) Ask a corpse five questions.

4TH CIRCLE

Divination (Divination) Question the future or present.

Private Sanctum (Abjuration) Ensure an area's privacy.

5TH CIRCLE

Geas (Enchantment) Compel target to obey you.

Hallow (Abjuration) Ward from creature types, more effects.

Planar Binding (Abjuration) Bind planar creature to service.

Raise Dead (Necromancy) Resurrect 10 days dead.

Scrying (Divination) Superior spying method.

6TH CIRCLE

Create Undead (Necromancy) Make ghouls or worse Undead.

Forbiddance (Abjuration) Ward area against magical travel.

Heroes' Feast (Conjuration) Feast gives eaters benefits.

Planar Ally (Conjuration) Call for extraplanar aid.

7TH CIRCLE

Regenerate (Transmutation) Heal creature slowly, completely.

Resurrection (Necromancy) Resurrect 100 years dead.

8TH CIRCLE

Antipathy/Sympathy (Enchantment) Attract or repel creatures.

Control Weather (Transmutation) Change weather within 5 miles.

9TH CIRCLE

Foresight (Divination) Ally sees immediate future.

True Resurrection (Necromancy) Resurrect 200 years dead.

PRIMORDIAL SPELL LIST

These spells are available to c asters who draw power from the Primordial source.

CANTRIPS

Dancing Lights (Evocation) Make and control four lights.

Druidcraft (Transmutation) Harmless natural effects.

Poison Spray (Conjuration) Poison foe at 10 ft.

Produce Flame (Conjuration) Fire for light or harm to target.

Resistance (Abjuration) Ally adds d4 to save.

Shillelagh (Transmutation) Empower your wooden weapon.

Shocking Grasp (Evocation) Lightning harms and slows.

1ST CIRCLE

Animal Friendship (Enchantment) Charm a Beast for a day.

Burning Hands (Evocation) Fire harms targets, ignites objects.

Create or Destroy Water (Transmutation) Affect gallons of water.

Cure Wounds (Necromancy) Average heal to ally.

Entangle (Conjuration) Restrains targets in 20-ft. square.

Expeditious Retreat (Transmutation) Dash as a bonus action.

Feather Fall (Transmutation) Targets fall slowly.

Fire Under the Tongue (Transmutation) Eat fire, use it later.

Fog Cloud (Conjuration) Fog obscures an area.

Goodberry (Transmutation) Ten berries heal 1 HP each.

Longstrider (Transmutation) Boost speed and jump distance.

Speak with Animals (Divination) Converse with Beasts.

Thunderwave (Evocation) Push and damage foes.

2ND CIRCLE

Alter Self (Transmutation) Change your form and appearance.

Barkskin (Transmutation) Ally's AC is at least 16.

Darkvision (Transmutation) Allies can see in the dark.

Enhance Ability (Transmutation) Boost an ability score for 1 hr.

Enlarge/Reduce (Transmutation) Alter a target's size.

Flaming Sphere (Evocation) Move fire to harm and ignite.

Gust of Wind (Evocation) Wind pushes and disperses.

Heat Metal (Transmutation) Make metal too hot to use.

Moonbeam (Evocation) Vertical beam of radiant for 1 min.

Pass Without Trace (Abjuration) Group has +10 Stealth, no tracks.

Protection from Poison (Abjuration) Stop, resist poison for ally.

Restoration (Abjuration) Cure disease or condition on target.

Spider Climb (Transmutation) Walk on walls and ceilings.

Spike Growth (Transmutation) Hidden ground deals piercing.

Wildsense (Divination) Perceive through a Beast's senses.

3RD CIRCLE

Call Lightning (Conjuration) Lightning in 60-ft. radius.

Conjure Animals (Conjuration) Call Beasts to help.

Create Food and Water (Conjuration) 45 lbs. food, 30 gal. water.
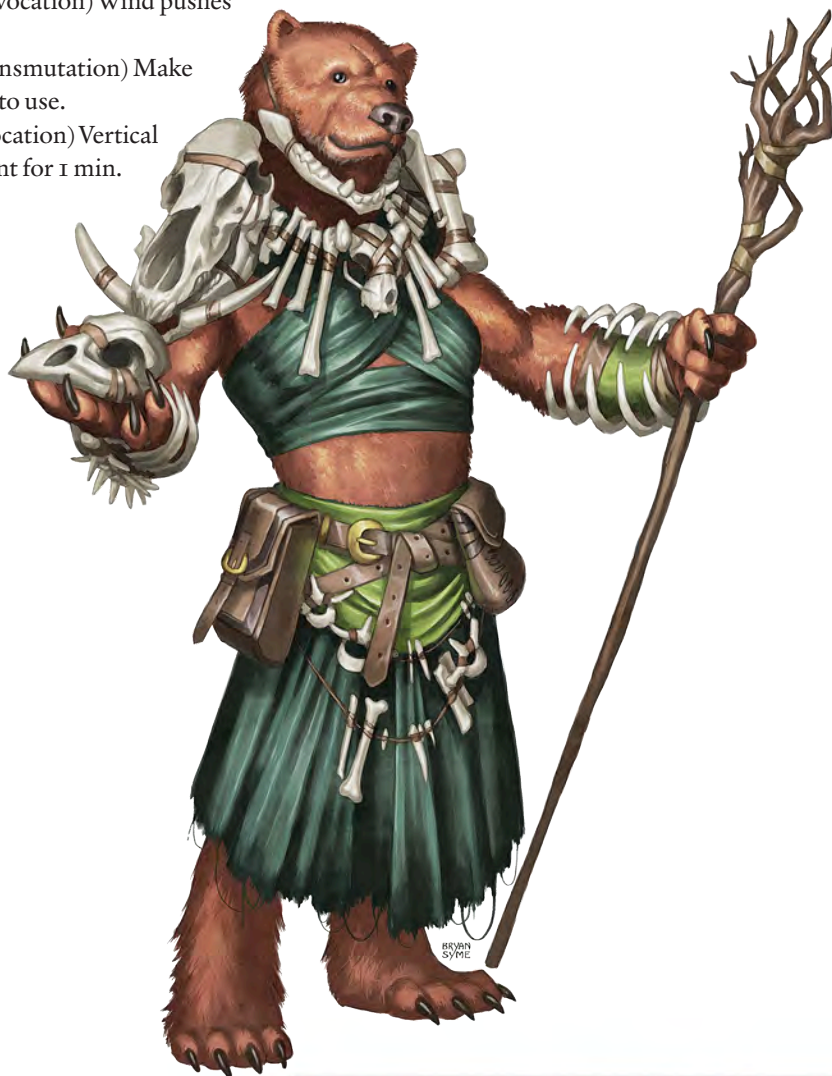
Daylight (Evocation) Create a sphere of daylight.

Fly (Transmutation) Ally gets 60 ft. flying speed.

Gaseous Form (Transmutation) Ally becomes a slow cloud.

Meld into Stone (Transmutation) Hide inside a stone surface.

Plant Growth (Transmutation) Plants slow movement or grow richly.

Protection from Energy (Abjuration) Ally has damage type resistance.

Sleet Storm (Conjuration) Ice disrupts movement, concentration.

Speak with Plants (Transmutation) Converse with Plants.

Water Breathing (Transmutation) Allies breathe underwater.

Wind Wall (Evocation) Shape a wall of strong wind.

4TH CIRCLE

Blight (Necromancy) Necrotic to living creature.

Conjure Woodland Beings (Conjuration) Call Fey to help.

Control Water (Transmutation) Make water move as you will it.

Giant Insect (Transmutation) Make target insects giant.

Ice Storm (Evocation) Bludgeoning and cold hail.

Polymorph (Transmutation) Turn creature into a Beast.

Stone Shape (Transmutation) Mold stone into any shape.

Stoneskin (Abjuration) Ally has resistance to weapon harm.

Wall of Fire (Evocation) Shape fire wall that deals fire.

5TH CIRCLE

Antilife Shell (Abjuration) 10-ft. field blocks the living.

Cone of Cold (Evocation) 60-ft. cone of cold.

Contagion (Necromancy) Sicken foe with disease.

Greater Restoration (Abjuration) Better *restoration*.

Insect Plague (Conjuration) Call a swarm of biting locusts.

Mass Cure Wounds (Necromancy) Average heal to allies.

Tree Stride (Conjuration) Teleport 500 feet using trees.

Wall of Stone (Evocation) Shape a thick stone wall.

6TH CIRCLE

Heal (Necromancy) Major heal to creature.

Move Earth (Transmutation) Shape terrain as you will it.

Sunbeam (Evocation) Line of blinding radiant.

Transport via Plants (Conjuration) Better *tree stride*.

Wall of Ice (Evocation) Shape ice wall that deals cold.

Wall of Thorns (Evocation) Thorns pierce those who pass.

Wind Walk (Transmutation) Allies become fast clouds.

7TH CIRCLE

Fire Storm (Evocation) Ten 10-ft. cubes of fire.

Four Winds (Transmutation) Whirlwinds bludgeon, toss foes.

Reverse Gravity (Transmutation) Down is up in 50-ft. radius.

Transmogrification (Transmutation) Give yourself monstrous traits.

8TH CIRCLE

Animal Shapes (Transmutation) Turn allies into Beasts.

Earthquake (Evocation) Open fissures, harm structures.

Sunburst (Evocation) 60-ft. radius blinding radiant.

Tidal Wave (Evocation) Call a massive wave of water.

9TH CIRCLE

Mass Heal (Necromancy) Heal 700 HP across targets.

Meteor Swarm (Evocation) Rain massive harm in huge area.

Shapechange (Transmutation) Turn into anything.

Storm of Vengeance (Conjuration) Increasing harm for 10 rounds.

True Polymorph (Transmutation) Turn target into anything.

PRIMORDIAL RITUAL LIST

These rituals are available to casters who draw power from the Primordial source.

1ST CIRCLE

Detect Poison and Disease (Divination) Sense nearby poison, disease.

Purify Food and Drink (Transmutation) Make food, drink safe to eat.

2ND CIRCLE

Animal Messenger (Enchantment) Tiny Beast delivers a message.

Circle of Stones (Abjuration) Magic rocks attack trespassers.

Find Steed (Conjuration) Call, bond with a mount.

Locate (Divination) Find a target.

3RD CIRCLE

Trestle (Conjuration) Vines make climbing easy.

Water Walk (Transmutation) Allies can walk on liquids.

4TH CIRCLE

Briar Rose (Enchantment) Flower induces long slumber.

Song of the Forest (Transmutation) Sense everything sharply.

5TH CIRCLE

Awaken (Transmutation) Make a Beast or Plant sentient.

Commune with Nature (Divination) Get facts about surrounding area.

Reincarnate (Transmutation) Dead Humanoid returns in new body.

6TH CIRCLE

Find the Path (Divination) Know the most expedient route.

Heroes' Feast (Conjuration) Feast gives eaters benefits.

7TH CIRCLE

Oculus Blossoms (Divination) Spy through flowers.

Regenerate (Transmutation) Heal creature slowly, completely.

8TH CIRCLE

Antipathy/Sympathy (Enchantment) Attract or repel creatures.

Control Weather (Transmutation) Change weather within 5 miles.

9TH CIRCLE

Metamorphosis (Transmutation) Permanently alter ally's form.

WYRD SPELL LIST

These spells are available to casters who draw power from the Wyrd source.

CANTRIPS

Dancing Lights (Evocation) Make and control four lights.

Grave Touch (Necromancy) Necrotic to foe, prevent healing.

Guidance (Divination) Ally adds d4 to ability check.

Mage Hand (Conjuration) Magical hand for simple tasks.

Message (Enchantment) Only target hears your whisper.

Minor Illusion (Illusion) Small illusory sound or image.

Thaumaturgy (Transmutation) Harmless display of power.

Vicious Mockery (Enchantment) Psychic to foe and disadvantage.

1ST CIRCLE

Bane (Enchantment) Foes subtract d4 from rolls.

Charm (Enchantment) Compel creature to trust you.

Command (Enchantment) Foe obeys one-word order.

Detect Evil and Good (Divination) Locate creature types nearby.

Detect Magic (Divination) Sense nearby magic.

Disguise Self (Illusion) Change your basic appearance.

Faerie Fire (Evocation) Light up foes for advantage.

Guiding Bolt (Evocation) Radiant harms and halos foe.

Hellish Rebuke (Evocation) Retaliate with fire.

Hideous Laughter (Enchantment) Foe laughs uncontrollably.

Inflict Wounds (Necromancy) Average necrotic to foe.

Protection from Evil and Good (Abjuration) Ward against creature types.

Sleep (Enchantment) Lull foes into sleep.

2ND CIRCLE

Blindness/Deafness (Necromancy) Blind or deafen foe.

Darkness (Evocation) 15-ft. radius magical darkness.

Detect Thoughts (Divination) Know a creature's thoughts.

Enthrall (Enchantment) Group sees, hears only you.

Hold (Enchantment) Paralyze a Medium creature.

Invisibility (Illusion) Ally becomes invisible.

Magic Weapon (Transmutation) Enchant a weapon for 1 hour.

Mirror Image (Illusion) Copies of you deflect attacks.

Misty Step (Conjuration) Quick teleport at short range.

Ray of Enfeeblement (Necromancy) Sap a foe's strength.

Rope Trick (Conjuration) Extradimensional hideaway.

See Invisibility (Divination) See invisible and ethereal.

Silence (Illusion) 20-ft. radius deafening quiet.

Spiritual Weapon (Evocation) Spectral weapon deals force.

Suggestion (Enchantment) Creature obeys your order.

3RD CIRCLE

Bestow Curse (Necromancy) Choose a bad effect for a foe.

Blink (Transmutation) Fast shift to Ethereal Plane and back.

Conjure Animals (Conjuration) Call Beasts to help.

Fear (Illusion) Frighten a group.

Hypnotic Pattern (Illusion) Charm foes in 30-ft. cube.

Major Image (Illusion) Make a complex illusion.

Nondetection (Abjuration) Hide target from divination.

Remove Curse (Abjuration) End curses affecting ally.

Revivify (Necromancy) Resurrect 1 minute dead.

Sending (Enchantment) Send a 25-word message anywhere.

Spirit Guardians (Conjuration) Spirits damage foes around you.

Stinking Cloud (Conjuration) 20-ft. cloud nauseates, obscures.

Vampiric Touch (Necromancy) Harm another to heal yourself.

4TH CIRCLE

Banishment (Abjuration) Send target to another plane for 1 min.

Black Tentacles (Conjuration) Tentacles bludgeon, restrain.

Compulsion (Enchantment) Charm foes to move as you will it.

Confusion (Enchantment) Targets act at random.

Conjure Minor Elementals (Conjuration) Call Elementals to help.

Dimension Door (Conjuration) Teleport 500 ft. for two.

Faithful Hound (Conjuration) Invisible sentry barks and bites.

Greater Invisibility (Illusion) Better *invisibility*.

Mass Faerie Fire (Evocation) Better *faerie fire*.

Phantasmal Killer (Illusion) Frighten, psychic to foe.

5TH CIRCLE

Cloudkill (Conjuration) 20-ft. cloud deals poison.

Conjure Elemental (Conjuration) Call an Elemental to help.

Dispel Evil and Good (Abjuration) Send creature types home.

Dominate (Enchantment) Control a Medium creature.

Greater Hold (Enchantment) Paralyze any creature.

Seeming (Illusion) *Disguise self* for a group.

Telekinesis (Transmutation) Move targets with your mind.

Telepathic Bond (Divination) Connect allies' thoughts.

Wall of Force (Evocation) Shape force wall to block passage.

6TH CIRCLE

Circle of Death (Necromancy) Necrotic in 60-ft. radius.

Disintegrate (Transmutation) Force, utter destruction at 0 HP.

Eyebite (Transmutation) Panic, sicken, or sleep foes.

Harm (Necromancy) Necrotic that won't quite kill.

Irresistible Dance (Enchantment) Foe dances uncontrollably.

Mass Suggestion (Enchantment) Group obeys your order.

True Seeing (Divination) Ally sees things truly.

7TH CIRCLE

Etherealness (Transmutation) Travel to, in Ethereal Plane.

Finger of Death (Necromancy) Major necrotic, zombify Humanoid.

Forcecage (Evocation) Imprison foes for 1 hour.

Plane Shift (Conjuration) Take allies or banish foe to plane.

8TH CIRCLE

Demiplane (Conjuration) Door to a small dimension.

Greater Dominate (Enchantment) Control any creature.

Maze (Conjuration) Send target to demiplane maze.

Power Word Stun (Enchantment) Stun a foe up to 150 HP.

9TH CIRCLE

Gate (Conjuration) Link to another plane.

Power Word Kill (Enchantment) Kill a foe up to 100 HP.

Weird (Illusion) Better *phantasmal killer*.

Wish (Conjuration) Wish for anything.

WYRD RITUAL LIST

These rituals are available to casters who draw power from the Wyrd source.

1ST CIRCLE

Find Familiar (Conjuration) Call a Beast to serve you.

Illusory Script (Illusion) Write hidden messages.

Unseen Servant (Conjuration) Make an invisible helper.

2ND CIRCLE

Augury (Divination) Get an omen about your plans.

Locate (Divination) Find a creature or object.

Magic Mouth (Illusion) Object speaks your message.

3RD CIRCLE

Clairvoyance (Divination) View or hear up to 1 mile away.

Magic Circle (Abjuration) Ward against creature types.

Phantom Steed (Illusion) Make a fast steed for 1 hour.

Speak with Dead (Necromancy) Ask a corpse five questions.

4TH CIRCLE

Hallucinatory Terrain (Illusion) Terrain appears as you will it.

Secret Chest (Abjuration) Hide chest in Ethereal Plane.

5TH CIRCLE

Contact Other Plane (Divination) Ask an entity five questions.

Dream (Illusion) Visit targets' dreams.

Geas (Enchantment) Compel target to obey you.

Planar Binding (Abjuration) Bind planar creature to service.

6TH CIRCLE

Magic Jar (Necromancy) Possess a Humanoid's body.

Planar Ally (Conjuration) Call for extraplanar aid.

7TH CIRCLE

Magnificent Mansion (Conjuration) An extradimensional dwelling.

Mirage Arcane (Illusion) Better *hallucinatory terrain*.

8TH CIRCLE

Antipathy/Sympathy (Enchantment) Attract or repel creatures.

9TH CIRCLE

Astral Projection (Necromancy) Group travel to Astral Plane.

Imprisonment (Abjuration) Create a unique prison.

Spell Descriptions

This section presents descriptions of spells commonly used throughout the Labyrinth. The spells are listed in alphabetical order.

A

ACID ARROW

2nd-Circle Arcane (Evocation)

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (powdered rhubarb leaf and an adder's stomach)
Duration: Instantaneous

You launch a missile of acid toward your target.

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

ACID SPLASH

Arcane Cantrip (Conjuration)

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

You conjure a glob of acid to burst over your enemies.

Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a DEX save 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).

AID

2nd-Circle Divine (Abjuration)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a tiny strip of white cloth)
Duration: 8 hours

You heal your allies for a small amount and temporarily increase their hit point maximums.

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

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

ALTER SELF

2nd-Circle Primordial (Transmutation)

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

Your body takes on a new appearance, grows natural weapons, or adapts to your environment.

You magically alter your form. When you cast the spell, choose one of the following options, the effects of which last for the duration of the spell. While the spell lasts, you can end one option as an action to gain the benefits of a different one.

   Aquatic Adaptation. You adapt your body to an aquatic environment, sprouting gills and
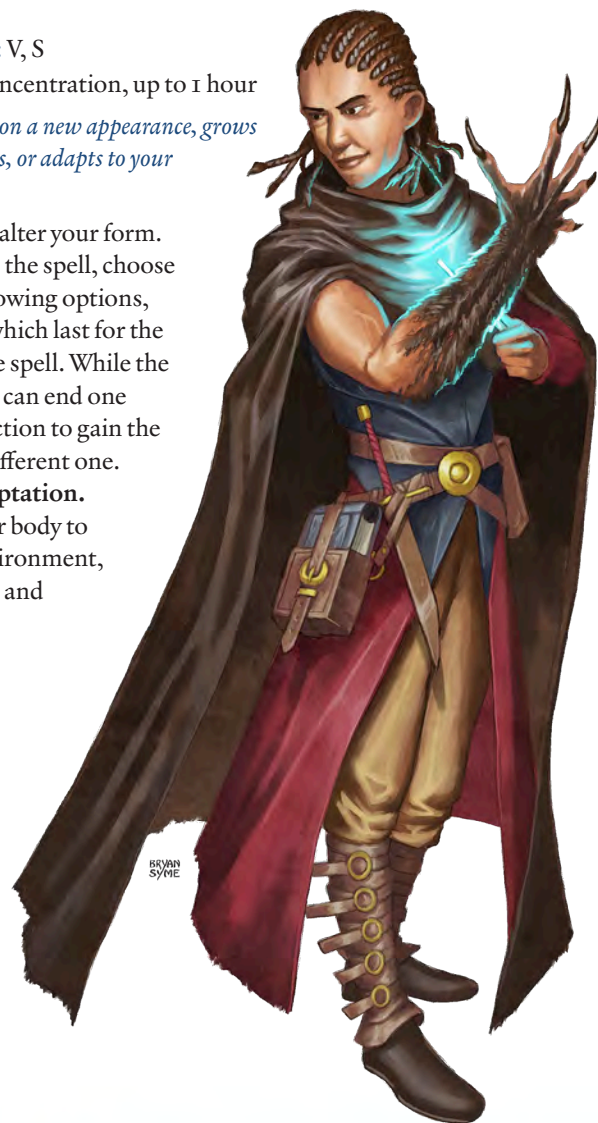
growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.

Change Appearance. You transform your appearance. You decide what you look like, including your height, weight, facial features, the sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another lineage, though none of your statistics change. You can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. At any time for the duration of the spell, you can use your action to change your appearance in this way again.

Natural Weapons. You grow a natural weapon of your choice, such as claws, fangs, spines, or horns. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. Finally, the natural weapon is magic, and you have a +1 bonus to attack and damage rolls you make using it.

ANIMAL FRIENDSHIP

1st-Circle Primordial (Enchantment)
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a morsel of food)
Duration: 24 hours

You charm a Beast or Animal for a day.

This spell lets you convince an animal that you mean it no harm. Choose a Beast or creature with the Animal tag that you can see within range. It must see and hear you. If the creature's INT is 4 (−3) or higher, the spell fails. Otherwise, the creature must succeed on a WIS save or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends.

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

ANIMAL SHAPES

8th-Circle Primordial (Transmutation)
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 24 hours

You transform a group of willing creatures into animals.

Your magic turns others into animals. Choose any number of willing creatures that you can see within range. You transform each target into the form of a Large or smaller Beast or creature with the Animal tag with a CR 4 or lower. On subsequent turns, you can use your action to transform affected creatures into new forms.

The transformation lasts for the duration for each target or until the target drops to 0 HP or dies. You can choose a different form for each target. A target's game statistics are replaced by the statistics of the chosen form, though the target retains its personality and INT, WIS, and CHA scores. The target assumes the hit points of its new form, and when it reverts to its normal form, it returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 HP, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 HP, it isn't knocked unconscious. The creature is limited in the actions it can perform by the nature of its new form, and it can't speak or cast spells.

The target's gear melds into the new form. The target can't activate, wield, or otherwise benefit from any of its equipment.

ANIMATE OBJECTS

5th-Circle Arcane (Transmutation)
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

You cause nearby objects to spring to life and obey your instructions.

Objects come to life at your command. Choose up to ten nonmagical objects within range that aren't being worn or carried. Medium targets count as two objects, Large targets count as four objects, and Huge targets count as eight objects. You can't animate any object larger than Huge.

ANIMATED OBJECT STATISTICS

SIZE	EXAMPLE OBJECT	HP	AC	STR	DEX	ATTACK
Tiny	Inkpot, ladle, throwing dart	20	18	4 (−3)	18 (+4)	+8 to hit, 1d4 + 4 damage
Small	Book, chair, stew pot	25	16	6 (−2)	14 (+2)	+6 to hit, 1d8 + 2 damage
Medium	Handcart, saddle, table	40	13	10 (+0)	12 (+1)	+5 to hit, 2d6 + 1 damage
Large	Armoire, memorial statue, kiln	50	10	14 (+2)	10 (+0)	+6 to hit, 2d10 + 2 damage
Huge	Carriage, dinosaur fossil, granary silo	80	10	18 (+4)	6 (−2)	+8 to hit, 2d12 + 4 damage

Each target animates and becomes a creature under your control until the spell ends or until reduced to 0 HP.

As a bonus action, you can mentally command any creature you made with this spell if the creature is within 500 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

An animated object is a Construct with AC, hit points, attacks, STR, and DEX determined by its size. Its CON is 10 (+0), its INT and WIS are 3 (−4), and its CHA is 1 (−5). Its speed is 30 feet; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. It has tremorsense with a radius of 30 feet and is blind beyond that radius. When the animated object drops to 0 HP, it reverts to its original object form, and any remaining damage carries over to its original object form.

If you command an object to attack, it can make a single melee attack against a creature within 5 feet of it. It makes a Slam attack with an attack bonus and bludgeoning damage determined by its size. The GM might rule that a specific object inflicts slashing or piercing damage based on its form.

At Higher Circles. If you cast this spell using a spell slot of 6th circle or higher, you can animate two additional objects for each slot above 5th.

ANTILIFE SHELL

5th-Circle Divine and Primordial (Abjuration)
Casting Time: 1 action
Range: Self (10-foot radius)
Components: V, S
Duration: Concentration, up to 1 hour

You surround yourself with a ward that prevents living things from passing through.

A shimmering barrier extends out from you in a 10-foot radius and moves with you. It remains centered on you, hedging out creatures other than Undead and Constructs. The barrier lasts for the duration.

The barrier prevents an affected creature from passing or reaching through. An affected creature can cast spells or make attacks with ranged or reach weapons through the barrier.

If you move so that an affected creature is forced to pass through the barrier, the spell ends.

ANTIMAGIC FIELD

8th-Circle Arcane (Abjuration)
Casting Time: 1 action
Range: Self (10-foot-radius sphere)
Components: V, S, M (powdered iron or iron filings)
Duration: Concentration, up to 1 hour

You weave a sphere around you that suppresses all magic.

A 10-foot-radius invisible sphere of antimagic surrounds you. This area is divorced from the magical energy that suffuses the multiverse. Within the sphere, spells can't be cast, summoned creatures disappear, and even magic items become mundane. Until the spell ends, the sphere moves with you, centered on you.

Spells and other magical effects, except those created by an artifact or a deity, are suppressed in the sphere and can't protrude into it. A slot expended to cast a suppressed spell is consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

Targeted Effects. Spells and other magical effects, such as *magic missile* and *charm*, that target a creature or an object in the sphere have no effect on that target.

Areas of Magic. The area of another spell or magical effect, such as *fireball*, can't extend into the sphere. If the sphere overlaps an area of magic, the part of the area that is covered by the sphere is suppressed. For example, the flames created by a *wall of fire* are suppressed within the sphere, creating a gap in the wall if the overlap is large enough.

Spells. Any active spell or other magical effect on a creature or an object in the sphere is suppressed while the creature or object is in it.

Magic Items. The properties and powers of magic items are suppressed in the sphere. For example, a +1 *longsword* in the sphere functions as a nonmagical longsword. A magic weapon's properties and powers are suppressed if it is used against a target in the sphere or wielded by an attacker in the sphere. If a magic weapon or a piece of magic ammunition fully leaves the sphere (for example, if you fire a magic arrow or throw a magic spear at a target outside the sphere), the magic of the item ceases to be suppressed as soon as it exits.

Magical Travel. Teleportation and planar travel fail to work in the sphere, whether the sphere is the destination or the departure point for such magical travel. A portal to another location, world, or plane of existence, as well as an opening to an extradimensional space such as that created by the *rope trick* spell, temporarily closes while in the sphere.

Creatures and Objects. A creature or object summoned or created by magic temporarily winks out of existence in the sphere. Such a creature instantly reappears once the space the creature occupied is no longer within the sphere.

Dispel Magic. Spells and magical effects such as *dispel magic* have no effect on the sphere. Likewise, the spheres created by different *antimagic field* spells don't nullify each other.

ARCANE EYE

4th-Circle Arcane (Divination)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a bit of bat fur)
Duration: Concentration, up to 1 hour

You manifest a movable and invisible eye that you can look through.

You create an invisible, magical eye within range that hovers in the air for the duration. You mentally receive visual information from the eye, which has normal vision and darkvision to a range of 30 feet. The eye can look in every direction.

As an action, you can move the eye up to 30 feet in any direction. There is no limit to how far away from you the eye can move, but it can't enter another plane of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.

ARCANE HAND

5th-Circle Arcane (Evocation)

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (an eggshell and a snakeskin glove)
Duration: Concentration, up to 1 minute

You create a Large hand made of magical energy capable of striking, pushing, grabbing, or blocking foes.

You create a Large hand of shimmering, translucent force in an unoccupied space that you can see within range. The hand lasts for the spell's duration, and it moves at your command, mimicking the movements of your own hand.

The hand is an object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 HP, the spell ends. It has a STR of 26 (+8) and a DEX of 10 (+0). Creatures can occupy the same space as the hand.

When you cast the spell and as a bonus action on your subsequent turns, you can move the hand up to 60 feet and then cause one of the following effects with it.

Clenched Fist. The hand strikes one creature or object within 5 feet of it. Make a melee spell attack for the hand using your own spell attack modifier. On a hit, the target takes 4d8 force damage.

Forceful Hand. The hand attempts to push a creature within 5 feet of it in a direction you choose. Make a check with the hand's STR contested by the STR (Athletics) check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, the hand pushes the target up to 5 feet plus a number of feet equal to five times your spellcasting ability modifier. The hand moves with the target to remain within 5 feet of it.

Grasping Hand. The hand attempts to grapple a Huge or smaller creature within 5 feet of it. You use the hand's STR to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the hand is grappling the target, you can use a bonus action to have the hand crush it. When you do so, the target takes bludgeoning damage equal to 2d6 + your spellcasting ability modifier.

Interposing Hand. The hand interposes itself between you and a creature you choose until you give the hand a different command. The hand moves to stay between you and the target, providing you with half cover against the target. The target can't move through the hand's space if its STR score is less than or equal to the hand's STR score. If its STR score is higher than the hand's STR score, the target can move toward you through the hand's space, but that space is difficult terrain for the target.

At Higher Circles. When you cast this spell using a spell slot of 6th circle or higher, the damage from the Clenched Fist increases by 2d8 and the damage from the *grasping hand* increases by 2d6 for each slot above 5th.

ARCANE SWORD

7th-Circle Arcane (Evocation)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a miniature platinum sword with a grip and pommel of copper and zinc worth 250 gp)
Duration: Concentration, up to 1 minute

You create a blade of magic energy that attacks at your command.

When the sword appears, you make two melee spell attacks with the blade, each one against a target of your choice within 5 feet of the sword. On a hit, the target takes 3d10 + your spellcasting modifier force damage. Until the spell ends, you can use a bonus action on each of your turns to move the sword up to 30 feet to an unoccupied spot you can see and repeat these attacks against targets within 5 feet of the blade.

B

BANE

1st-Circle Divine and Wyrd (Enchantment)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a drop of blood)
Duration: Concentration, up to 1 minute

You curse targets with a penalty to attacks and saves.

Up to three creatures of your choice that you can see within range must succeed on a CHA save or become cursed.

When a cursed target makes an attack roll or a save before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or save.

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

BANISHMENT

4th-Circle Arcane, Divine, and Wyrd (Abjuration)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (an item distasteful to the target)
Duration: Concentration, up to 1 minute

You banish a creature to another plane for a short while.

You attempt to send one creature that you can see within range to another plane of existence. The target must succeed on a CHA save or be banished.

If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the target is incapacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return.

At Higher Circles. When you cast this spell using a spell slot of 5th circle or higher, you can target one additional creature for each slot above 4th.

BARKSKIN

2nd-Circle Primordial (Transmutation)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a handful of oak bark)
Duration: Concentration, up to 1 hour

You transform a target's skin, making it as craggy and resilient as tree bark.

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

BEACON OF HOPE

3rd-Circle Divine (Abjuration)

Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S
Duration: Concentration, up to 1 minute

You bolster the will and healing of creatures close to you.

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

BESTOW CURSE

3rd-Circle Divine and Wyrd (Necromancy)

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

You inflict a creature you touch with a weakness of your choosing.

You touch a creature, and that creature must succeed on a WIS save 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. While cursed, the target has disadvantage on ability checks and saves made with that ability.
- While cursed, the target has disadvantage on attack rolls against you.
- While cursed, the target must make a WIS save 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 GM's discretion, you may choose an alternative curse effect, but it should be no more powerful than those described above.

At Higher Circles. When you cast this spell using a spell slot of 4th circle or higher, the duration becomes concentration, up to 10 minutes. If you use a spell slot of 5th circle or higher, the duration is 8 hours (no concentration). If you use a spell slot of 7th circle or higher, the duration is 24 hours (no concentration). If you use a 9th circle spell slot, the spell lasts until dispelled (no concentration).

BLACK TENTACLES

4th-Circle Wyrd (Conjuration)

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a piece of tentacle from a giant octopus or a giant squid)
Duration: Concentration, up to 1 minute

You conjure up a mass of writhing tentacles to bludgeon and restrain creatures.

Squirming, ebony tentacles fill a 20-foot square on ground that you can see within range. For the duration, these tentacles turn the ground in the area into difficult terrain.

When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a DEX save or take 3d6 bludgeoning damage and be restrained by the tentacles until the spell ends. A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning damage.

A creature restrained by the tentacles can use its action to make a STR or DEX check (its choice) against your spell save DC. On a success, it frees itself.

BLADE BARRIER

6th-Circle Arcane (Evocation)

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You speak a word and gesture to call up a wall of deadly, spinning blades.

You create a vertical wall of whirling, razor-sharp blades made of magical energy within the spell's range. You can make a straight wall up to 100 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 60 feet in diameter, 20 feet high, and 5 feet thick. The wall provides three-quarters cover to creatures behind it, and its space is difficult terrain.

When a creature enters the wall's area for the first time on a turn or starts its turn there, the creature must make a DEX save. On a failure, the creature takes 6d10 slashing damage or half as much damage on a success.

BLESS

1st-Circle Divine (Enchantment)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a sprinkling of holy water)
Duration: Concentration, up to 1 minute

You call on the divine to give targets a bonus to attacks and saves.

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

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

BLIGHT

4th-Circle Divine and Primordial (Necromancy)

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You siphon moisture and vitality from a nearby creature or plant.

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 CON save. It takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on Constructs or Undead.

   If you target a Plant creature or a magical plant, it makes the save 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 withers and dies.

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

BLINDNESS/DEAFNESS

2nd-Circle Arcane, Divine, and Wyrd (Necromancy)

Casting Time: 1 action
Range: 30 feet
Components: V
Duration: 1 minute

You magically blind or deafen a nearby creature.

You can blind or deafen a foe. Choose one creature that you can see within range to make a CON save. 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 CON save. On a success, it is no longer affected by the spell.

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

BLINK

3rd-Circle Arcane and Wyrd (Transmutation)

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 minute

You phase in and out of your current plane, avoiding harm via the Ethereal Plane.

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Ethereal Plane (if you were on the Ethereal Plane when you cast the spell, the spell fails and the casting is wasted). At the start of your next turn, and when the spell ends if you are on the Ethereal Plane, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action.

   While on the Ethereal Plane, you can see and hear the plane you began in, which is cast in shades of gray, and you can't see anything there more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane.

   Creatures that aren't there can't perceive you or interact with you unless they can see into the Ethereal Plane via the *see invisibility* spell or similar magic.

BLUR

2nd-Circle Arcane (Illusion)

Casting Time: 1 action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

You cloak yourself in an illusion that makes you hard to hit.

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

BRANDING SMITE

2nd-Circle Divine (Evocation)

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

You empower a weapon with damaging radiance that makes foes visible.

The next time you hit a creature with a weapon attack before this spell ends, the weapon gleams with astral radiance as you strike. The attack deals an extra 2d6 radiant damage to the target, which becomes visible if it's invisible, and the target sheds dim light in a 5-foot radius and can't become invisible until the spell ends.

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

BURNING HANDS

1st-Circle Arcane and Primordial (Evocation)

Casting Time: 1 action
Range: Self (15-foot cone)
Components: V, S
Duration: Instantaneous

You create a cone of fire that burns creatures and sets objects aflame.

A thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a DEX save. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

   The fire ignites any flammable objects in the area that aren't being worn or carried.

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

C

CALL LIGHTNING

3rd-Circle Primordial (Conjuration)

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You conjure a storm cloud that shoots a lightning strike each round.

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 100 feet 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 within range. A bolt of lightning flashes down from the cloud to that point. Each creature within 5 feet of that point must make a DEX save. 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 Circles. When you cast this spell using a spell slot of 4th circle or higher, the damage increases by 1d10 for each slot above 3rd.

CALM EMOTIONS

2nd-Circle Divine (Enchantment)

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

With supernatural charm, you soothe a group of people.

You attempt to suppress strong emotions in a group of people. Each Humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a CHA save; a creature can choose to fail this save if it wishes. If a creature fails its save, choose one of the following effects.

- **Suppression.** You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

- **Indifference.** Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the GM rules otherwise.

CHAIN LIGHTNING

6th-Circle Arcane (Evocation)

Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a bit of fur; a piece of amber, glass, or a crystal rod; and three silver pins)
Duration: Instantaneous

You create a bolt of lightning that splits and hits four targets.

You create a bolt of lightning that arcs toward a target of your choice that you can see within range. Three bolts then leap from that target to as many as three other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts.

A target must make a DEX save. The target takes 10d8 lightning damage on a failed save, or half as much damage on a successful one.

At Higher Circles. When you cast this spell using a spell slot of 7th circle or higher, one additional bolt leaps from the first target to another target for each slot above 6th.

CHARM

1st-Circle Arcane and Wyrd (Enchantment)

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 hour

Your entrancing words and motions compel your target to trust you.

You attempt to charm a creature that you can see within range. To be affected by this spell, the target must be able to understand at least one language, though it need not be a language you speak. The target must make a WIS save and does so with advantage if you or your companions are fighting it. On a failed save, 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 Circles. When you cast this spell using a spell slot of 2nd circle or higher, you can target one additional creature for each circle slot above 1st. The creatures must be within 30 feet of each other when you target them. In addition, if you cast this spell using a spell slot of 4th circle or higher, targeted creatures don't need to understand any languages to be affected.

CIRCLE OF DEATH

6th-Circle Arcane, Divine, and Wyrd (Necromancy)

Casting Time: 1 action
Range: 150 feet
Components: V, S, M (the powder of a crushed black pearl)
Duration: Instantaneous

You emit a sphere of harmful energy that rots and decays nearby creatures.

A sphere of negative energy ripples out in a 60-foot-radius sphere from a point within range. Each creature in that area must make a CON save. A target takes 8d6 necrotic damage on a failed save, or half as much damage on a successful one.

At Higher Circles. When you cast this spell using a spell slot of 7th circle or higher, the damage increases by 2d6 for each slot above 6th.

CLOUDKILL

5th-Circle Arcane and Wyrd (Conjuration)

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You conjure up a cloud that poisons creatures within it.

You create a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a CON save. On a failure, the creature takes 5d8 poison damage or half as much damage on a success.

Creatures are affected even if they hold their breath or don't need to breathe.

The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

At Higher Circles. When you cast this spell using a spell slot of 6th circle or higher, the damage increases by 1d8 for each slot above 5th.

COLOR SPRAY

1st-Circle Arcane (Illusion)

Casting Time: 1 action
Range: Self (15-foot cone)
Components: V, S, M (a pinch of powder or sand that is colored red, yellow, and blue)
Duration: 1 round

You blind foes with an illusory array of colorful lights.

A dazzling array of flashing, colored light springs from your hand. Roll 8d10 and total the result. This 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 spell ends. Subtract each creature's current 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 Circles. When you cast this spell using a spell slot of 2nd circle or higher, roll an additional 2d10 for each slot above 1st.

COMMAND

1st-Circle Divine and Wyrd (Enchantment)

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

You utter a command your target must obey.

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

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends.

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

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

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

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

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

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

COMPREHEND LANGUAGES

1st-Circle Arcane (Divination)

Casting Time: 1 action
Range: Self
Components: V, S, M (a pinch of soot and salt)
Duration: 1 hour

You understand any language you hear or read.

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

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

At Higher Circles. When you cast this spell using a spell slot of 2nd circle or higher, you can affect one additional willing creature (besides yourself) for each slot above 1st. The creatures must be within 30 feet of you when you target them.

COMPULSION

4th-Circle Arcane, Divine, and Wyrd (Enchantment)

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You compel a creature to move in a direction you choose each round.

Creatures of your choice that you can see within range and that can hear you must make a WIS save. A target automatically succeeds on this save if it can't be charmed. On a failed save, a target is affected by this spell. Until the spell ends, you can use a bonus action on each of your turns to designate a direction that is horizontal to you. Each affected target must use as much of its movement as possible to move in that direction on its next turn. It can take its action before it moves. After moving in this way, it can make another WIS save to try to end the effect. A target isn't compelled to move into an obviously deadly hazard, such as a fire or pit, but it will provoke opportunity attacks to move in the designated direction.

CONE OF COLD

5th-Circle Arcane and Primordial (Evocation)

Casting Time: 1 action
Range: Self (60-foot cone)
Components: V, S, M (a small crystal or glass cone)
Duration: Instantaneous

You shoot a powerful cone of frosty air from your hands.

A blast of cold air erupts from your hands. Each creature in a 60-foot cone must make a CON save. A creature takes 8d8 cold damage on a failed save, or half as much damage on a successful one.

A creature killed by this spell becomes a frozen statue until it thaws.

At Higher Circles. When you cast this spell using a spell slot of 6th circle or higher, the damage increases by 1d8 for each circle above 5th.

CONFUSION

4th-Circle Arcane, Divine, and Wyrd (Enchantment)

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (three nut shells)
Duration: Concentration, up to 1 minute

You juggle three nuts, speak nonsense, and befuddle creatures to act in a random way each turn.

This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a 10-foot-radius sphere centered on a point you choose within range must succeed on a WIS save when you cast this spell or be affected by it.

An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

At the end of each of its turns, an affected target can make a WIS save, ending the effect on itself on a success.

At Higher Circles. When you cast this spell using a spell slot of 5th circle or higher, the radius of the sphere increases by 5 feet for each slot above 4th.

CONFUSION EFFECTS

d10	BEHAVIOR
1	The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
2–6	The creature doesn't move or take actions this turn.
7–8	The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within reach, the creature does nothing this turn.
9–10	The creature can act and move normally. At the end of each of its turns, an affected creature can make a WIS save, ending the effect on itself on a success.

CONJURE ANIMALS

3rd-Circle Primordial and Wyrd (Conjuration)

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 hour

With an ancient word of power, you compel spirits to appear as everyday beasts.

You summon Fey spirits that take the form of Beasts and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One Beast of CR 2 or lower
- Two Beasts of CR 1 or lower
- Four Beasts of CR 1/2 or lower
- Eight Beasts of CR 1/4 or lower

Each Beast is also considered Fey, and it disappears when it drops to 0 HP or when the spell ends.

The summoned creatures are friendly to you and your companions. The summoned creatures act on your initiative, taking their turns immediately after yours. They obey any verbal commands you issue to them (no action required by you). If you don't give any commands, they defend themselves from hostile creatures but otherwise take no actions. The GM has the creatures' statistics.

At Higher Circles. When you cast this spell using certain higher-circle spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th-circle slot, three times as many with a 7th-circle slot, and four times as many with a 9th-circle slot.

CONJURE ELEMENTAL

5th-Circle Arcane and Wyrd (Conjuration)

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (burning incense for air, soft clay for earth, sulfur and phosphorus for fire, or water and sand for water)
Duration: Concentration, up to 1 hour

Using elemental materials, you summon a powerful Elemental ally.

You summon an Elemental servant that appears in an unoccupied space you can see within range. Choose which Elemental appears: an air elemental, earth elemental, a fire elemental, or a water elemental. The GM has the creature's statistics. If your GM allows it, you can use this spell to summon a different Elemental of your choice of CR 5 or lower. This spell can't summon creatures with Legendary Actions. The creature disappears when it drops to 0 hit points or when the spell ends.

The Elemental is friendly to you and your companions for the duration. In combat, the Elemental acts on your initiative and takes its turn immediately after yours. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the Elemental, it defends itself from hostile creatures but otherwise takes no actions.

At Higher Circles. When you cast this spell using a spell slot of 6th circle or higher, you can choose to summon an Elemental of a CR equal to or below the circle of the expended slot. For example, expending an 8th circle slot allows you to summon an Elemental creature of CR 8 or lower.

CONJURE MINOR ELEMENTALS

4th-Circle Arcane and Wyrd (Conjuration)

Casting Time: 1 action
Range: 90 feet
Components: V, S, M
Duration: Concentration, up to 1 hour

You summon a cohort of elemental creatures.

You summon Elemental creatures that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One Elemental creature of CR 2 or lower
- Two Elemental creatures of CR 1 or lower
- Four Elemental creatures of CR 1/2 or lower

A summoned creature disappears when it drops to 0 HP or when the spell ends.

The summoned creatures are friendly to you and your companions. The summoned creatures act on your initiative, taking their turns immediately after yours. They obey any verbal commands you give them (no action required by you). If you don't give any commands, they defend themselves from hostile creatures but otherwise take no actions. The GM has the creatures' statistics.

At Higher Circles. When you cast this spell using certain higher-circle spell slots, choose one of the summoning options above, and more creatures appear: twice as many with a 6th-circle slot and three times as many with an 8th-circle slot.

CONJURE WOODLAND BEINGS

4th-Circle Primordial (Conjuration)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a holly berry for each creature summoned)
Duration: Concentration, up to 1 hour

You summon a cohort of fey creatures.

You summon Fey creatures that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One Fey creature of CR 2 or lower
- Two Fey creatures of CR 1 or lower
- Four Fey creatures of CR 1/2 or lower

A summoned creature disappears when it drops to 0 HP or when the spell ends.

The summoned creatures are friendly to you and your companions. The summoned creatures act on your initiative, taking their turns immediately after yours. They obey any verbal commands you give them (no action required by you). If you don't give any commands, they defend themselves from hostile creatures but otherwise take no actions. The GM has the creatures' statistics.

At Higher Circles. When you cast this spell using certain higher-circle spell slots, choose one of the summoning options above, and more creatures appear: twice as many with a 6th-circle slot and three times as many with an 8th-circle slot.

CONTAGION

5th-Circle Divine and Primordial (Necromancy)

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 7 days

You touch a creature and inflict it with a debilitating disease.

Make a melee spell attack against a creature within your reach. On a hit, you afflict the creature with a disease of your choice selected from the options below.

At the end of each of the target's turns, it must make a CON save. After failing three of these saves, the disease's effects last for the duration, and the creature stops making these saves. After succeeding on three of these saves, the creature recovers from the disease and the spell ends.

Since this spell induces a natural disease in its target, any effect that removes or suppresses a disease's effects apply to it.

Blinding Sickness. Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on WIS checks and WIS saves and is blinded.

Filth Fever. A raging fever sweeps through the creature's body. The creature has disadvantage on STR checks, STR saves, and attack rolls that use STR.

Flesh Rot. The creature's flesh decays. The creature has disadvantage on CHA checks and becomes vulnerable to all damage.

Mindfire. The creature's mind becomes feverish. The creature has disadvantage on INT checks and INT saves, and the creature behaves as if under the effects of the *confusion* spell during combat.

Seizure. The creature is overcome with shaking. The creature has disadvantage on DEX checks, DEX saves, and attack rolls that use DEX.

Slimy Doom. The creature begins to bleed uncontrollably. The creature has disadvantage on CON checks and CON saves. In addition, when the creature takes damage, it is stunned until the end of its next turn.

CONTINUAL FLAME

2nd-Circle Arcane (Evocation)

Casting Time: 1 action
Range: Touch
Components: V, S, M (ruby dust worth 50 gp, which the spell consumes)
Duration: Until dispelled

You create a heatless flame that lasts until dispelled.

A flame equivalent in brightness to a torch springs from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. The flame can be covered or hidden but not smothered or quenched.

CONTROL WATER

4th-Circle Divine and Primordial (Transmutation)

Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a drop of water and a pinch of dust)
Duration: Concentration, up to 10 minutes

You command a body of water to flood, part, flow, and swirl.

Until the spell ends, you control any freestanding water inside an area you choose that is a cube up to 100 feet on a side. You can choose from any of the following effects when you cast this spell. As an action on your turn, you can repeat the same effect or choose a different one.

Flood. You cause the level of all standing water in the area to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land. If you choose an area in a large body of water, you instead create a 20-foot-tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have

a 25 percent chance of capsizing. The water level remains elevated until the spell ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts.

Part Water. You separate water in the area, creating a trench in the water. The trench extends across the spell's area, and the separated water forms a wall to either side. The trench remains until the spell ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored.

Redirect Flow. You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water moves as you direct it, but once it moves beyond the spell's area, it resumes its flow based on terrain conditions. The water continues to move in the direction you chose until the spell ends or you choose a different effect.

Whirlpool. This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making a STR (Athletics) check against your spell save DC. When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a STR save. On a failed save, the creature takes 2d8 bludgeoning damage and is caught in the vortex until the spell ends. On a successful save, the creature takes half as much damage and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above but has disadvantage on the STR (Athletics) check to do so. The first time each turn that an object enters the vortex, the object takes 2d8 bludgeoning damage; this damage occurs each round it remains in the vortex.
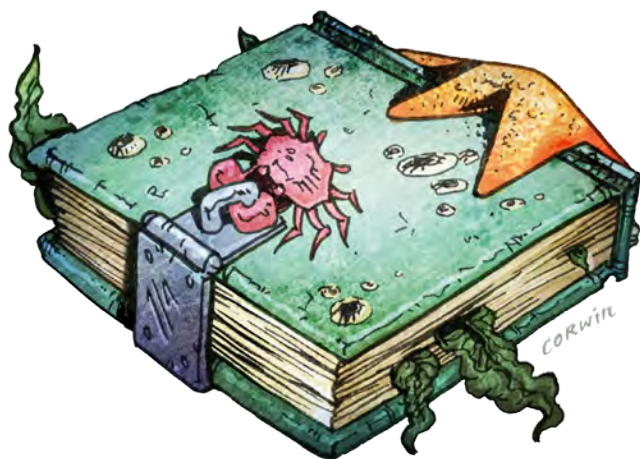
COUNTERSPELL

3rd-Circle Arcane (Abjuration)

Casting Time: 1 reaction, when you see a creature within 60 feet of you casting a spell

Range: 60 feet

Components: S

Duration: Instantaneous

With rippling motions, you prevent a creature you can see from casting a spell.

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd circle or lower, its spell automatically fails and has no effect. If it is casting a spell of 4th circle or above, make an ability check using your spellcasting ability. The DC equals 10 + the spell's circle. On a success, the creature's spell fails and has no effect.

At Higher Circles. When you cast this spell using a spell slot of 4th circle or higher, the interrupted spell automatically has no effect if its circle is less than or equal to the circle of the spell slot you used.

CREATE FOOD AND WATER

3rd-Circle Divine and Primordial (Conjuration)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You conjure enough food and water to sustain a large group.

You create 45 pounds of food and 30 gallons of water on the ground or in containers within range, enough to sustain up to twenty Large or smaller creatures for 24 hours. The food is bland but nourishing but spoils if uneaten after 24 hours. The water is clean and doesn't go bad.

CREATE OR DESTROY WATER

1st-Circle Primordial (Transmutation)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a drop of water if creating water or a few grains of sand if destroying it)

Duration: Instantaneous

You either create or destroy water.

When you cast this spell, choose which of the following effects to create.

Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area.

Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range.

At Higher Circles. When you cast this spell using a spell slot of 2nd circle or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot above 1st.

CURE WOUNDS

1st-Circle Divine and Primordial (Necromancy)
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You heal a wounded creature with a touch and a word.

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier.

This spell has no effect on Constructs or Undead.

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

D

DANCING LIGHTS

Arcane, Primordial, and Wyrd Cantrip (Evocation)
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a bit of phosphorus or wychwood, or a glowworm)
Duration: Concentration, up to 1 minute

By waving a glowworm and chanting, you bring hovering magical lights under your control.

You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely Humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius.

As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

DARKNESS

2nd-Circle Arcane and Wyrd (Evocation)
Casting Time: 1 action
Range: 60 feet
Components: V, M (bat fur and a drop of pitch or piece of coal)
Duration: Concentration, up to 10 minutes

You conjure a globe of magical darkness.

Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this spell's area overlaps with an area of light created by a 2nd circle spell or lower, the spell that created the light is dispelled.

DARKVISION

2nd-Circle Arcane and Primordial (Transmutation)
Casting Time: 1 action
Range: Touch
Components: V, S, M (a pinch of dried carrot or an agate)
Duration: 8 hours

You transform a creature's eyes to see in the dark.

You touch a willing creature to grant it the ability to see in nonmagical darkness. For the duration, that creature has darkvision to a range of 60 feet.

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

DAYLIGHT

3rd-Circle Divine and Primordial (Evocation)
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 hour

You create a sphere of daylight that banishes magical darkness.

A 60-foot-radius sphere of daylight spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet.

If you choose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light.

If any of this spell's area overlaps with an area of darkness created by a spell of 3rd circle or lower such as that created by the *darkness* spell, the spell that created the darkness is dispelled.

DEATH WARD

4th-Circle Divine (Abjuration)
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 8 hours

Your touch grants a warding against death.

The first time the target of this spell would drop to 0 HP as a result of taking damage, the target instead drops to 1 HP, and the spell ends.

If the target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the target, and the spell ends.

DELAYED BLAST FIREBALL

7th-Circle Arcane (Evocation)
Casting Time: 1 action
Range: 150 feet (20-foot-radius sphere)
Components: V, S, M (a tiny ball of bat guano and sulfur)
Duration: Concentration, up to 1 minute

You create a bead of shimmering fire, which explodes when you throw it.

A beam of yellow light flashes from your pointing finger, then condenses to linger at a chosen point within range as a glowing bead for the duration. When the spell ends, either because your concentration is broken or because you decide to end it, the bead blossoms with a low roar into an explosion of flame that spreads around corners. Each creature in a 20-foot-radius sphere centered on that point must make a DEX save. A creature takes fire damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one.

The spell's base damage is 12d6. If at the end of your turn the bead has not yet detonated, the damage increases by 1d6.

If the glowing bead is touched before the interval has expired, the creature touching it must make a DEX save. On a failed save, the spell ends immediately, causing the bead to erupt in flame.

On a successful save, the creature can throw the bead up to 40 feet. When it strikes a creature or a solid object, the spell ends, and the bead explodes.

The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

At Higher Circles. When you cast this spell using a spell slot of 8th circle or higher, the base damage increases by 1d6 for each slot above 7th.

DEMIPLANE

8th-Circle Arcane and Wyrd (Conjuration)
Casting Time: 1 action
Range: 60 feet
Components: S
Duration: 1 hour

You conjure a doorway to a separate, smaller plane of existence.

You create a shadowy door on a flat solid surface that you can see within range. The door is large enough to allow Medium creatures to pass through unhindered. When opened, the door leads to a demiplane that appears to be an empty room 30 feet in each dimension, made of wood or stone. When the spell ends, the door disappears, and any creatures or objects inside the demiplane remain trapped there, as the door also disappears from the other side.

Each time you cast this spell, you can create a new demiplane, or have the shadowy door connect to a demiplane you created with a previous casting of this spell. In addition, if you know the nature and contents of a demiplane created by a casting of this spell by another creature, you can have the shadowy door connect to its demiplane instead.

DETECT EVIL AND GOOD

1st-Circle Divine and Wyrd (Divination)
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

You sense nearby supernatural creatures, places, and objects.

For the duration, you know if there is an Aberration, Celestial, Elemental, Fey, Fiend, or Undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated.

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 MAGIC

1st-Circle Arcane and Wyrd (Divination)
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

You sense the presence of nearby magic.

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 THOUGHTS

2nd-Circle Arcane and Wyrd (Divination)
Casting Time: 1 action
Range: Self
Components: V, S, M (a copper piece)
Duration: Concentration, up to 1 minute

You reach out to sense the minds and thoughts of others.

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an INT of 3 (−4) or lower or doesn't speak any languages, the creature is unaffected.

You initially learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a WIS save. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an INT check contested by your INT check; if the target succeeds, the spell ends.

Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation.

You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an INT of 3 (−4) or lower or one that doesn't speak any languages.

Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

DIMENSION DOOR

4th-Circle Arcane and Wyrd (Conjuration)
Casting Time: 1 action
Range: 500 feet
Components: V
Duration: Instantaneous

You teleport yourself and one other creature to a spot you can see or visualize.

You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet."

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell.
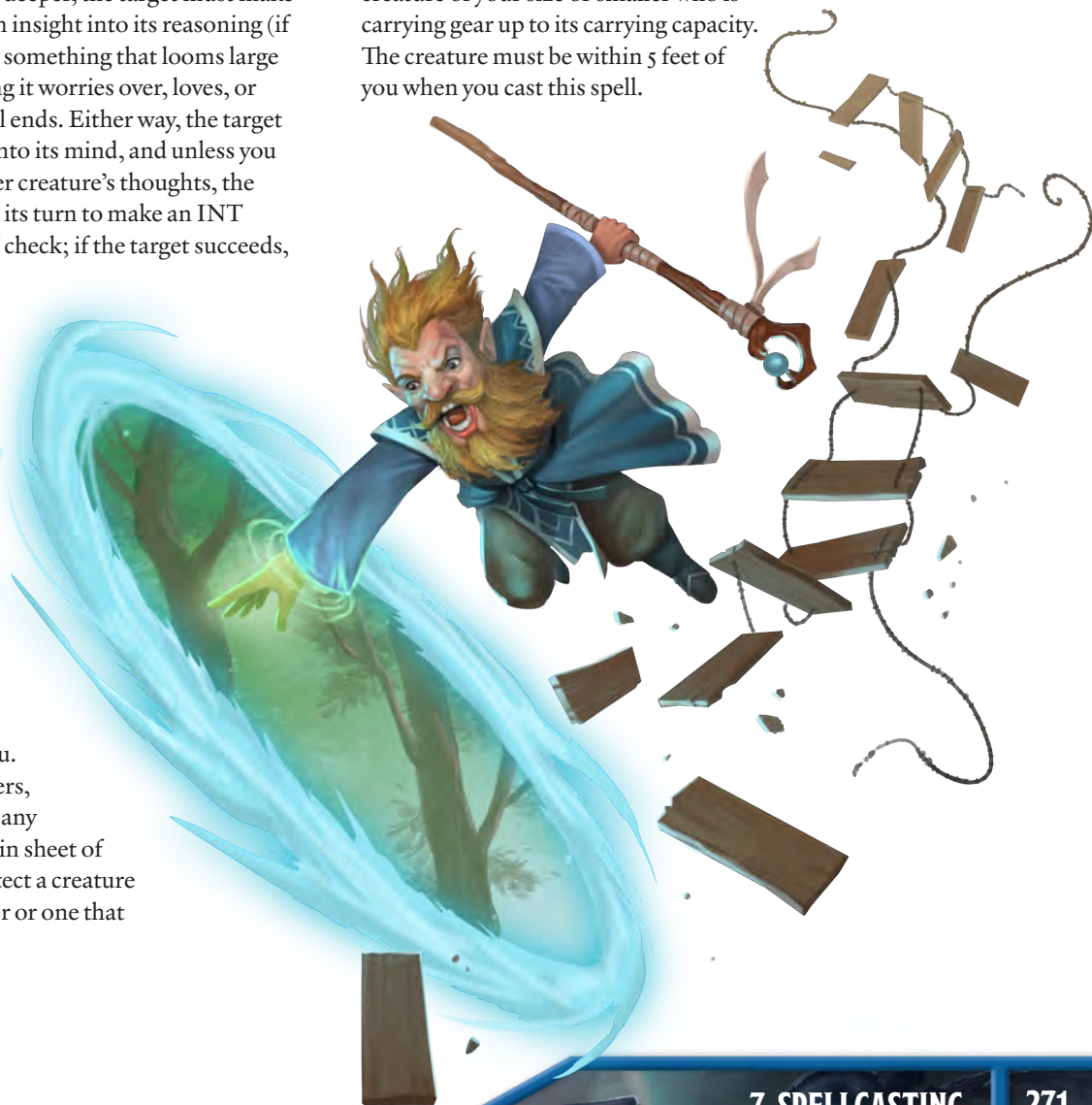
If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the spell fails to teleport you.

DISGUISE SELF

1st-Circle Arcane and Wyrd (Illusion)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

You cover yourself with an illusory appearance.

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an INT (Investigation) check against your spell save DC.

DISINTEGRATE

6th-Circle Arcane and Wyrd (Transmutation)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a lodestone and pinch of dust)

Duration: Instantaneous

You emit a ray that utterly destroys a target, reducing it to dust.

A thin green ray springs from your pointing finger to a target that you can see within range. The target can be a creature, an object, or a creation of magical force, such as the wall created by a wall of force spell.

A creature targeted by this spell must make a DEX save. On a failed save, the target takes 10d6 + 40 force damage. If this damage reduces the target to 0 HP, it is disintegrated.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell. If the target is destroyed, any magic items it was wearing or holding drop onto the ground in a space previously occupied by the target.

This spell automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this spell disintegrates a 10-foot-cube portion of it. A magic item is unaffected by this spell.

At Higher Circles. When you cast this spell using a spell slot of 7th circle or higher, the damage increases by 3d6 for each slot above 6th.
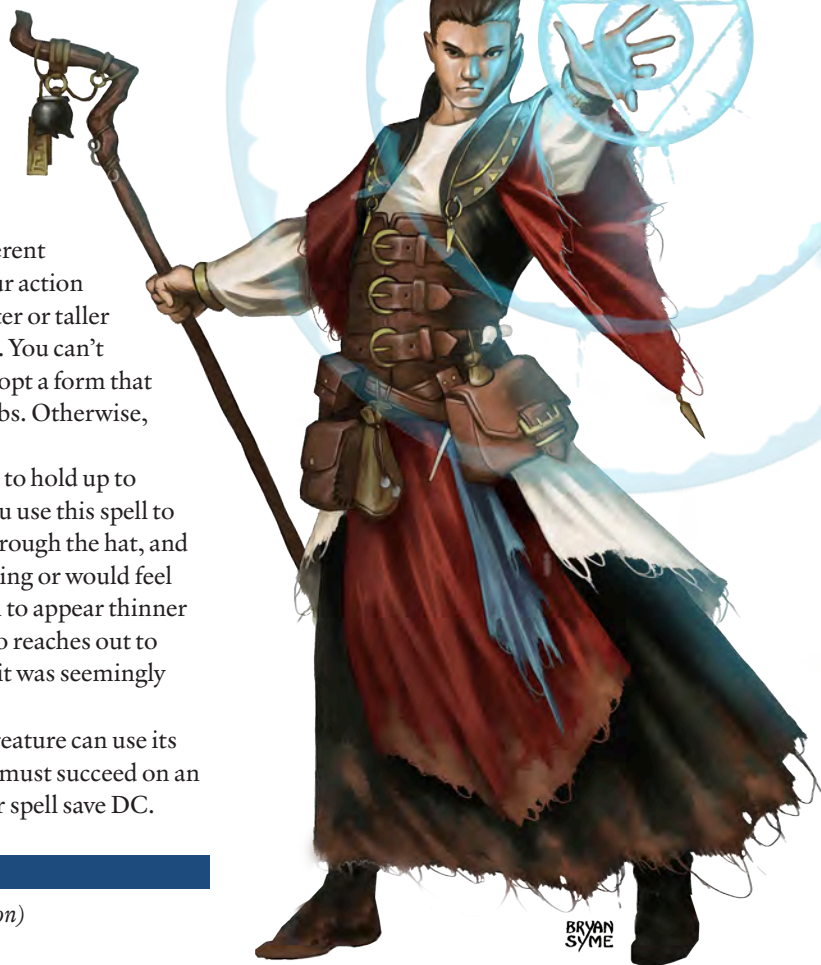
DISPEL EVIL AND GOOD

5th-Circle Divine and Wyrd (Abjuration)

Casting Time: 1 action

Range: Self

Components: V, S, M (holy water or powdered silver and iron)

Duration: Concentration, up to 1 minute

You ward yourself against supernatural creatures and can end their influence or return them to their home plane.

Shimmering energy surrounds and protects you from certain types of creatures: Celestials, Elementals, Fey, Fiends, Undead, and creatures with the Outsider tag. Creatures of those types have disadvantage on attack rolls against you.

   You can end the spell early by using either of the following special functions.

   Break Enchantment. As your action, you touch a creature you can reach that is charmed, frightened, or possessed by one of the listed creature types. The creature you touch is no longer charmed, frightened, or possessed by such creatures.

   Dismissal. As your action, make a melee spell attack against a creature of one of the listed types you can reach. On a hit, you attempt to drive the creature back to its home plane. The creature must succeed on a CHA save or be sent back to its home plane (if it isn't there already) or a different plane deemed appropriate by the GM.

DISPEL MAGIC

3rd-Circle Arcane and Divine (Abjuration)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You dismiss an ongoing spell with a cutting motion and sharp word.

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

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

DIVINE FAVOR

1st-Circle Divine (Evocation)

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You recite a prayer to enhance your weapon's damage.

Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra 1d4 radiant damage on a hit.

DIVINE WORD

7th-Circle Divine (Evocation)

Casting Time: 1 bonus action

Range: 30 feet

Components: V

Duration: Instantaneous

You recite a single word of divine power that harms foes and banishes supernatural creatures.

You utter a divine word, imbued with the power that shaped the world at the dawn of creation. Choose any number of creatures you can see within range. Each creature that can hear you must make a CHA save. On a failed save, a creature suffers an effect based on its current hit points:

- 50 HP or fewer: deafened for 1 minute
- 40 HP or fewer: deafened and blinded for 10 minutes
- 30 HP or fewer: blinded, deafened, and stunned for 1 hour
- 20 HP or fewer: killed instantly

   Regardless of its current hit points, a Celestial, an Elemental, a Fey, or a Fiend that fails its save is forced back to its plane of origin (if it isn't there already) and can't return to your current plane for 24 hours by any means short of a *wish* spell.

DOMINATE

5th-Circle Arcane and Wyrd (Enchantment)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You charm a Medium or smaller creature, and gain telepathic control of their actions.

Choose a Medium or smaller creature that you can see within range. This spell has no effect on creatures immune to the charmed condition. The target must succeed on a WIS save or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the save.

While the creature is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "attack that creature," "run over there," or "fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose and doesn't do anything that you don't allow it to do.

During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new WIS save against the spell, ending the spell on a success.

At Higher Circles. When you cast this spell using a 6th-circle spell slot, the duration is concentration, up to 10 minutes. When you use a 7th-circle spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 8th circle or higher, the duration is concentration, up to 8 hours.

DRUIDCRAFT

Primordial Cantrip (Transmutation)

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You can create a harmless natural effect.

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, torch, or small campfire.

E

EARTHQUAKE

8th-Circle Primordial (Evocation)

Casting Time: 1 action
Range: 500 feet (100-foot-radius circle)
Components: V, S, M (a pinch of dirt, a piece of rock, and a lump of clay)
Duration: Concentration, up to 1 minute

You command the earth to quake, opening great fissures, toppling structures, and harming creatures.

You create a seismic disturbance at a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 100-foot-radius circle centered on that point and shakes creatures and structures in contact with the ground in that area.

The ground in the area becomes difficult terrain. Each creature on the ground that is concentrating must make a CON save. On a failed save, the creature's concentration is broken.

When you cast this spell and at the end of each turn you spend concentrating on it, each creature on the ground in the area must make a DEX save. On a failed save, the creature is knocked prone.

This spell can have additional effects depending on the terrain in the area, as determined by the GM.

Fissures. Fissures open throughout the spell's area at the start of your next turn after you cast the spell. A total of 1d6 such fissures open in locations chosen by the GM. Each is 1d10 × 10 feet deep, 10 feet wide, and extends from one edge of the spell's area to the opposite side. A creature standing on a spot where a fissure opens must succeed on a DEX save or fall in. A creature that successfully saves moves with the fissure's edge as it opens. A fissure that opens beneath a structure causes it to automatically collapse (see following section).

Structures. The tremor deals 50 bludgeoning damage to any structure in contact with the ground in the area when you cast the spell and at the start of each of your turns until the spell ends. If a structure drops to 0 HP, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a DEX save. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 STR (Athletics) check as an action to escape. The GM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.

ELEMENTAL BLADE

2nd-Circle Arcane (Evocation)

Casting Time: 1 bonus action
Range: Self
Components: V, S, M (a leaf of sumac)
Duration: Concentration, up to 10 minutes

You throw a leaf into the air, and a blade of elemental energy appears in your hand.

You evoke an elemental blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action. When the blade first appears, you decide whether it deals acid, cold, fire, lightning, or thunder damage.

You can use your action to make a melee spell attack with the elemental blade. On a hit, the target takes 3d6 damage of the chosen type. The elemental blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

At Higher Circles. When you cast this spell using a spell slot of 4th circle or higher, the damage increases by 1d6 for every two slots above 2nd.

ELEMENTAL SHIELD

4th-Circle Arcane (Evocation)

Casting Time: 1 action
Range: Self
Components: V, S, M (a bit of phosphorus or a firefly)
Duration: 10 minutes

A ward of flames envelops you to stave off intense heat or fierce cold and attackers.

Elemental energy wreathes your body for the duration, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the spell early by using an action to dismiss it. When the shield first appears, you decide whether it is made of acid, cold, fire, lightning, or thunder energy.

The shield grants you resistance to the damage of your chosen elemental type.

In addition, when a creature within 5 feet of you hits you with a melee attack, the shield erupts with energy. The attacker takes 2d8 damage of the chosen type.

ENHANCE ABILITY

2nd-Circle Primordial (Transmutation)

Casting Time: 1 action
Range: Touch
Components: V, S, M (fur or a feather from a beast)
Duration: Concentration, up to 1 hour

Your touch strengthens a creature's ability score.

You touch a creature and bestow one of the following effects upon it. It gains that effect until the spell ends.

Bear's Endurance. The target has advantage on CON checks and gains 2d6 temporary HP, which are lost when the spell ends.

Bull's Strength. The target has advantage on STR checks, and its carrying capacity doubles.

Cat's Grace. The target has advantage on DEX 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 CHA checks and saves against the charmed condition.

Fox's Cunning. The target has advantage on INT checks and checks made to Hide or otherwise avoid notice.

Owl's Wisdom. The target has advantage on WIS checks and can't be surprised.

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

ENLARGE/REDUCE

2nd-Circle Arcane and Primordial (Transmutation)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a pinch of powdered iron)
Duration: Concentration, up to 1 minute

You increase or decrease a target's size by one category.

You cause a creature or an object you can see within range to grow larger or smaller for the duration. Choose a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a CON save. On a success, the spell has no effect. If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once.

Enlarge. The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category— from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on STR checks and STR saves. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attacks with them deal 1d4 extra damage.

Reduce. The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category—from Medium to Small, for example. Until the spell ends, the target also has disadvantage on STR checks and STR saves. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1).

ENTANGLE

1st-Circle Primordial (Conjuration)

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 minute

You create grasping vines that restrain creatures in the area.

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 STR save or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a STR check against your spell save DC. On a success, it frees itself. When the spell ends, the conjured plants wilt away.

ENTHRALL

2nd-Circle Wyrd (Enchantment)

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 minute

Your words captivate your targets, making other creatures harder to perceive.

You weave a distracting string of words, causing creatures of your choice that you can see within range and that can hear you to make a WIS save. Any creature that can't be charmed succeeds on this save automatically, and if you or your companions are fighting a creature, it has advantage on the save. On a failed save, the target has disadvantage on WIS (Perception) checks made to perceive any creature other than you until the spell ends or until the target can no longer hear you. The spell ends if you are incapacitated or can no longer speak.

ETHEREALNESS

7th-Circle Arcane and Wyrd (Transmutation)

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 8 hours

You leave the material world and step into the Ethereal Plane.

You step into the border regions of the Ethereal Plane, in the area where it overlaps with your current plane. You remain in the Ethereal Plane for the duration or until you use your action to dismiss the spell. During this time, you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can see and hear the plane you originated from, but everything there looks gray, and you can't see anything more than 60 feet away.

While on the Ethereal Plane, you can only affect and be affected by other creatures on that plane. Creatures that aren't on the Ethereal Plane can't perceive you and can't interact with you unless a special ability or magic has given them the ability to do so.

You ignore all objects and effects that aren't on the Ethereal Plane, allowing you to move through objects you perceive on the plane you originated from.

When the spell ends, you immediately return to the plane you originated from in the spot you currently occupy. If you occupy the same spot as a solid object or creature when this happens, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved.

This spell has no effect if you cast it while you are on the Ethereal Plane or a plane that doesn't border it.

At Higher Circles. When you cast this spell using a spell slot of 8th circle or higher, you can target up to three willing creatures (including you) for each slot above 7th. The creatures must be within 10 feet of you when you cast the spell.

EXPEDITIOUS RETREAT

1st-Circle Arcane and Primordial (Transmutation)

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You gain additional movement each turn.

This spell allows you to move at an incredible pace. When you first cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.

EYEBITE

6th-Circle Wyrd (Transmutation)

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You transform your eyes into wells of eldritch power; creatures you gaze upon fall unconscious, panic, or become sick.

For the spell's duration, your eyes become an inky void imbued with dread power. One creature of your choice within 60 feet of you that you can see must succeed on a WIS save or be affected by one of the following effects of your choice for the duration. On each of your turns until the spell ends, you can use your action to target another creature but can't target a creature again if it has succeeded on a save against this casting of *eyebite*.

Asleep. The target falls unconscious. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake.

Panicked. The target is frightened of you. On each of its turns, the frightened creature must take the Dash action and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from you where it can no longer see you, this effect ends.

Sickened. The target has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can make another WIS save. If it succeeds, the effect ends.

F

FAERIE FIRE

1st-Circle Wyrd (Evocation)

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Concentration, up to 1 minute

You illuminate targets with fey radiance that makes them visible and vulnerable to attack.

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a DEX save. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

FAITHFUL HOUND

4th-Circle Divine and Wyrd (Conjuration)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a tiny silver whistle, a piece of bone, and a thread)
Duration: 8 hours

You conjure an invisible watchdog that stands guard and attacks trespassers.

You conjure a phantom watchdog in an unoccupied space that you can see within range, where it remains for the duration, until you dismiss it as an action, or until you move more than 100 feet away from it.

The hound is invisible to all creatures except you and can't be harmed. When a Small or larger creature comes within 30 feet of it without first speaking the password that you specify when you cast this spell, the hound starts barking loudly. The hound sees invisible creatures and can see into the Ethereal Plane. It ignores illusions.

At the start of each of your turns, the hound attempts to bite one creature within 5 feet of it that is hostile to you. The hound's attack bonus is equal to your spellcasting ability modifier + your PB. On a hit, it deals 4d8 piercing damage.

FALSE LIFE

1st-Circle Arcane (Necromancy)

Casting Time: 1 action

Range: Self

Components: V, S, M (a small amount of alcohol or distilled spirits)

Duration: 1 hour

You enhance your life force with necromantic preservation.

You bolster yourself with a touch of the same necromantic powers used to preserve the dead. You gain 1d4 + 4 temporary hit points for the duration.

   At Higher Circles. When you cast this spell using a 2nd-circle spell slot or higher, you gain 5 additional temporary hit points for each slot above 1st.

FEAR

3rd-Circle Arcane and Wyrd (Illusion)

Casting Time: 1 action

Range: Self (30-foot cone)

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

Duration: Concentration, up to 1 minute

You frighten creatures with illusory images of their worst fears.

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

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

FEATHER FALL

1st-Circle Arcane and Primordial (Transmutation)

Casting Time: 1 reaction, when you or a creature within 60 feet of you falls

Range: 60 feet

Components: V, M (a small feather or piece of down)

Duration: 1 minute

You throw a feather into the air, to help falling creatures float harmlessly to the ground.

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

FEEBLEMIND

8th-Circle Arcane (Enchantment)

Casting Time: 1 action

Range: 150 feet

Components: V, M (a handful of clay, crystal, glass, or mineral spheres)

Duration: Instantaneous

You shred the mind of a creature within range, rendering it incapable of complex thought.

You blast the mind of a creature that you can see within range, attempting to shatter its intellect and personality. The target takes 4d6 psychic damage and must make an INT save.

   On a failed save, the creature's INT and CHA become 1 (−5). The creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. However, the creature can identify its friends, follow them, and even protect them.

   At the end of every 30 days, the creature can repeat its save against this spell, ending the spell on a success.

   The spell can also be ended by the *greater restoration*, *heal*, or *wish* spells.

FINGER OF DEATH

7th-Circle Arcane, Divine, and Wyrd (Necromancy)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You launch negative energy at a creature, damaging it and potentially turning it into a zombie under your control.

You send negative energy coursing through a creature that you can see within range, causing it searing pain. The target must make a CON save. It takes 7d8 + 30 necrotic damage on a failed save, or half as much damage on a success.

   A Humanoid killed by this spell rises as a **zombie** at the start of your next turn. The zombie is permanently under your command and follows your verbal orders to the best of its ability.

FIRE BOLT

Arcane Cantrip (Evocation)
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You send a bolt of fire blazing toward your target.

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).

FIRE STORM

7th-Circle Arcane and Primordial (Evocation)
Casting Time: 1 action
Range: 150 feet
Components: V, S
Duration: Instantaneous

You command the skies to rain down torrents of roaring flame.

A storm made up of sheets of roaring flame appears in a location you choose within range. The area of the storm consists of up to ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube.

Each creature in the area must make a DEX save. It takes 7d10 fire damage on a failed save, or half as much damage on a successful one.

The fire damages objects in the area and ignites flammable objects that aren't being worn or carried. If you choose, plant life in the area is unaffected by this spell.

FIRE UNDER THE TONGUE

1st-Circle Primordial (Transmutation)
Casting Time: 1 action
Range: 5 feet
Components: V, S
Duration: 24 hours

You consume fire and hold it until you spit out the flames.

You can ingest a nonmagical fire up to the size of a Small campfire within range. The fire is stored harmlessly in your mouth and dissipates without effect if it isn't expelled before the spell ends.

Once ingested, you can spit out the stored fire as an action. If you try to hit a particular target with the flames, treat this as a ranged spell attack with a range of 10 feet. Small campfire-sized flames deal 2d6 fire damage, while Tiny torch-sized flames deal 1d6 fire damage. Once you have spit out the flames, the fire goes out immediately unless it hits flammable material that can keep it fed.

FIREBALL

3rd-Circle Arcane (Evocation)
Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a tiny ball of bat guano and sulfur)
Duration: Instantaneous

You hurl a ball of flame that explodes, harming creatures and igniting objects in a large area.

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

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

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

FLAME STRIKE

5th-Circle Divine (Evocation)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a pinch of sulfur)
Duration: Instantaneous

You call down a column of blazing radiance to immolate your foes.

A vertical column of divine fire roars down from the heavens in a location you specify. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on a point within range must make a DEX save. A creature takes 4d6 fire damage and 4d6 radiant damage on a failed save, or half as much damage on a success.

   At Higher Circles. When you cast this spell using a spell slot of 6th circle or higher, the fire damage or the radiant damage (your choice) increases by 1d6 for each slot above 5th.

FLAMING SPHERE

2nd-Circle Arcane and Primordial (Evocation)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a bit of tallow, a pinch of brimstone, and a dusting of powdered iron)
Duration: Concentration, up to 1 minute

You create a roiling ball of flame that moves on your command.

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

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

   When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

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

FLESH TO STONE

6th-Circle Divine (Transmutation)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a pinch of lime, water, and earth)
Duration: Concentration, up to 1 minute

You turn a creature into stone.

You attempt to turn one creature that you can see within range into stone. If the target's body is made of flesh, the creature must make a CON save. On a failed save, it is restrained as its flesh begins to harden. On a successful save, the creature isn't affected.

   A creature restrained by this spell must make another CON save at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is turned to stone and subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

   If the creature is physically broken while petrified, it suffers from similar damage if it reverts to its original state, automatically dying if it can't survive without the damaged body part (such as the head or other area of the body with vital organs).

   If you maintain your concentration on this spell for the entire possible duration, the creature is turned to stone until the effect is removed.

FLOATING DISK

1st-Circle Arcane (Conjuration)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a drop of mercury)
Duration: 1 hour

You conjure a floating platform to carry things for you.

This spell creates a circular, horizontal plane of force 3 feet in diameter and 1 inch thick that floats 3 feet above the ground in an unoccupied space of your choice that you can see within range. The disk remains for the duration and can hold up to 500 pounds. If more weight is placed on it, the spell ends, and everything on the disk falls to the ground.

   The disk is immobile while you are within 20 feet of it. If you move more than 20 feet away from it, the disk follows you so that it remains within 20 feet of you. It can move across uneven terrain, up or down stairs, slopes, and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot-deep pit, nor could it leave such a pit if it was created at the bottom.

   If you move more than 100 feet from the disk (typically because it can't move around an obstacle to follow you), the spell ends.

FLY

3rd-Circle Arcane and Primordial (Transmutation)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a wing feather from any bird)
Duration: Concentration, up to 10 minutes

You give a creature the ability to fly.

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

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

FOG CLOUD

1st-Circle Arcane and Primordial (Conjuration)

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 hour

You conjure a sphere of mist that obscures everything within.

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 Circles. When you cast this spell using a 2nd-circle spell slot or higher, the radius of the fog increases by 20 feet for each slot above 1st.

FORCECAGE

7th-Circle Arcane and Wyrd (Evocation)

Casting Time: 1 action
Range: 100 feet
Components: V, S, M (ruby dust worth at least 1,500 gp)
Duration: Concentration, up to 1 hour

You create a nigh-inescapable cage of force to trap targets.

An immobile, invisible, cube-shaped prison composed of magical force springs into existence around an area you choose within range. The prison can be a cage or a solid box (your choice).

   A prison in the shape of a cage can be up to 20 feet on a side and is made from 1/2-inch-diameter bars spaced 1/2 inch apart.

   A prison in the shape of a box can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any spells cast into or out from the area.

   When you cast the spell, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area and those too large to fit inside the area are pushed away from the center of the area until they are completely outside it.

   A creature inside the cage can't leave it by nonmagical means. If the creature tries to use a spell or any other magical means of teleportation or interplanar travel to leave the cage, it must first make a CHA save. On a success, the creature can use that magic to exit the cage. On a failure, the creature can't exit the cage and wastes the use of the spell or effect. The cage also extends into the Ethereal Plane, blocking ethereal travel.

   This spell can't be dispelled by *dispel magic*.

FOUR WINDS

7th-Circle Primordial (Transmutation)

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (an ivory war horn or set of pipes worth at least 500 gp)
Duration: 1 minute

You create four moving whirlwinds that bludgeon and fling creatures caught in their path.

You stir the air to create four whirlwinds on the ground at points you can see within range. Each whirlwind is a 5-foot-radius, 30-foot-tall cylinder of swirling air centered on that point. The whirlwinds last for the duration of the spell.

   Each creature that enters a space occupied by a whirlwind for the first time on a turn (including when the whirlwinds first appear) or starts its turn in a space occupied by a whirlwind must make a STR save. On a failed save, a Large or smaller creature takes 4d10 bludgeoning damage and is thrown up to 60 feet in a random direction and knocked prone. On a failed save, a Huge or larger creature takes the bludgeoning damage and is not thrown but is restrained until the beginning of its next turn. On a successful save, creatures of any size take only half as much damage and are pushed out of the whirlwind into a random unoccupied space within 5 feet of the whirlwind.

If a thrown creature strikes a solid surface, it takes 1d6 bludgeoning damage for every 10 feet it is thrown. If the creature is thrown at another creature, the hit creature must succeed on a DEX save against your spell save DC or take the same damage as the thrown creature and be knocked prone. If a thrown creature is thrown into another whirlwind, it is then thrown from the new whirlwind up to 60 feet again in a random direction.

At the start of each of your turns after the whirlwinds first appear, you can use your action to control them, moving each one up to 30 feet in a direction you choose. If you can't use your action or choose not to use your action to control the whirlwinds, each whirlwind moves up to 30 feet in a random direction, potentially affecting you along with any other creatures it encounters. If multiple whirlwinds would end their turn in the same space or overlapping spaces, one whirlwind moves to the space, and the other moves to the nearest adjacent space not occupied by a whirlwind.

You can use an action to end the spell early, which causes the whirlwinds to disappear. The spell also ends early if you are incapacitated or die.

FREEDOM OF MOVEMENT

4th-Circle Arcane and Divine (Abjuration)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a leather strap, bound around the arm or a similar appendage)
Duration: 1 hour

You touch a creature to protect it against immobility and confinement.

You touch a willing creature. For the duration, the target's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained.

The target can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the target's movement or attacks.

FREEZING SPHERE

6th-Circle Arcane (Evocation)

Casting Time: 1 action
Range: 300 feet (60-foot-radius sphere)
Components: V, S, M (a small crystal sphere)
Duration: Instantaneous

You create a globe of frost that damages creatures and freezes liquids in a large area.

A frigid globe of cold energy streaks from your fingertips to a point of your choice within range, where it explodes in a 60-foot-radius sphere. Each creature within the area must

make a CON save. A creature takes 10d6 cold damage on a failed save, or half as much damage on a successful one.

If the globe strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area 30 feet square. This ice lasts for 1 minute. Creatures that were swimming on the surface of frozen water are trapped in the ice. A trapped creature can use an action to make a STR check against your spell save DC to break free.

You can refrain from firing the globe after completing the spell, if you wish. A small globe about the size of a sling stone, cool to the touch, appears in your hand. At any time, you, or a creature you give the globe to, can throw the globe (to a range of 40 feet) or hurl it with a sling (to the sling's normal range). It shatters on impact, with the same effect as the normal casting of the spell. You can also set the globe down without shattering it. After 1 minute, if the globe hasn't already shattered, it explodes.

At Higher Circles. When you cast this spell using a spell slot of 7th circle or higher, the damage increases by 1d6 for each slot above 6th.

G

GASEOUS FORM

3rd-Circle Arcane and Primordial (Transmutation)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a bit of gauze and a wisp of smoke)
Duration: Concentration, up to 1 hour

You transform a creature into a malleable, slow-moving cloud of mist.

You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends if the creature drops to 0 HP. An incorporeal creature isn't affected.

While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has resistance to damage from nonmagical attacks, and it has advantage on STR, DEX, and CON saves. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated.

While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.

GATE

9th-Circle Arcane and Wyrd (Conjuration)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a diamond worth at least 5,000 gp)
Duration: Concentration, up to 1 hour

You open a portal to another plane of existence.

You conjure a portal linking an unoccupied space you can see within range to a precise location on a different plane of existence. The portal is a circular opening, which you can make 5 to 20 feet in diameter. You can orient the portal in any direction you choose. The portal lasts for the duration.

The portal has a front and a back on each plane where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal.

Deities and other planar rulers can prevent portals created by this spell from opening in their presence or anywhere within their domains.

When you cast this spell, you can speak the name of a specific creature (a pseudonym, title, or nickname doesn't work). If that creature is on a plane other than the one you are on, the portal opens in the named creature's immediate vicinity and draws the creature through it to the nearest unoccupied space on your side of the portal. You gain no special power over the creature, and it is free to act as the GM deems appropriate. It might leave, attack you, or help you.

GEAR BARRAGE

2nd-Circle Arcane (Conjuration)

Casting Time: 1 action
Range: Self (30-foot cone)
Components: V, S, M (a handful of gears worth 5 gp)
Duration: Instantaneous

You expel a cone of sharp, whirling gears.

You conjure a burst of magically propelled gears. Each creature in a 30-foot cone must make a DEX save. On a failure, a creature takes 3d8 slashing damage, or half as much damage on a success. Constructs have disadvantage on this save.

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

GENTLE REPOSE

2nd-Circle Divine (Necromancy)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of salt and one copper piece placed on each of the corpse's eyes, which must remain there for the duration)

Duration: 10 days

You ward a corpse against decay and necromantic influence.

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become Undead. The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as *raise dead*.

GIANT INSECT

4th-Circle Primordial (Transmutation)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You enlarge nearby insects and command them to fight for you.

You transform up to ten centipedes, three spiders, five wasps, or one scorpion within range into giant versions of their natural forms for the duration. A centipede becomes a **giant centipede**, a spider becomes a **giant spider**, a wasp becomes a **giant wasp**, and a scorpion becomes a **giant scorpion**.

Each creature obeys your verbal commands, and in combat, they act on your turn each round. The GM has the statistics for these creatures and resolves their actions and movement.

A creature remains in its giant size for the duration, until it drops to 0 HP, or until you use an action to dismiss the effect on it.

The GM might allow you to choose different targets. For example, if you transform a bee, its giant version might have the same statistics as a giant wasp.

GLIBNESS

8th-Circle Arcane and Divine (Transmutation)

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 1 hour

You become irresistibly compelling and perceived as trustworthy by all others.

Until the spell ends, when you make a CHA ability check or save, you can replace the number you roll with a 15. In addition, no matter what you say, magic that would determine if you are telling the truth indicates that you are being truthful.

GLOBE OF INVULNERABILITY

6th-Circle Arcane (Abjuration)

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S, M (a glass or crystal bead that shatters when the spell ends)

Duration: Concentration, up to 1 minute

You surround yourself with a sphere that protects everything within from spells.

An immobile, faintly shimmering barrier springs into existence in a 10-foot radius around you and remains for the duration.

Spell attacks that originate from a creature outside the barrier or any spell of 5th circle or lower cast from outside the barrier can't affect creatures or objects within it, even if the spell is cast using a higher circle spell slot. Such a spell attack or spell can target creatures and objects within the barrier, but the spell attack or spell has no effect on them.

Similarly, the area within the barrier is excluded from the areas affected by such spells.

At Higher Circles. When you cast this spell using a spell slot of 7th circle or higher, the barrier blocks spells of one circle higher for each slot above 6th.

GOODBERRY

1st-Circle Primordial (Transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a handful of berries)

Duration: Instantaneous

You transform normal berries into magical healing berries.

You transform up to ten berries in your hand, infusing them with magic for up to 24 hours. A creature can use its action to eat one berry. Eating a berry restores 1 HP and provides enough nourishment to sustain a creature for one day, though a creature can't be sustained by eating berries two or more days in a row.

The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.

GRAVE TOUCH

Arcane and Wyrd Cantrip (Necromancy)

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: 1 round

You conjure a ghostly hand to attack your target and prevent it from healing.

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 with this attack, 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).

GREASE

1st-Circle Arcane (Conjuration)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a bit of pork rind or butter)
Duration: 1 minute

With a touch of oily fat, you create an area of slippery grease that causes creatures to fall.

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 DEX save or fall prone. A creature that enters the area or ends its turn there must also succeed on a DEX save or fall prone.

GREATER DOMINATE

8th-Circle Arcane and Wyrd (Enchantment)

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 hour

You charm a creature, establishing a mental link and allowing you control of their actions.

You attempt to beguile any creature that you can see within range. This spell has no effect on creatures immune to the charmed condition. The target must succeed on a WIS save or be charmed by you for the duration. If you

or creatures that are friendly to you are fighting it, it has advantage on the save.

While the creature is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "attack that creature," "run over there," or "fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose and doesn't do anything that you don't allow it to do.

During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new WIS save against the spell, ending the spell on a success.

At Higher Circles. When you cast this spell with a 9th-circle spell slot, the duration is concentration, up to 8 hours.

GREATER HOLD

5th-Circle Arcane, Divine, and Wyrd (Enchantment)

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a small, straight piece of iron)
Duration: Concentration, up to 1 minute

You paralyze a creature.

Choose any creature that you can see within range. The target must succeed on a WIS save or be paralyzed for the duration. At the end of each of its turns, an affected target can repeat the WIS save, ending the effect on itself on a success. This spell has no effect on Undead.

At Higher Circles. When you cast this spell using a spell slot of 6th circle or higher, you can target one additional creature for each slot above 5th. The creatures must be within 30 feet of each other when you target them.

GREATER INVISIBILITY

4th-Circle Arcane and Wyrd (Illusion)

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

You make a creature you touch invisible for a short time.

You or a creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

GREATER RESTORATION

5th-Circle Divine and Primordial (Abjuration)

Casting Time: 1 action
Range: Touch
Components: V, S, M (diamond dust worth at least 100 gp, which the spell consumes)
Duration: Instantaneous

Your touch alleviates exhaustion or ends a magical curse, condition, or other ailment.

You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the target's exhaustion level by one or end one of the following effects on the target:

- One effect that charmed or petrified the target
- One curse, including the target's attunement to a cursed magic item
- Any reduction to one of the target's ability scores
- One effect reducing the target's hit point maximum

GUARDIAN OF FAITH

4th-Circle Divine (Conjuration)

Casting Time: 1 action
Range: 30 feet
Components: V
Duration: 8 hours

You utter a prayer and summon a ghostly warrior to guard a fixed area.

A Large spectral guardian appears and hovers for the duration in an unoccupied space of your choice that you can see within range. The guardian occupies that space and is indistinct except for a gleaming sword and shield emblazoned with the symbol of your faith.

Any creature hostile to you that moves to a space within 10 feet of the guardian for the first time on a turn must succeed on a DEX save. The creature takes 20 radiant damage on a failed save, or half as much damage on a successful one. The guardian vanishes when it has dealt a total of 60 damage.

GUIDANCE

Divine and Wyrd Cantrip (Divination)

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

You grant your target a bonus to its next ability check.

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-Circle Divine and Wyrd (Evocation)

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: 1 round

You hurl an energy bolt that damages your target and makes them vulnerable to the next attack.

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 Circles. When you cast this spell using a 2nd-circle spell slot or higher, the damage increases by 1d6 for each slot above 1st.

GUST OF WIND

2nd-Circle Arcane and Primordial (Evocation)

Casting Time: 1 action
Range: Self (60-foot line)
Components: V, S, M (a legume seed)
Duration: Concentration, up to 1 minute

You emit a continuous line of wind that pushes creatures and clears the air.

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 STR save 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 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.

H

HARM

6th-Circle Divine and Wyrd (Necromancy)

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

You infect a creature with a disease that damages them and reduces their hit point maximum for one hour.

You unleash a virulent disease on a creature that you can see within range. The target must make a CON save. On a failure, it takes 14d6 necrotic damage, or half as much damage on a success. The damage can't reduce the target's hit points below 1. If the target fails the save, its hit point maximum is reduced for 1 hour by an amount equal to the necrotic damage it took. Any effect that removes a disease allows a creature's hit point maximum to return to normal before that time passes.

HASTE

3rd-Circle Arcane (Transmutation)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a shaving of licorice root)
Duration: Concentration, up to 1 minute

You grant your target magical speed, making them hard to hit and faster to hit back.

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on DEX saves, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

HEAL

6th-Circle Divine and Primordial (Necromancy)

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

You heal a creature for a massive amount and simultaneously end all physical afflictions affecting it.

Choose a creature that you can see within range. A surge of positive energy washes through the creature, causing it to regain 70 HP. This spell also ends blindness, deafness, and any diseases affecting the target. This spell has no effect on Constructs or Undead.

At Higher Circles. When you cast this spell using a spell slot of 7th circle or higher, the amount of healing increases by 10 HP for each slot above 6th.

HEALING WORD

1st-Circle Divine (Necromancy)

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

You utter a quick prayer that restores a little health to a nearby creature.

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on Constructs or Undead.

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

HEAT METAL

2nd-Circle Arcane and Primordial (Transmutation)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a piece of iron and a flame)
Duration: Concentration, up to 1 minute

You superheat a metal object, harming creatures who touch it.

Choose a manufactured metal object (not a creature), such as a metal weapon or a suit of armor that lacks the Natural Materials property, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

If a creature is holding or wearing the object and takes damage from it, the creature must succeed on a CON save or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

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

HELLISH REBUKE

1st-Circle Wyrd (Evocation)

Casting Time: 1 reaction, when damaged by a creature within 60 feet of you that you can see
Range: 60 feet
Components: V, S
Duration: Instantaneous

You retaliate against an attacker with a burst of hellfire.

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a DEX save. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.

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

HEROISM

1st-Circle Divine (Enchantment)

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

You touch a willing target, warding it against fear and bolstering its health.

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

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

HIDEOUS LAUGHTER

1st-Circle Arcane and Wyrd (Enchantment)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (tiny tarts and a feather that is waved in the air)
Duration: Concentration, up to 1 minute

You infect your target with uncontrollable laughter.

A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a WIS save or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an INT of 3 (−4) or lower isn't affected by this spell.

At the end of each of its turns and each time it takes damage, the target can make another WIS save, ending the spell on a success. The target has advantage on the save if it's triggered by damage.

HOLD

2nd-Circle Arcane, Divine, and Wyrd (Enchantment)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small, straight piece of iron)
Duration: Concentration, up to 1 minute

You paralyze a Medium or smaller creature.

Choose a Medium or smaller creature that you can see within range. The target must succeed on a WIS save or be paralyzed for the duration. At the end of each of its turns, an affected target can repeat the WIS save, ending the effect on itself on a success. This spell has no effect on Undead.

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

HOLY AURA

8th-Circle Divine (Abjuration)

Casting Time: 1 action
Range: Self
Components: V, S, M (a tiny reliquary worth at least 1,000 gp containing a sacred relic, such as a scrap of cloth from a saint's robe)
Duration: Concentration, up to 1 minute

You emit a holy aura that protects allies standing near you and blinds profane creatures that attack them.

Divine light washes out from you and coalesces in a soft radiance in a 30-foot radius around you. Creatures of your choice in that radius when you cast this spell shed dim light in a 5-foot radius and have advantage on all saves, and other creatures have disadvantage on attack rolls against them until the spell ends. In addition, when a Fiend or an Undead hits an affected creature with a melee attack, the aura flashes with brilliant light. The attacker must succeed on a CON save or be blinded until the spell ends.

HYPNOTIC PATTERN

3rd-Circle Arcane and Wyrd (Illusion)

Casting Time: 1 action
Range: 120 feet
Components: S, M (a glowing stick of incense or a crystal vial filled with phosphorescent material)
Duration: Concentration, up to 1 minute

You create mesmerizing colors that charm creatures who can see them.

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 WIS save. On a failure, 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.

I

ICE STORM

4th-Circle Arcane and Primordial (Evocation)

Casting Time: 1 action
Range: 300 feet
Components: S, M (a pinch of dust and a few drops of water)
Duration: Instantaneous

You create a torrent of hailstones that deals significant damage and creates difficult terrain.

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 DEX save. 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 Circles. When you cast this spell using a spell slot of 5th circle or higher, the bludgeoning damage increases by 1d8 for each slot above 4th.

INCENDIARY CLOUD

8th-Circle Arcane (Conjuration)

Casting Time: 1 action
Range: 150 feet (20-foot-radius sphere)
Components: V, S
Duration: Concentration, up to 1 minute

You conjure a flaming cloud that burns creatures caught within it.

A swirling cloud of smoke shot through with white-hot embers appears in a 20-foot-radius sphere centered on a point within range. The cloud spreads around corners and 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.

When the cloud appears, each creature in it must make a DEX save. A creature takes 10d8 fire damage on a failed save, or half as much damage on a successful one. A creature must also make this save when it enters the spell's area for the first time on a turn or ends its turn there.

The cloud moves 10 feet directly away from you in a direction that you choose at the start of each of your turns.

INFLICT WOUNDS

1st-Circle Divine and Wyrd (Necromancy)

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You attack a target you touch with harmful energy.

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

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

INSECT PLAGUE

5th-Circle Primordial (Conjuration)

Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a few grains of sugar, some kernels of grain, and a smear of fat)
Duration: Concentration, up to 10 minutes

You conjure a swarm of locusts that hamper movement and damage creatures.

Swarming, biting locusts fill a 20-foot-radius sphere centered on a point you choose within range. The sphere spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere's area is difficult terrain.

When the area appears, each creature in it must make a CON save. A creature takes 4d10 piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this save when it enters the spell's area for the first time on a turn or ends its turn there.

At Higher Circles. When you cast this spell using a spell slot of 6th circle or higher, the damage increases by 1d10 for each slot above 5th.

INVISIBILITY

2nd-Circle Arcane and Wyrd (Illusion)

Casting Time: 1 action
Range: Touch
Components: V, S, M (an eyelash encased in tree sap)
Duration: Concentration, up to 1 hour

You make a creature invisible for up to an hour, if it doesn't attack or cast a spell.

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

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

IRRESISTIBLE DANCE

6th-Circle Arcane and Wyrd (Enchantment)

Casting Time: 1 action
Range: 30 feet
Components: V
Duration: Concentration, up to 1 minute

You compel a creature to dance in place, hampering its attack and making it easier to hit.

Choose one creature that you can see within range. The target begins a comic dance in place: shuffling, tapping its feet, and capering for the duration. Creatures that can't be charmed are immune to this spell.

A dancing creature must use all its movement to dance without leaving its space and has disadvantage on DEX saves and attack rolls. While the target is affected by this spell, other creatures have advantage on attack rolls against it. As an action, a dancing creature can make a WIS save to regain control of itself. On a successful save, the spell ends.

K

KNOCK

2nd-Circle Arcane (Transmutation)

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

You unlock, unstick, or unbar an object with a single word.

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked. If you choose a target that is held shut with *arcane lock*, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally.

When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.

L

LEGEND LORE

5th-Circle Arcane and Divine (Divination)

Casting Time: 1 action
Range: Self
Components: V, S, M (incense worth at least 250 gp, which the spell consumes)
Duration: Instantaneous

You instantly learn significant lore about a person, place, or object of legendary importance.

Name or describe a person, place, or object. The spell brings to your mind a brief summary of the significant lore about the thing you named. The lore might consist of current tales, forgotten stories, or even secret lore that has never been widely known. If the thing you named isn't of legendary importance, you gain no information. The more information you already have about the thing, the more precise and detailed the information you receive is.

The information you learn is accurate but might be couched in figurative language. For example, if you have a mysterious magic axe on hand, the spell might yield this information: "Woe to the evildoer whose hand touches the axe, for even the haft slices the hand of the evil ones. Only a true Child of Stone, lover and beloved of the dwarven gods, may awaken the true powers of the axe, and only with the sacred word Rudnoss on the lips."

LEVITATE

2nd-Circle Arcane (Transmutation)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small leather loop or a piece of golden wire with a long shank on one end)
Duration: Concentration, up to 10 minutes

You lift your target into the air.

One creature or object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a CON save is unaffected.

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spell's range.

When the spell ends, the target floats gently to the ground if it is still aloft.

LIGHT

Arcane and Divine Cantrip (Evocation)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a firefly or phosphorescent moss)
Duration: 1 hour

You make an object emit bright light.

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 DEX save to avoid the spell.

LIGHTNING BOLT

3rd-Circle Arcane (Evocation)

Casting Time: 1 action
Range: Self (100-foot line)
Components: V, S, M (a bit of fur and a rod of amber, crystal, or glass)
Duration: Instantaneous

You send a line of electricity lancing out from your fingertips.

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

The lightning ignites flammable objects in the area that aren't being worn or carried.

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

LONGSTRIDER

1st-Circle Arcane and Primordial (Transmutation)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a pinch of dirt)
Duration: 1 hour

Your touch enhances a creature's ability to move and jump.

You touch a creature. Its speed increases by 10 feet and its jump distance is tripled until the spell ends.

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

M

MAGE ARMOR

1st-Circle Arcane (Abjuration)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a piece of cured leather)
Duration: 8 hours

Your touch weaves magical defenses around an unarmored creature.

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 DEX modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

MAGE HAND

Arcane and Wyrd Cantrip (Conjuration)

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute

You conjure a spectral hand that can perform simple tasks.

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-Circle Arcane (Evocation)

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You launch glowing motes of force guaranteed to hit one or more targets.

You create three darts that each hit a creature of your choice you can see within range. You can choose whether the darts hit the same creature or different creatures. Each dart deals 1d4 + 1 force damage to its target.

At Higher Circles. When you cast this spell using a spell slot of 2nd circle or higher, it creates one additional dart for each slot above 1st.

MAGIC WEAPON

2nd-Circle Arcane and Wyrd (Transmutation)

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

You enchant a weapon with a magical bonus to attack and damage.

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

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

MAJOR IMAGE

3rd-Circle Arcane and Wyrd (Illusion)

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a bit of fleece)
Duration: Concentration, up to 10 minutes

You conjure an intricate illusion that functions at your mental command.

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench).

As long as you are within range of the illusion, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

Physical interaction with the image reveals it to be an illusion, 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 INT (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

At Higher Circles. When you cast this spell using a spell slot of 6th circle or higher, the spell lasts until dispelled, without requiring your concentration.

MASS CURE WOUNDS

5th-Circle Divine and Primordial (Necromancy)

Casting Time: 1 action
Range: 60 feet (30-foot-radius sphere)
Components: V, S
Duration: Instantaneous

You heal the wounds of up to six creatures.

A wave of healing energy washes out from a point of your choice within range. Choose up to six creatures in a 30-foot-radius sphere centered on that point. Each target regains hit points equal to 3d8 + your spellcasting ability modifier. This spell has no effect on Constructs or Undead.

   At Higher Circles. When you cast this spell using a spell slot of 6th circle or higher, the healing increases by 1d8 for each slot above 5th.

MASS FAERIE FIRE

4th-Circle Wyrd (Evocation)

Casting Time: 1 action
Range: 90 feet
Components: V
Duration: Concentration, up to 1 minute

You illuminate targets in three different areas with radiance that makes them visible and vulnerable to attack.

You can place up to three 20-foot cubes each centered on a point you can see within range. Each object in a cube is outlined in blue, green, or violet light (your choice). Any creature in a cube when the spell is cast is also outlined in light if it fails a DEX save. A creature in the area of more than one cube is affected only once. For the duration, each affected object and creature sheds dim light in a 10-foot radius for the duration.

   Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

MASS HEAL

9th-Circle Divine and Primordial (Necromancy)

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

You heal nearby creatures for a massive amount and also end all physical afflictions affecting them.

A flood of healing energy flows from you into injured creatures around you. You restore up to 700 HP, divided as you choose among any number of creatures that you can see within range. Creatures healed by this spell are also cured of all diseases and any effect making them blinded or deafened. This spell has no effect on Constructs or Undead.

MASS HEALING WORD

3rd-Circle Divine (Necromancy)

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

You swiftly heal nearby creatures.

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

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

BRYAN SYME

MASS SUGGESTION

6th-Circle Arcane and Wyrd (Enchantment)

Casting Time: 1 action

Range: 60 feet

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

Duration: 24 hours

You compel a group of creatures to follow a suggested course of activity.

You suggest a course of activity (limited to a sentence or two) and magically influence up to twelve creatures of your choice that you can see within range and 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 automatically negates the effect of the spell.

Each target must make a WIS save. 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 group of soldiers give all their money to the first beggar they meet. If the condition isn't met before the spell ends, the activity isn't performed.

If you or any of your companions damage a creature affected by this spell, the spell ends for that creature.

At Higher Circles. When you cast this spell using a 7th-circle spell slot, the duration is 10 days. When you use an 8th-circle spell slot, the duration is 30 days. When you use a 9th-circle spell slot, the duration is a year and a day.

MAZE

8th-Circle Arcane and Wyrd (Conjuration)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You send one creature to a nigh-inescapable maze on another plane of existence.

You banish a creature that you can see within range into a labyrinthine demiplane. The target remains there for the duration or until it escapes the maze. The target can use its action to attempt to escape. When it does so, it makes a DC 20 INT check. If it succeeds, it escapes, and the spell ends. When the spell ends, the target reappears in the space it left or, if that space is occupied, in the nearest unoccupied space.

MELD INTO STONE

3rd-Circle Primordial (Transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

You fuse yourself into a nearby stone surface for hours.

You step into a stone object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with it for the duration. Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While merged with the stone, you can't see what occurs outside it, and any WIS (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use your movement to leave the stone where you entered it, which ends the spell. Otherwise, you can't move.

Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

MENDING

Arcane and Divine Cantrip (Transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S, M (two lodestones)

Duration: Instantaneous

You make minor repairs to an object.

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. If this spell is used to repair an object with hit points, it can restore up to 1 HP per casting but can't raise an object's hit points to more than half its hit point maximum.

This spell can cosmetically repair a magic item or Construct, but the spell can't restore magic or hit points to such targets.

MESSAGE

Arcane and Wyrd Cantrip (Enchantment)

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a short piece of copper wire)
Duration: 1 round

You send a mental message to your target and allow them to respond.

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

METEOR SWARM

9th-Circle Arcane and Primordial (Evocation)

Casting Time: 1 action
Range: 1 mile (40-foot-radius sphere)
Components: V, S
Duration: Instantaneous

You command the skies to rain down flaming meteors that devastate creatures and objects in the area.

Blazing orbs of fire plummet to the ground at four different points you can see within range. Each creature in a 40-foot-radius sphere centered on each point you choose must make a DEX save. The sphere spreads around corners. A creature takes 20d6 fire damage and 20d6 bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one fiery burst is affected only once.

The spell damages objects in the area and ignites flammable objects that aren't being worn or carried.

MIND BLANK

8th-Circle Arcane (Abjuration)

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 24 hours

You shield a creature from psychic damage, magical detection, and mind-altering effects.

Until the spell ends, one willing creature you touch is immune to psychic damage, any effect that would sense its emotions or read its thoughts, divination spells, and the charmed condition. The spell even foils *wish* spells and spells or effects of similar power used to affect the target's mind or to gain information about the target.

MINOR ILLUSION

Arcane and Wyrd Cantrip (Illusion)

Casting Time: 1 action
Range: 30 feet
Components: S, M (a bit of fleece)
Duration: 1 minute

You create a small-scale visual or auditory illusion.

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 INT (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

MIRROR IMAGE

2nd-Circle Arcane and Wyrd (Illusion)

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 minute

You surround yourself with three illusory copies of yourself to deflect enemy attacks.

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals 10 + your DEX modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that specifically targeted you (and by extension, the duplicate),

not area-of-effect spells such as *fireball*. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature's attacks are unaffected by this spell if the creature can't see, if it relies on senses other than sight, such as keensense, or if it can see through illusions, as with truesight.

MISLEAD

5th-Circle Arcane (Illusion)
Casting Time: 1 action
Range: Self
Components: S
Duration: Concentration, up to 1 hour

You become invisible and create an illusory copy of yourself that moves and speaks as you direct, and you share the copy's senses.

You become invisible at the same time that an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends if you attack or cast a spell.

You can use your action to move your illusory double up to twice your speed and make it gesture, speak, and behave in whatever way you choose.

You can see through its eyes and hear through its ears as if you were located where it is. On each of your turns as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

MISTY STEP

2nd-Circle Arcane and Wyrd (Conjuration)
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Instantaneous

You quickly teleport a short distance to a spot you can see.

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

MODIFY MEMORY

5th-Circle Arcane (Enchantment)
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You attempt to reshape another creature's memories.

One creature that you can see must make a WIS save. If you are fighting the creature, it has advantage on the save. On a failed save, the target becomes charmed by you for the duration. The charmed target is incapacitated and unaware of its surroundings, though it can still hear you. If it takes any damage or is targeted by another spell, this spell ends, and none of the target's memories are modified.

While this charm lasts, you can affect the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the details of the event, or create a memory of some other event.

You must speak to the target to describe how its memories are affected, and it must be able to understand your language for the modified memories to take root. Its mind fills in any gaps in the details of your description. If the spell ends before you have finished describing the modified memories, the creature's memory isn't altered.

Otherwise, the modified memories take hold when the spell ends.

A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations or beliefs. An illogical modified memory, such as implanting a memory of how much the creature enjoyed dousing itself in acid, is dismissed, perhaps as a bad dream. The GM might deem a modified memory too nonsensical to affect a creature in a significant manner.

A *remove curse* or *greater restoration* spell cast on the target restores the creature's true memory.

At Higher Circles. If you cast this spell using a spell slot of 6th circle or higher, you can alter the target's memories of an event that took place up to 7 days ago (6th circle), 30 days ago (7th circle), 1 year ago (8th circle), or any time in the creature's past (9th circle).

MOONBEAM

2nd-Circle Primordial (Evocation)

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (several seeds of any moonseed plant and a piece of opalescent feldspar)
Duration: Concentration, up to 1 minute

You create a continuous beam of moonlight that harms creatures and forces them to reveal their true form.

A silvery beam of pale, dim light shines down in a 5-foot-radius, 40-foot-high cylinder centered on a point you choose within range. When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames that cause searing pain, and it must make a CON save. It takes 2d10 radiant damage on a failed save, or half as much damage on a successful one.

A creature with the Shapechanger tag makes this save with disadvantage. If it fails, it also instantly reverts to its true form and can't assume a different form until it leaves the spell's light.

On each of your turns after you cast this spell, you can use an action to move the beam 60 feet in any direction.

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

MOVE EARTH

6th-Circle Primordial (Transmutation)

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (an iron blade and a small bag containing a mixture of soils—clay, loam, and sand)
Duration: Concentration, up to 2 hours

You reshape an area of dirt, sand, or clay.

Choose an area of terrain no larger than 40 feet on a side within range. You can reshape dirt, sand, or clay in the area in any manner you choose for the duration. You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. So, if you affect a 40-foot square, you can create a pillar up to 20 feet high, raise or lower the square's elevation by up to 20 feet, dig a trench up to 20 feet deep, and so on. It takes 10 minutes for these changes to complete.

At the end of every 10 minutes you spend concentrating on the spell, you can choose a new area of terrain to affect. Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement. This spell can't manipulate natural stone or stone construction. Rocks and structures shift to accommodate the new terrain. If the way you shape the terrain would make a structure unstable, it might collapse. Similarly, this spell doesn't directly affect plant growth. The moved earth carries any plants along with it.

N

NONDETECTION

3rd-Circle Arcane and Wyrd (Abjuration)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of diamond dust worth 25 gp sprinkled over the target, which the spell consumes)

Duration: 8 hours

Your touch hides a target from divination and scrying.

For the duration, you hide a target that you touch from divination magic. The target can be a willing creature, place, or object no larger than 10 feet in any dimension. The target can't be targeted by any divination magic or perceived through magical scrying sensors.

P

PASS WITHOUT TRACE

2nd-Circle Primordial (Abjuration)

Casting Time: 1 action

Range: Self

Components: V, S, M (ashes from a burned leaf of mistletoe and sprig of spruce)

Duration: Concentration, up to 1 hour

You emit an aura of shadow to better hide yourself and creatures near you.

A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to DEX (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

PASSWALL

5th-Circle Arcane (Transmutation)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of sesame seeds)

Duration: 1 hour

You create a passageway in a solid surface.

A passage appears at a point of your choice that you can see on a wooden, plaster, or stone surface (such as a wall, a ceiling, or a floor) within range, and lasts for the duration. You choose the opening's dimensions: up to 5 feet wide, 8 feet tall, and 20 feet deep. The passage creates no instability in a structure surrounding it.

When the opening disappears, any creatures or objects still in the passage created by the spell are safely ejected to an unoccupied space nearest to the surface on which you cast the spell.

PENDULUM

1st-Circle Arcane (Enchantment)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small pendulum or metronome made of brass and rosewood worth 10 gp)

Duration: Concentration, up to 1 minute

You regulate fate for a creature you touch.

You give the touched creature an aspect of regularity in its motions and fortunes. An unwilling target must make a WIS save. On a failure, the target doesn't make d20 checks to determine the results of attack rolls, ability checks, and saves for the duration of the spell. Instead, when it would make a check, its results follow the sequence 1, 20, 2, 19, 3, 18, 4, 17, and so on. A creature affected by this spell can repeat the save at the end of each of its turns, ending the effect on a success. If all results on a d20 are exhausted, the spell also ends.

Since this spell doesn't allow its target to roll a d20, Luck isn't applicable to the sequence. Advantage and disadvantage do apply and use up the next two consecutive results from the sequence.

PHANTASMAL KILLER

4th-Circle Arcane and Wyrd (Illusion)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You use a creature's worst nightmares to frighten it and damage its mind.

You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature. The target must make a WIS save. On a failed save, the target becomes frightened of you for the duration. At the end of each of the target's turns before the spell ends, the target must succeed on a WIS save or take 4d10 psychic damage. On a successful save, the spell ends.

At Higher Circles. When you cast this spell using a spell slot of 5th circle or higher, the damage increases by 1d10 for each slot above 4th.

PLANE SHIFT

7th-Circle Divine and Wyrd (Conjuration)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a forked, metal rod worth at least 250 gp, attuned to a particular plane of existence)
Duration: Instantaneous

You instantly teleport yourself and other creatures to a different plane of existence.

You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. You can specify a target destination in general terms, such as the city of Fandeval in the Shadow Realm, and you appear in or near that destination. If you are trying to reach Fandeval, for example, you might arrive in the Old Market Square district at the heart of the city, on the road that leads to the Sleeper's Gate entrance, or looking at the city from across the River Styx, at the GM's discretion.

Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this spell can take you to that circle. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle.

You can use this spell to banish an unwilling creature to another plane. Choose a creature within your reach and make a melee spell attack against it. On a hit, the creature must make a CHA save. On a failure, the creature is transported to a random location on the plane of existence you specify. A creature so transported must find its own way back to your current plane of existence.

PLANT GROWTH

3rd-Circle Primordial (Transmutation)

Casting Time: 1 action or 8 hours
Range: 150 feet
Components: V, S
Duration: Instantaneous

You either help normal plants grow wildly to slow movement or you make crops double their yield.

There are two possible uses for this spell, depending on its casting time, granting either immediate or long-term benefits.

If you cast this spell using 1 action, choose a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement
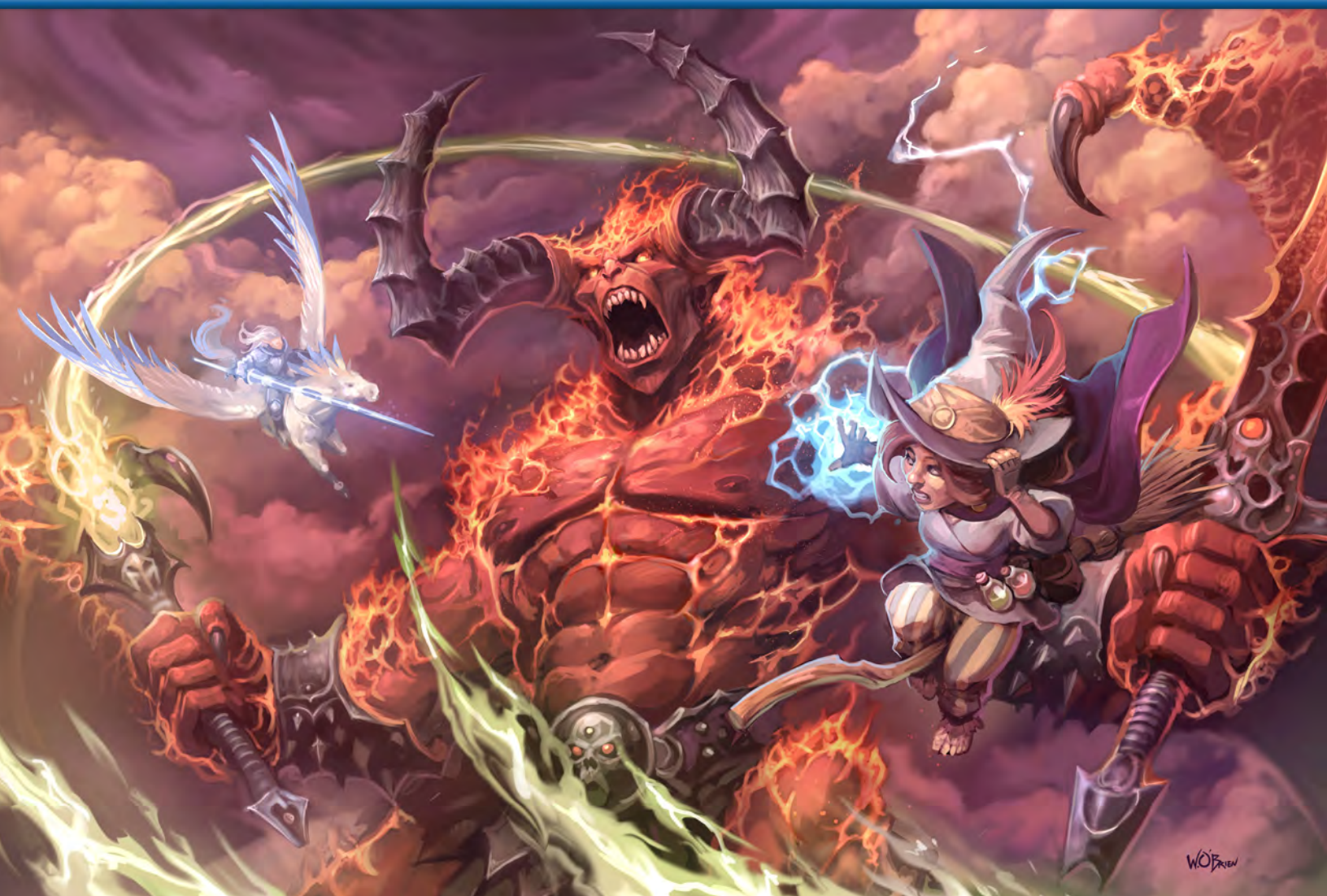
for every 1 foot it moves. You can exclude one or more areas of any size within the spell's area from being affected.

If you cast this spell over 8 hours, you enrich the land. All plants in a half-mile radius centered on a point within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

POISON SPRAY

Arcane and Primordial Cantrip (Conjuration)

Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Instantaneous

You fling a spume of poison at a nearby target.

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 CON save 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).

POLYMORPH

4th-Circle Arcane and Primordial (Transmutation)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a caterpillar cocoon)
Duration: Concentration, up to 1 hour

You transform a creature into a beast.

This spell transforms a creature that you can see within range into a new form. The new form can be any Beast whose challenge rating is equal to or less than the target's challenge rating (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including INT, WIS, and CHA, are replaced by those of the chosen Beast. It retains its personality.

An unwilling creature must make a WIS save to avoid the effect. The spell has no effect on a creature with the Shapechanger tag or a creature with 0 HP. The transformation lasts for the duration, until the target drops to 0 HP, or until it dies.

The target has the maximum hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 HP, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 HP, it isn't knocked unconscious.

The creature is limited by the nature of its new form. It can't speak, cast spells, or take any action that requires hands or speech. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

POWER WORD KILL

9th-Circle Arcane, Divine, and Wyrd (Enchantment)

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

You utter a profane word that instantly kills a weak or injured creature.

You utter a word of power that can compel one creature you can see within range to die instantly. If the creature you choose has 100 HP or fewer, it dies. Otherwise, the spell has no effect.

POWER WORD RECOVER

9th-Circle Divine (Enchantment)

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

You utter a divine word that restores a creature to perfect health.

You utter a word of power that completely heals one creature you can see within range. The creature is restored to maximum hit points. In addition, any charmed, frightened, paralyzed, or stunned conditions affecting the target immediately end. This spell has no effect on Constructs or Undead.

POWER WORD STUN

8th-Circle Arcane, Divine, and Wyrd (Enchantment)

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

You utter an arresting word that stuns a creature.

You speak a word of power that can overwhelm the mind of one creature you can see within range, leaving it dazed. If the target has 150 HP or fewer, it is stunned. Otherwise, the spell has no effect. The stunned target must make a CON save at the end of each of its turns, ending the effect on itself on a success.

PRESTIDIGITATION

Arcane Cantrip (Transmutation)
Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Up to 1 hour

You create a harmless magical effect.

This spell is a minor 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.

PRISMATIC SPRAY

7th-Circle Arcane (Evocation)
Casting Time: 1 action
Range: Self (60-foot cone)
Components: V, S
Duration: Instantaneous

You emit a cone of multicolored rays of light that inflict random harmful effects on each creature caught within it.

Eight multicolored rays of light flash from your hand. Each ray is a different color and has a different power and purpose. Each creature in a 60-foot cone must make a DEX save. For each target, roll a d8 to determine which color ray affects it.

d8	COLOR RAY
1	**Red.** The target takes 10d6 fire damage on a failed save, or half as much damage on a successful one.
2	**Orange**. The target takes 10d6 acid damage on a failed save, or half as much damage on a successful one.
3	**Yellow.** The target takes 10d6 lightning damage on a failed save, or half as much damage on a successful one.
4	**Green.** The target takes 10d6 poison damage on a failed save, or half as much damage on a successful one.
5	**Blue**. The target takes 10d6 cold damage on a failed save, or half as much damage on a successful one.
6	**Indigo.** On a failed save, the target is restrained. It must then make a CON save at the end of each of its turns. If it successfully saves three times, the spell ends. If it fails its save three times, it permanently turns to stone and is subjected to the petrified condition. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.
7	**Violet.** On a failed save, the target is blinded. It must then make a WIS save at the start of your next turn. A successful save ends the blindness. If it fails that save, the creature is transported to another plane of existence of the GM's choosing and is no longer blinded. Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes.
8	**Special.** The target is struck by two rays. Roll twice more, rerolling any 8.

PRISMATIC WALL

9th-Circle Arcane (Abjuration)

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 10 minutes

You create a wall or sphere of scintillating colors that blinds creatures and punishes those who pass through it with seven effects.

A shimmering, multicolored plane of light forms a vertical, opaque wall—up to 90 feet long, 30 feet high, and 1 inch thick—centered on a point you can see within range. Alternatively, you can shape the wall into a sphere up to 30 feet in diameter centered on a point you choose within range. The wall remains in place for the duration. If you position the wall so that it passes through a space occupied by a creature, the spell fails, and your action and the spell slot are wasted.

The wall sheds bright light to a range of 100 feet and dim light for an additional 100 feet. You and creatures you designate at the time you cast the spell can pass through and remain near the wall without harm. If another creature that can see the wall moves to within 20 feet of it or starts its turn there, the creature must succeed on a CON save or become blinded for 1 minute.

The wall consists of seven layers, each with a different color. When a creature attempts to reach into or pass through the wall, it does so one layer at a time through all the wall's layers. As it passes or reaches through each layer, the creature must make a DEX save or be affected by that layer's properties as described below.

The wall can be destroyed, also one layer at a time, in order from red to violet, by means specific to each layer. Once a layer is destroyed, it remains so for the duration of the spell. An *antimagic field* has no effect on the wall.

Red. The creature takes 10d6 fire damage on a failed save, or half as much damage on a successful one. While this layer is in place, nonmagical ranged attacks can't pass through the wall. The layer can be destroyed by dealing at least 25 cold damage to it.

Orange. The creature takes 10d6 acid damage on a failed save, or half as much damage on a successful one. While this layer is in place, magical ranged attacks can't pass through the wall. The layer is destroyed by a strong wind.

Yellow. The creature takes 10d6 lightning damage on a failed save, or half as much damage on a successful one. This layer can be destroyed by dealing at least 60 force damage to it.

Green. The creature takes 10d6 poison damage on a failed save, or half as much damage on a successful one. A *passwall* spell, or another spell of equal or greater circle that can open a portal on a solid surface, destroys this layer.

Blue. The creature takes 10d6 cold damage on a failed save, or half as much damage on a successful one. This layer can be destroyed by dealing at least 25 fire damage to it.

Indigo. On a failed save, the creature is restrained. It must then make a CON save at the end of each of its turns. If it successfully saves three times, the spell ends. If it fails its save three times, it permanently turns to stone and is subjected to the petrified condition. The successes and failures don't need to be consecutive; keep track of both until the creature collects three of a kind. While this layer is in place, spells can't be cast through the wall. The layer is destroyed by bright light shed by a *daylight* spell or a similar spell of equal or higher circle.

Violet. On a failed save, the creature is blinded. It must then make a WIS save at the start of your next turn. A successful save ends the blindness. If it fails that save, the creature is transported to another plane of the GM's choosing and is no longer blinded. Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes. This layer is destroyed by a *dispel magic* spell or a similar spell of equal or higher circle that can end spells and magical effects.

PRODUCE FLAME

Primordial Cantrip (Conjuration)

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 10 minutes

You conjure a handheld flame that can light the way or be hurled at enemies.

A flickering flame appears in your hand. It remains for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again.

You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage.

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

PROGRAMMED ILLUSION

6th-Circle Arcane (Illusion)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bit of fleece and jade worth at least 25 gp)

Duration: Until dispelled

You create a complex illusion activated by a specific trigger.

You create an illusion of an object, a creature, or some other visible phenomenon within range that activates when a specific condition occurs. The illusion is imperceptible until then. It must be no larger than a 30-foot cube, and you decide when you cast the spell how the illusion behaves and what sounds it makes. This scripted performance can last up to 5 minutes.

When the condition you specify occurs, the illusion springs into existence and performs in the manner you described. Once the illusion finishes performing, it disappears and remains dormant for 10 minutes. After this time, the illusion can be activated again.

The triggering condition can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the area. For example, you could create an illusion of yourself to appear and warn off others who attempt to open a trapped door, or you could set the illusion to trigger only when a creature says the correct word or phrase.

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 INT (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

PROJECT IMAGE

7th-Circle Arcane (Illusion)

Casting Time: 1 action

Range: 500 feet

Components: V, S, M (a small replica of you made from materials worth at least 5 gp)

Duration: Concentration, up to 1 day

You create an illusory copy of yourself that you can share senses with and move independently.

You create an illusory copy of yourself that lasts for the duration. The copy can appear at any location within range that you have seen before, regardless of intervening obstacles. The illusion looks and sounds like you but is intangible. If the illusion takes any damage, it disappears, and the spell ends.

You can use your action to move this illusion up to twice your speed and make it gesture, speak, and behave in whatever way you choose. It mimics your mannerisms perfectly.

You can see through its eyes and hear through its ears as if you were in its space. On your turn as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

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 INT (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

PROTECTION FROM ENERGY

3rd-Circle Arcane, Divine, and Primordial (Abjuration)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You ward your target against one type of elemental damage.

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

PROTECTION FROM EVIL AND GOOD

1st-Circle Divine and Wyrd (Abjuration)

Casting Time: 1 action

Range: Touch

Components: V, S, M (holy water or powdered silver and iron, which the spell consumes)

Duration: Concentration, up to 10 minutes

You ward your target against the attacks of supernatural creatures.

Until the spell ends, one willing creature you touch is protected against certain types of creatures: Aberrations, Celestials, Elementals, Fey, Fiends, and Undead.

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

PROTECTION FROM POISON

2nd-Circle Divine and Primordial (Abjuration)

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

You touch a creature, neutralizing a poison affecting it and protecting it against other poisons.

You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random.

For the duration, the target has advantage on saves against being poisoned, and it has resistance to poison damage.

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

R

RAY OF ENFEEBLEMENT

2nd-Circle Arcane, Divine, and Wyrd (Necromancy)

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You shoot a beam of energy that drains your target's strength.

A beam of enervating energy springs from your finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target deals only half damage with attacks that use STR until the spell ends.

At the end of each of the target's turns, it can make a CON save against the spell. On a success, the spell ends.

RAY OF FROST

Arcane Cantrip (Evocation)

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

You create an icy ray that harms and slows your target.

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

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

REMOVE CURSE

3rd-Circle Divine and Wyrd (Abjuration)

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

Your touch breaks a curse afflicting a target.

At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.

RESILIENT SPHERE

4th-Circle Arcane (Evocation)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a hemispherical piece of clear crystal and a matching hemispherical piece of gum arabic)
Duration: Concentration, up to 1 minute

You seal your target in an impermeable and movable sphere.

A sphere of shimmering force encloses a creature or object of Large size or smaller within range. An unwilling creature must make a DEX save. On a failed save, the creature is enclosed for the duration. Nothing—not physical objects, energy, or other spell effects—can pass through the barrier, in or out, though a creature in the sphere can breathe there. The sphere is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the sphere damage anything outside it.

The sphere is weightless and just large enough to contain the creature or object inside. An enclosed creature can use its action to push against the sphere's walls and thus roll the sphere at up to half the creature's speed. Similarly, the globe can be picked up and moved by other creatures.

A *disintegrate* spell targeting the globe destroys it without harming anything inside it.

RESISTANCE

Divine and Primordial Cantrip (Abjuration)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a miniature cloak)
Duration: Concentration, up to 1 minute

You give your target a bonus to a save.

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

RESTORATION

2nd-Circle Divine and Primordial (Abjuration)

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

Your touch ends one disease or condition afflicting a creature.

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

REVERSE GRAVITY

7th-Circle Arcane and Primordial (Transmutation)

Casting Time: 1 action
Range: 100 feet
Components: V, S, M (a lodestone and iron filings)
Duration: Concentration, up to 1 minute

You reverse gravity in a huge area, causing unanchored targets to fall upwards.

This spell reverses gravity in a 50-foot-radius, 100-foot-high cylinder centered on a point within range. All creatures and objects that aren't somehow anchored to the ground in the area fall upward and reach the top of the area when you cast this spell. A creature can make a DEX save to grab onto a fixed object it can reach, thus avoiding the fall.

If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration.

At the end of the duration, affected objects and creatures fall back down.

REVIVIFY

3rd-Circle Divine and Wyrd (Necromancy)

Casting Time: 1 action
Range: Touch
Components: V, S, M (diamonds worth 300 gp, which the spell consumes)
Duration: Instantaneous

You restore a recently slain creature to life.

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

ROPE TRICK

2nd-Circle Arcane and Wyrd (Conjuration)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a length of rope up to 60 feet long)
Duration: 1 hour

You open a portal to a small extradimensional space accessible via climbing rope.

You touch a length of rope that is up to 60 feet long. One end of the rope then rises into the air until the whole rope hangs perpendicular to the ground. At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until the spell ends.

The extradimensional space can be reached by climbing to the top of the rope. The space can hold as many as eight Medium or smaller creatures. The rope can be pulled into the space, making the rope disappear from view outside the space.

Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3-foot-by-5-foot window centered on the rope.

Anything inside the extradimensional space falls to the ground when the spell ends.

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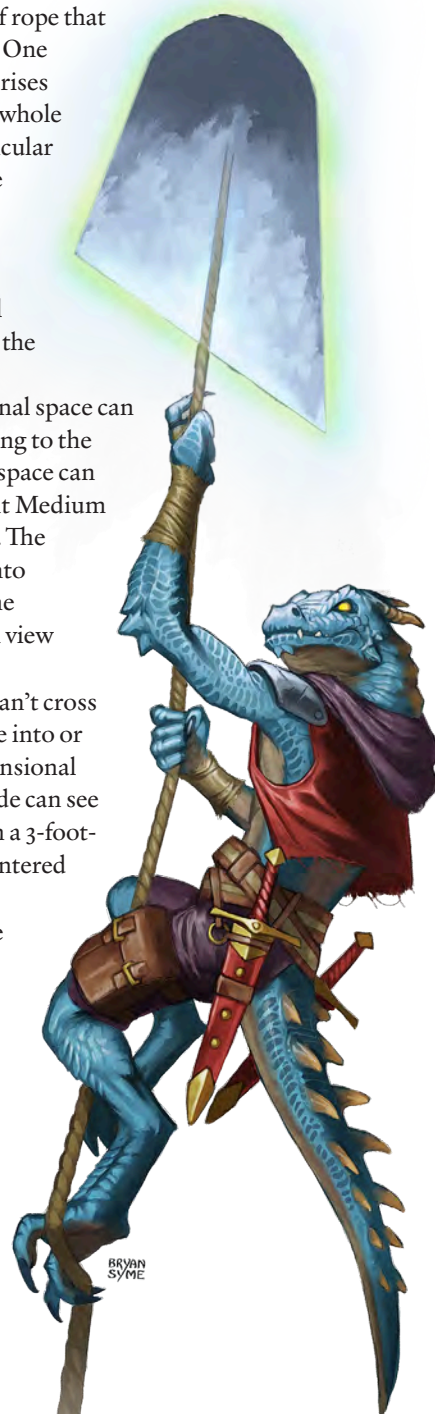
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SACRED FLAME

Divine Cantrip (Evocation)
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You attack a creature with searing radiance.

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

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

SANCTUARY

1st-Circle Divine (Abjuration)
Casting Time: 1 bonus action
Range: 30 feet
Components: V, S, M (a small silver mirror)
Duration: 1 minute

You utter a protective prayer that makes your target difficult to attack.

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 WIS save. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a *fireball*.

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

SCORCHING RAY

2nd-Circle Arcane (Evocation)
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You launch fiery rays at your chosen targets.

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

At Higher Circles. When you cast this spell using a spell slot of 3rd circle or higher, you create one additional ray for each slot above 2nd.

SEE INVISIBILITY

2nd-Circle Arcane, Divine, and Wyrd (Divination)
Casting Time: 1 action
Range: Self
Components: V, S, M (a pinch of talc and a small sprinkling of powdered silver)
Duration: 1 hour

You can see ethereal and invisible creatures and objects.

For the duration, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

SEEMING

5th-Circle Arcane and Wyrd (Illusion)
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 8 hours

You disguise any creature within range with an illusory appearance.

This spell allows you to change the appearance of any number of creatures that you can see within range. You give each target you choose a new, illusory appearance. An unwilling target can make a CHA save, and if it succeeds, it is unaffected by this spell.

The spell disguises physical appearance as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or in between. You can't change a target's body type, so you must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The spell lasts for the duration, unless you use your action to dismiss it sooner.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to a creature's outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature's head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

A creature can use its action to inspect a target and make an INT (Investigation) check against your spell save DC. If it succeeds, it becomes aware that the target is disguised.

SENDING

3rd-Circle Arcane, Divine, and Wyrd (Enchantment)

Casting Time: 1 action
Range: Unlimited
Components: V, S, M (a short piece of fine copper wire)
Duration: 1 round

You direct a mental message that your target can understand and respond to.

You send a message of twenty-five words or fewer to a creature with whom you are familiar. Regardless of INT and language, the creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately.

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

SEQUESTER

7th-Circle Arcane and Divine (Transmutation)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a powder composed of gemstone dust worth at least 5,000 gp, which the spell consumes)
Duration: Until dispelled

You hide a willing creature or object away, shielding it from magical detection and keeping it in stasis until a condition is met.

By means of this spell, a willing creature or an object can be hidden away, safe from detection for the duration. When you cast the spell and touch the target, it becomes invisible and can't be targeted by divination spells or perceived through scrying sensors created by divination spells.

If the target is a creature, it falls into a state of suspended animation. Time ceases to flow for it, and it doesn't grow older.

You can set a condition for the spell to end early. The condition can be anything you choose, but it must occur or be visible within 1 mile of the target. Examples include "after 1,000 years" or "when the tarrasque awakens." This spell also ends if the target takes any damage.

SHAPECHANGE

9th-Circle Primordial (Transmutation)

Casting Time: 1 action
Range: Self
Components: V, S, M (a jade circlet worth at least 1,500 gp, which you must place on your head before you cast the spell)
Duration: Concentration, up to 1 hour

You can assume the forms of different creatures for an hour.

You assume the form of a different creature for the duration. The new form can be of any creature with a challenge rating equal to your level or lower. The creature can't be a Construct or an Undead, and you must have seen the sort of creature at least once.

You transform into an average example of that creature, one without any class levels or the Spellcasting trait.

Your game statistics are replaced by the statistics of the chosen creature, though you retain your INT, WIS, and CHA scores. You also retain all of your skill and save proficiencies. When you make an ability check or save, you can choose to use your modifiers or the creature's (whichever is higher). You can't use any legendary actions or lair actions of the new form.

You assume the hit points and hit dice of the new form. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 HP, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 HP, you aren't knocked unconscious.

You retain the benefit of any features from your class, lineage, or other source and can use them, provided that your new form is physically capable of doing so. You can't use any special senses you have (for example, darkvision) unless your new form also has that sense. You can only speak if the creature can normally speak.

When you transform, you choose whether your equipment falls to the ground, merges into the new form, or is worn by it. Worn equipment functions as normal. The GM determines 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 shape or size to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge into your new form. Equipment that merges has no effect in that state.

During this spell's duration, you can use your action to assume a different form following the same restrictions and rules for the original form, with one exception: if your new form has more hit points than your current one, your hit points remain at their current value.

SHATTER

2nd-Circle Arcane (Evocation)

Casting Time: 1 action

Range: 60 feet

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

Duration: Instantaneous

You create a thunderous burst of sound that harms creatures and destroys objects.

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 CON save. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a success. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this save.

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

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

SHIELD

1st-Circle Arcane (Abjuration)

Casting Time: 1 reaction, when you are hit by an attack or targeted by the *magic missile* spell

Range: Self

Components: V, S

Duration: 1 round

You create a magic barrier to repel an incoming attack.

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 darts created by the *magic missile spell*.

SHIELD OF FAITH

1st-Circle Divine (Abjuration)

Casting Time: 1 bonus action

Range: 60 feet

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

Duration: Concentration, up to 10 minutes

You create a ward that enhances a creature's defenses.

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

SHILLELAGH

Primordial Cantrip (Transmutation)

Casting Time: 1 action

Range: Touch

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

Duration: 1 minute

You transform a stick or staff into a magic weapon.

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 STR 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. As part of the same action used to cast this spell, you can make a single melee attack with the shillelagh, provided a creature is within the weapon's range.

The spell ends if you cast it again or if you let go of the weapon.

SHOCKING GRASP

Arcane and Primordial Cantrip (Evocation)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Your touch delivers a shock that harms a creature and slows reaction time.

Lightning springs from your hand to deliver a shock to a creature you touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing metal armor or armor that lacks the Natural Materials property. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

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

SILENCE

2nd-Circle Divine and Wyrd (Illusion)

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You create a globe of silence that deafens creatures and prevents all verbal spellcasting.

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

SILENT IMAGE

1st-Circle Arcane (Illusion)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a bit of fleece)
Duration: Concentration, up to 10 minutes

You create a visual illusion in a small area.

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 INT (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

SLEEP

1st-Circle Arcane and Wyrd (Enchantment)

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a pinch of fine sand, rose petals, or a cricket)
Duration: 1 minute

You lull creatures into magic-induced slumber.

This spell sends creatures into a magical slumber. Roll 8d8; the result is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

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

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

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

SLEET STORM

3rd-Circle Primordial (Conjuration)

Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a pinch of dust and a few drops of water)
Duration: Concentration, up to 1 minute

You conjure a sleet storm that hampers movement and concentration.

Until the spell ends, freezing rain and sleet fall in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames are doused.

The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a DEX save. On a failed save, it falls prone.

If a creature is concentrating in the spell's area, the creature must make a successful CON save against your spell save DC or lose concentration.

SLOW

3rd-Circle Arcane (Transmutation)
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a drop of molasses)
Duration: Concentration, up to 1 minute

You lengthen time around your targets, reducing their reaction time.

You alter time around up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a WIS save or be affected by this spell for the duration.

An affected target's speed is halved, it takes a –2 penalty to AC and DEX saves, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

A creature affected by this spell makes another WIS save at the end of its turn, ending the effect on itself on a success.

SPARE THE DYING

Divine Cantrip (Necromancy)
Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Instantaneous

You touch a dying creature and stabilize it.

You touch a living creature that has 0 HP. The creature becomes stable. This spell has no effect on Constructs or Undead.

SPEAK WITH ANIMALS

1st-Circle Primordial (Divination)
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 10 minutes

You can understand and speak to animals for a short time.

You gain the ability to understand and verbally communicate with Beasts and creatures with the Animal tag for the duration. The knowledge and awareness of such creatures are limited by their INT, but at minimum, targets 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 target to perform a small favor for you, at the GM's discretion.

SPEAK WITH PLANTS

3rd-Circle Primordial (Transmutation)
Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S
Duration: 10 minutes

You awaken a crude intelligence in nearby plants that allows you to speak with and command them.

You imbue plants within 30 feet of you with limited sentience and animation, giving them the ability to communicate with you and follow your simple commands. You can question plants about events in the spell's area within the past day, gaining information about creatures that have passed, weather, and other circumstances.

You can also turn difficult terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or you can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration, causing vines and branches to hinder pursuers, for example.

Plants might be able to perform other tasks on your behalf, at the GM's discretion. The spell doesn't enable plants to uproot themselves and move about, but they can freely move branches, tendrils, and stalks.

If a Plant creature is in the area, you can communicate with it as if you shared a common language, but you gain no magical ability to influence it.

This spell can cause the plants created by the *entangle* spell to release a restrained creature.

SPIDER CLIMB

2nd-Circle Arcane and Primordial (Transmutation)
Casting Time: 1 action
Range: Touch
Components: V, S, M (a drop of bitumen and a spider)
Duration: Concentration, up to 1 hour

You grant the ability to walk up walls, ceilings, and vertical surfaces such as trees or cliffs.

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.

SPIKE GROWTH

2nd-Circle Primordial (Transmutation)

Casting Time: 1 action
Range: 150 feet
Components: V, S, M (seven sharp thorns or seven sharpened twigs)
Duration: Concentration, up to 10 minutes

You create a concealed patch of difficult terrain full of harmful thorns.

The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a WIS (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.

SPIRIT GUARDIANS

3rd-Circle Divine and Wyrd (Conjuration)

Casting Time: 1 action
Range: Self (15-foot radius)
Components: V, S, M (a memento from a dead person)
Duration: Concentration, up to 10 minutes

You summon a swarm of spirits to guard you and harry nearby foes.

You call forth spirits to protect you. They flit around you to a distance of 15 feet for the duration.

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 WIS save. On a failure, the creature takes 3d8 radiant damage or 3d8 necrotic damage, or half as much damage on a success.

At Higher Circles. When you cast this spell using a spell slot of 4th circle or higher, the damage increases by 1d8 for each slot above 3rd.

SPIRITUAL WEAPON

2nd-Circle Divine and Wyrd (Evocation)

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

You create a ghostly weapon that fights at your command.

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. The weapon can take any form you choose. 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 each of your subsequent turns, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

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

STINKING CLOUD

3rd-Circle Arcane and Wyrd (Conjuration)

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a rotten egg or several skunk cabbage leaves)
Duration: Concentration, up to 1 minute

You conjure a cloud that sickens creatures caught within it.

You create a 20-foot-radius sphere of yellow, nauseating gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration.

Each creature that is completely within the cloud at the start of its turn must make a CON save against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this save.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

STONE SHAPE

4th-Circle Primordial (Transmutation)

Casting Time: 1 action
Range: Touch
Components: V, S, M (soft clay, which must be worked into roughly the desired shape of the stone object)
Duration: Instantaneous

You can mold a stone object you touch as if it were soft clay.

You touch a stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape that suits your purpose. For example, you could shape a large rock into a weapon, idol, or coffer, or make a small passage through a wall, as long as the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

STONESKIN

4th-Circle Primordial (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

Your touch makes a creature's skin hard enough to resist mundane damage.

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.

STORM OF VENGEANCE

9th-Circle Divine and Primordial (Conjuration)

Casting Time: 1 action
Range: Sight
Components: V, S
Duration: Concentration, up to 1 minute

You conjure a potent magical storm that affects a huge area, unleashing more devastating effects the longer it lasts.

A churning storm cloud forms, centered on a point you can see and spreading to a radius of 360 feet. Lightning flashes in the area, thunder booms, and strong winds roar. Each creature under the cloud (no more than 5,000 feet beneath the cloud) when it appears must make a CON save. On a failed save, a creature takes 2d6 thunder damage and becomes deafened for 5 minutes.

Each round you maintain concentration on this spell, the storm produces additional effects on your turn.

Round 2. Acidic rain falls from the cloud. Each creature and object under the cloud takes 1d6 acid damage.

Round 3. You call six bolts of lightning from the cloud to strike six creatures or objects of your choice beneath the cloud. A given creature or object can't be struck by more than one bolt. A struck creature must make a DEX save. The creature takes 10d6 lightning damage on a failed save, or half as much damage on a successful one.

Round 4. Hailstones rain down from the cloud. Each creature under the cloud takes 2d6 bludgeoning damage.

Rounds 5–10. Gusts and freezing rain assail the area under the cloud. The area becomes difficult terrain and is heavily obscured. Each creature there takes 1d6 cold damage. Ranged weapon attacks in the area are impossible. If a creature starts its turn in the storm's area and is concentrating on a spell, the creature must make a successful CON save against your spell save DC or lose concentration. Finally, gusts of strong wind (ranging from 20 to 50 miles per hour) automatically disperse fog, mists, and similar phenomena in the area, whether mundane or magical.

SUGGESTION

2nd-Circle Arcane, Divine, and Wyrd (Enchantment)

Casting Time: 1 action
Range: 30 feet
Components: V, M (a snake's tongue and either a bit of honeycomb or a drop of sweet oil)
Duration: Concentration, up to 8 hours

You compel a creature to follow a suggested course of action.

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, immolate itself, or do some other obviously harmful act ends the spell.

The target must make a WIS save. 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.

SUNBEAM

6th-Circle Divine and Primordial (Evocation)

Casting Time: 1 action
Range: Self (60-foot line)
Components: V, S, M (a magnifying glass)
Duration: Concentration, up to 1 minute

You hold a magnifying glass and a line of searing, blinding sunlight springs from your hand.

A beam of brilliant light flashes out from your hand in a 5-foot-wide, 60-foot-long line. Each creature in the line must make a CON save. On a failure, a creature takes 6d8 radiant damage and is blinded until your next turn. On a success, it takes half as much damage and isn't blinded by this spell. Undead have disadvantage on this save.

You can create a new line of radiance as your action on each turn until the spell ends.

For the duration, a mote of brilliant radiance shines in your hand. It sheds bright light in a 30-foot radius and dim light for an additional 30 feet. This light is sunlight.

SUNBURST

8th-Circle Divine and Primordial (Evocation)

Casting Time: 1 action
Range: 150 feet (60-foot-radius sphere)
Components: V, S, M (fire and a piece of sunstone)
Duration: Instantaneous

You create a sphere of searing and blinding sunlight.

Brilliant sunlight flashes in a 60-foot-radius sphere centered on a point you choose within range. Each creature in that light must make a CON save. On a failed save, a creature takes 12d6 radiant damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead have disadvantage on this save.

A creature blinded by this spell makes another CON save at the end of each of its turns. On a successful save, it is no longer blinded.

This spell dispels any darkness in its area that was created by a spell.

T

TELEKINESIS

5th-Circle Arcane and Wyrd (Transmutation)

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You can move creatures and objects with your mind for the duration of the spell.

You gain the ability to move or manipulate creatures or objects by thought. When you cast the spell, and as your action each round for the duration, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell.

Creature. You can try to move a Huge or smaller creature. Make an ability check with your spellcasting ability contested by the creature's STR check. If you win the contest, you move the creature up to 30 feet in any direction, including upward but not beyond the range of this spell. Until the end of your next turn, the creature is restrained in your telekinetic grip. A creature lifted upward is suspended in mid-air.

On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest.

Object. You can try to move an object that weighs up to 1,000 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction, but not beyond the range of this spell.

If the object is worn or carried by a creature, you must make an ability check with your spellcasting ability contested by that creature's STR check. If you succeed, you pull the object away from that creature and can move it up to 30 feet in any direction but not beyond the range of this spell.

You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

TELEPATHIC BOND

5th-Circle Arcane and Wyrd (Divination)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (pieces of eggshell from two different kinds of creatures)
Duration: 1 hour

You create a telepathic link between willing creatures for one hour.

You forge a telepathic link among up to eight willing creatures of your choice within range, psychically linking each creature to all the others for the duration. Creatures with an INT of 3 (–4) or lower aren't affected by this spell. Until the spell ends, the targets can communicate telepathically through the bond whether or not they have a common language. The communication is possible over any distance, though it can't extend to other planes of existence.

TELEPORT

7th-Circle Arcane (Conjuration)

Casting Time: 1 action
Range: 10 feet
Components: V
Duration: Instantaneous

You teleport yourself and willing creatures or an object to a familiar destination anywhere on your current plane of existence.

This spell instantly transports you and up to eight willing creatures of your choice that you can see within range, or a single object that you can see within range, to a destination you select. If you target an object, it must be able to fit entirely inside a 10-foot cube, and it can't be held or carried by an unwilling creature.

The destination you choose must be known to you, and it must be on the same plane of existence as you. Your familiarity with the destination determines whether you arrive there successfully. The GM rolls d100 and consults the **Destination Accuracy** table.

Familiarity. "Permanent circle" means a permanent teleportation circle whose sigil sequence you know. "Associated object" means that you possess an object taken from the desired destination within the last six months, such as a book from a wizard's library, bed linen from a royal suite, or a chunk of marble from a lich's secret tomb.

"Very familiar" is a place you have been very often, a place you have carefully studied, or a place you can see when you cast the spell.

"Seen casually" is a place you have seen more than once but with which you aren't very familiar.

"Viewed once" is a place you have seen once, possibly using magic.

"Description" is a place whose location and appearance you know through someone else's description, perhaps from a map.

"False destination" is a place that doesn't exist. Perhaps you tried to scry an enemy's sanctum but instead viewed an illusion, or you are attempting to teleport to a familiar location that no longer exists.

On Target. You and your group (or the target object) appear where you want to.

Off Target. You and your group (or the target object) appear a random distance away from the destination in a random direction. Distance off target is 1d10 × 1d10 percent of the distance that was to be traveled. For example, if you tried to travel 120 miles, landed off target, and rolled a 5 and 3 on the two d10s, then you would be off target by 15 percent, or 18 miles. The GM determines the direction off target randomly by rolling a d8 and designating 1 as north, 2 as northeast, 3 as east, and so on around the points of the compass. If you were teleporting to a coastal city and wound up 18 miles out at sea, you could be in trouble.

Similar Area. You and your group (or the target object) wind up in a different area that's visually or thematically similar to the target area. If you are heading for your home laboratory, for example, you might wind up in another wizard's laboratory or in an alchemical supply shop that has many of the same tools and implements as your laboratory. Generally, you appear in the closest

DESTINATION ACCURACY

FAMILIARITY	MISHAP	SIMILAR AREA	OFF TARGET	ON TARGET	FAMILIARITY	MISHAP	SIMILAR AREA	OFF TARGET	ON TARGET
Permanent circle	—	—	—	01–100	Viewed once	01–43	44–53	54–73	74–100
Associated object	—	—	—	01–100	Description	01–43	44–53	54–73	74–100
Very familiar	01–05	06–13	14–24	25–100	False destination	01–50	51–100	—	—
Seen casually	01–33	34–43	44–53	54–100					
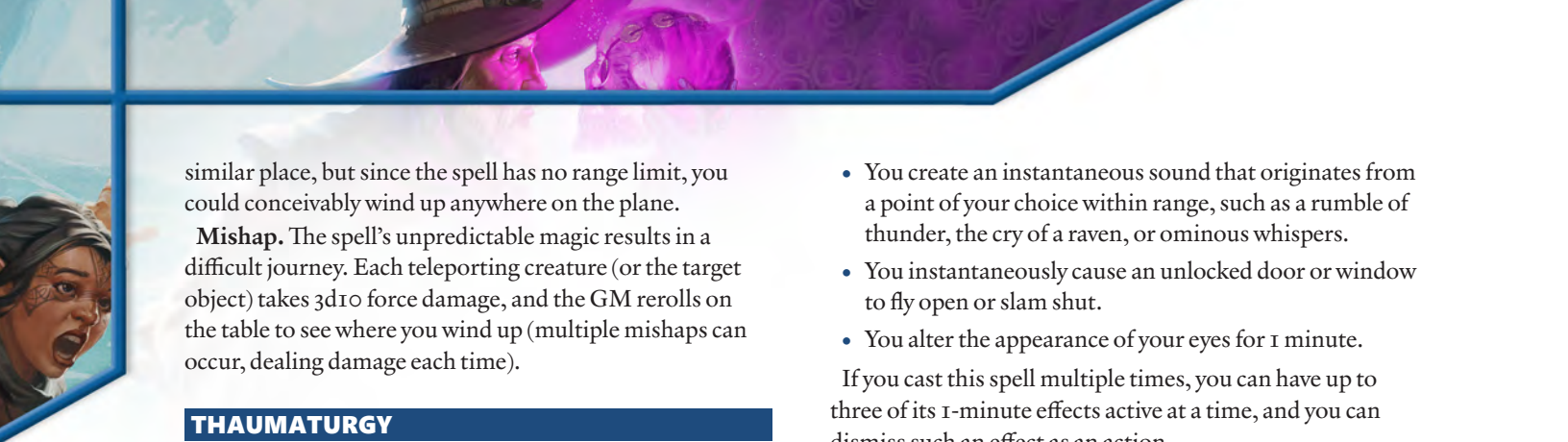
similar place, but since the spell has no range limit, you could conceivably wind up anywhere on the plane.

Mishap. The spell's unpredictable magic results in a difficult journey. Each teleporting creature (or the target object) takes 3d10 force damage, and the GM rerolls on the table to see where you wind up (multiple mishaps can occur, dealing damage each time).

THAUMATURGY

Divine and Wyrd Cantrip (Transmutation)

Casting Time: 1 action
Range: 30 feet
Components: V
Duration: Up to 1 minute

You create a minor supernatural effect.

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-Circle Arcane and Primordial (Evocation)

Casting Time: 1 action
Range: Self (15-foot cube)
Components: V, S
Duration: Instantaneous

You create a booming wave of force that damages creatures and pushes targets away from you.

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a CON save. 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 Circles. When you cast this spell using a spell slot of 2nd circle or higher, the damage increases by 1d8 for each slot above 1st.

TIDAL WAVE

8th-Circle Primordial (Evocation)
Casting Time: 1 action
Range: 1 mile
Components: V, S
Duration: Concentration, up to 1 minute

You conjure a massive wave that batters and drags creatures caught in its wake.

You cause a massive wave to appear at a point you can see within range. When you cast this spell, the wave appears as a wall of water 300 feet long, 300 feet high, and 50 feet thick. Huge or smaller creatures in the wave's area when it appears are automatically caught in the wave and must make a STR save. On a failure, a creature takes 6d10 bludgeoning damage or half as much damage on a success. Huge or smaller objects in the area are also caught in the wave if they aren't fixed to a solid surface.

Creatures caught in the wave can attempt to exit by swimming through the water. A creature attempting to move in this way must first succeed on a STR (Athletics) check against your spell save DC. If it succeeds on this check, it can swim as far as its movement allows. On a failure, a creature's speed is 0 until the beginning of its next turn. Creatures that successfully swim out of the wave's area fall to the ground in an unoccupied space adjacent to the wave.

At the start of each of your turns after the wave appears, the wave and all creatures and objects caught within it move 50 feet away from you (in the same direction each round). Any Huge or smaller creatures that start their turn caught in the wave, who enter the wave for the first time, or are occupying spaces the wave moves through must succeed on a STR save or take 5d10 bludgeoning damage. A target can only take damage in this way once per round. At the end of each turn that this movement occurs, the wall's height is reduced by 50 feet, and the bludgeoning damage dealt by the wave is reduced by 1d10. If the wave's height is ever reduced to 0 feet, the spell ends.

TIME STOP

9th-Circle Arcane (Transmutation)
Casting Time: 1 action
Range: Self
Components: V
Duration: Instantaneous

You stop time for a brief window, allowing you to take multiple turns before others can act.

You briefly stop the flow of time for everyone but yourself. No time passes for other creatures while you take 1d4 + 1 turns in a row, during which you can use actions and move as normal.

This spell ends if one of the actions you use during this period, or any effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 1,000 feet from the location where you cast it.

TONGUES

3rd-Circle Arcane and Divine (Divination)
Casting Time: 1 action
Range: Touch
Components: V, S, M (a small clay model of a ziggurat)
Duration: 1 hour

Your target can understand every language, and their speech is understood by all creatures.

This spell grants the creature you touch the ability to understand any spoken language it hears. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says.

TRANSMOGRIFICATION

7th-Circle Primordial (Transmutation)
Casting Time: 1 action
Range: Self
Components: V, S, M (flesh from a Fiend, a feather from a Celestial, or a scale from a Dragon worth 50 gp)
Duration: 1 minute

You rapidly transform parts of your body to give yourself monstrous traits.

You transform your body to grant yourself benefits of monstrous forms. When you cast this spell, choose one of the listed transformations that your form first assumes. While the spell is active, you can use a bonus action to exchange your current transformation for a different option you haven't already used during this casting of the spell. Once you assume your third form, you can't shift into a different listed form for the duration, but you can use a bonus action to end the spell early and assume your original form. The spell also ends early if you are incapacitated or if you die.

Wings. You sprout wings from your shoulders and gain a flying speed of 60 feet. The wings can be batlike or feathered.

Breath Weapon. You gain a breath weapon of one of these types of your choice: acid, cold, fire, lightning, or poison. While active, you can use an action to unleash your breath weapon in a 15-foot line that is 5 feet wide. Each creature in the line must make a DEX save, taking 8d8 damage of the chosen type on a failure, or half as much damage on a success. You can use the breath weapon up to three times, and it expires after the third use.

Limbs. Two appendages resembling tentacles, insectoid legs, pincers, or something similar sprout from your body (they don't replace your existing limbs). When they first appear, choose if these appendages deal bludgeoning, piercing, or slashing damage. While active, you can use an action to make a melee weapon attack with each appendage (two attacks total) against a target or targets within 10 feet of you. You are considered proficient with the use of the appendages as weapons, and you use your spellcasting modifier to calculate your bonus to hit with them. On a successful hit, an appendage deals 2d12 + your spellcasting modifier damage of the chosen type.

Radiating Light. You emit light in a 10-foot radius. The light can come from a halo, ghostly flames, your eyes, or a similar source you choose. When it first appears, you choose whether the light deals necrotic, fire, or radiant damage. A creature other than you that enters the light for the first time on its turn or starts its turn in the light must make a CON save, taking 2d10 damage of the chosen type on a failure or half as much damage on a success. A creature can take this damage only once per turn.

Regeneration. While this feature is active, you can choose to recover 10 HP at the start of your turn. You can use this ability up to three times, and it expires after the third use.

Overwhelming Might. When you hit a target with a weapon attack, the target takes the attack's standard damage plus an extra 2d8 force damage and must succeed on a STR save or be knocked prone.

Frightening Presence. As an action, choose any number of creatures within 30 feet of you that can see you. Each creature must succeed on a WIS save or become frightened of you for 1 minute. A creature frightened in this way can repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature's save is successful or the effect ends for it, the creature is immune to this feature for the next 24 hours. You can use this ability up to three times, and it expires after the third use.

TRANSPORT VIA PLANTS

6th-Circle Primordial (Conjuration)
Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: 1 round

You transform a nearby plant into a portal that can teleport creatures to a different plant.

This spell creates a magical link between a Large or larger nonmagical plant within range and another plant, at any distance, on the same plane of existence. Creatures of the Plant type can't be targeted by this spell. You must have seen or touched the destination plant at least once before. For the duration, any creature can step into the target plant and exit from the destination plant by using 5 feet of movement.

TREE STRIDE

5th-Circle Primordial (Conjuration)
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You enter a tree and teleport to emerge from a different tree.

You gain the ability to enter a tree and move from inside it to inside another tree of the same kind within 500 feet. Both trees must be living and at least the same size as you. You must use 5 feet of movement to enter a tree. You instantly know the location of all other trees of the same kind within 500 feet and, as part of the move used to enter the tree, can either pass into one of those trees or step out of the tree you're in. You appear in a space of your choice within 5 feet of the destination tree using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the tree you entered.

You can use this transportation ability once per round for the duration. You must end each turn outside a tree.

TRUE POLYMORPH

9th-Circle Arcane and Primordial (Transmutation)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a drop of mercury, a dollop of gum arabic, and a wisp of smoke)

Duration: Concentration, up to 1 hour

You transform a creature into a different creature or an object, or you transform an object into a creature.

Choose one creature or nonmagical object that you can see within range. You transform the creature into a different creature, the creature into an object, or the object into a creature (the object must be neither worn nor carried by another creature). The transformation lasts for the duration or until the target drops to 0 HP or dies. If you concentrate on this spell for the full duration, the transformation lasts until it is dispelled.

This spell has no effect on a creature with the Shapechanger tag or a creature with 0 HP. An unwilling creature can make a WIS save, and if it succeeds, it isn't affected by this spell.

Creature into Creature. If you turn a creature into another kind of creature, the new form can be any kind you choose whose challenge rating is equal to or less than the target's (or its level, if the target doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the new form. It retains its personality.

The target assumes the hit points of its new form, and when it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 HP, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 HP, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech unless its new form is capable of such actions.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

Object into Creature. You can turn an object into any kind of creature, as long as the creature's size is no larger than the object's size and the creature's challenge rating is 9 or lower. The creature is friendly to you and your companions. It acts on each of your turns. You decide what action it takes and how it moves. The GM has the creature's statistics and resolves all of its actions and movement.

If the spell becomes permanent, you no longer control the creature. It might remain friendly to you, depending on how you have treated it.

Creature into Object. If you turn a creature into an object, it transforms along with whatever it is wearing and carrying into that form. The creature's statistics become those of the object, and the creature has no memory of time spent in this form after the spell ends and it returns to its normal form.

TRUE SEEING

6th-Circle Arcane, Divine, and Wyrd (Divination)

Casting Time: 1 action

Range: Touch

Components: V, S, M (ointment made from powdered mushrooms and saffron worth 25 gp, which the spell consumes)

Duration: 1 hour

You touch a willing creature and grant it truesight.

You touch a willing creature to grant it the ability to see things as they actually are. For the duration, that creature has truesight to a range of 120 feet.

At Higher Circles. When you cast this spell using a spell slot of 7th circle or higher, you can target one additional creature for each slot above 6th.

V

VAMPIRIC TOUCH

3rd-Circle Arcane, Divine, and Wyrd (Necromancy)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You touch a creature to drain its life force, then use it to heal yourself.

The touch of your shadow-wreathed hand can siphon life force from others to heal your wounds. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action.

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

VICIOUS MOCKERY

Arcane and Wyrd Cantrip (Enchantment)

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

You attack a creature with words that damage its psyche and will to fight.

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 WIS save 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).

W

WALL OF FIRE

4th-Circle Arcane and Primordial (Evocation)

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a small piece of phosphorus)
Duration: Concentration, up to 1 minute

You create a wall of roiling flame that burns nearby creatures.

You create a wall of fire on a solid surface within range. You can make the wall in a line up to 60 feet long, 20 feet high, and 1 foot thick or in a circle up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration.

When the wall appears, each creature within its area must make a DEX save. A creature takes 5d8 fire damage on a failed save, or half as much damage on a successful one.

One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

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

WALL OF FORCE

5th-Circle Arcane and Wyrd (Evocation)

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a pinch of powder made by crushing a clear gemstone)
Duration: Concentration, up to 10 minutes

You create an invisible wall, dome, or sphere of impassable energy.

An invisible wall of force springs into existence at a point you choose within range. The wall appears in any orientation you choose as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick. It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice).

Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by the *dispel magic* spell. However, a *disintegrate* spell destroys the wall instantly. The wall also extends into the Ethereal Plane, blocking ethereal travel through the wall.

WALL OF ICE

6th-Circle Arcane and Primordial (Evocation)

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a small piece of quartz)
Duration: Concentration, up to 10 minutes

You create a wall, dome, or sphere of solid ice that damages nearby creatures.

You create a wall of ice on a solid surface within range. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-square panels. Each panel must be contiguous with another panel. In any form, the wall is 1 foot thick and lasts for the duration.

If the wall cuts through a creature's space when it appears, the creature within its area is pushed to one side of the wall (your choice) and must make a DEX save. On a failure, the creature takes 10d6 cold damage or half as much damage on a success.

The wall is an object that can be damaged and thus breached. It has AC 12 and 30 HP per 10-foot section, and it is vulnerable to fire damage. Reducing a 10-foot section of wall to 0 HP destroys it and leaves behind a sheet of frigid air in the space the wall occupied. A creature moving through the sheet of frigid air for the first time on a turn must make a CON save. That creature takes 5d6 cold damage on a failed save, or half as much damage on a successful one.

At Higher Circles. When you cast this spell using a spell slot of 7th circle or higher, the damage the wall deals when it appears increases by 2d6, and the damage from passing through the sheet of frigid air increases by 1d6, for each slot above 6th.

WALL OF STONE

5th-Circle Arcane and Primordial (Evocation)

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a small block of granite)
Duration: Concentration, up to 10 minutes

You create a wall, bridge, or ramp made of stone.

A nonmagical wall of solid stone springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a DEX save. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on any firm foundation. It must, however, merge with and be solidly supported by existing stone. Thus, you can use this spell to bridge a chasm or create a ramp.

If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements, and so on.

The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 30 HP per inch of thickness. Reducing a panel to 0 HP destroys it and might cause connected panels to collapse at the GM's discretion.

If you maintain your concentration on this spell for its whole duration, the wall becomes permanent and can't be dispelled. Otherwise, the wall disappears when the spell ends.

WALL OF THORNS

6th-Circle Primordial (Evocation)

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a handful of thorns)
Duration: Concentration, up to 10 minutes

You create a wall or ring of piercing thorns.

You create a wall of tough, pliable, tangled brush bristling with needle-sharp thorns. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight.

When the wall appears, each creature within its area must make a DEX save. On a failure, a creature takes 7d8 piercing damage or half as much damage on a success.

A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a DEX save. It takes 7d8 slashing damage on a failed save, or half as much damage on a successful one.

At Higher Circles. When you cast this spell using a spell slot of 7th circle or higher, both types of damage increase by 1d8 for each slot above 6th.

WARDING BOND

2nd-Circle Divine (Abjuration)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a pair of platinum rings worth at least 50 gp each, which you and the target must wear for the duration)
Duration: 1 hour

You bless a pair of rings to link you to another creature, affording them protection, but you share their pain.

This spell wards a willing creature you touch and creates a mystic connection between you and the target until the spell ends. While the target is within 60 feet of you, it gains a +1 bonus to AC and saves, and it has resistance to all damage. However, each time it takes damage, you take the same amount of damage.

The spell ends if you drop to 0 HP or if you and the target become separated by more than 60 feet. It also ends if the spell is cast again on either of the connected creatures. You can also dismiss the spell as an action.

WATER BREATHING

3rd-Circle Arcane and Primordial (Transmutation)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a short reed or a piece of straw)
Duration: 24 hours

You grant a large group of creatures the ability to breathe underwater.

This spell grants up to ten willing creatures you can see within range the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of respiration.

WEB

2nd-Circle Arcane (Conjuration)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a bit of spiderweb)
Duration: Concentration, up to 1 hour

You conjure a swath of flammable webs that restrain creatures.

You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area. If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

Each creature that starts its turn in the webs or that enters them during its turn must make a DEX save. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free. A creature restrained by the webs can use its action to make a STR check against your spell save DC. If it succeeds, it is no longer restrained.

The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

WEIRD

9th-Circle Arcane and Wyrd (Illusion)

Casting Time: 1 action
Range: 120 feet (30-foot-radius sphere)
Components: V, S
Duration: Concentration, up to 1 minute

You manifest the worst nightmares of multiple creatures to frighten them and damage their minds.

Drawing on the deepest fears of a group of creatures, you create illusory creatures in their minds visible only to them. Each creature in a 30-foot-radius sphere centered on a point of your choice within range must make a WIS save. On a failed save, a creature becomes frightened of you for the duration. The illusion calls on the creature's deepest fears, manifesting its worst nightmares as an implacable threat. At the end of each of the frightened creature's turns, it must succeed on a WIS save or take 4d10 psychic damage. On a successful save, the spell ends for that creature.

WILDSENSE

2nd-Circle Primordial (Divination)

Casting Time: 1 action
Range: Touch
Components: S
Duration: 1 hour

You perceive the world through a willing creature's senses.

You touch a willing Beast or creature with the Animal tag, creating a mystic link that lasts for the duration. While linked, you can use an action to see through the target's eyes, hear what it hears, and perceive what it perceives via any of its special senses. You are blinded and deafened while using the target's senses. As an action, you can resume use of your own senses. At any time, you can use an action to break the link completely, ending the spell.

WIND WALK

6th-Circle Primordial (Transmutation)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (fire and rainwater)
Duration: 8 hours

You transform willing creatures into gaseous forms capable of swift flight.

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 attacks. 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-Circle Arcane and Primordial (Evocation)

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a tiny fan and a feather)
Duration: Concentration, up to 1 minute

You conjure a wall of swirling winds that buffets nearby creatures and whisks away flimsy projectiles and airborne gasses.

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 STR save. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a success.

The strong wind keeps fog, smoke, and other gasses 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.

WISH

9th-Circle Arcane and Wyrd (Conjuration)

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

You alter the foundations of reality but risk never being able to do so again.

Wish is the mightiest spell a mortal creature can cast. By simply speaking aloud, you can alter the very foundations of reality in accord with your desires. The basic use of this spell is to duplicate any other spell of 8th circle or lower. You don't need to meet any requirements in that spell, including costly components. The spell simply takes effect.

Alternatively, you can create one of the following effects of your choice:

- You create one object of up to 25,000 gp in value that isn't a magic item. The object can be no more than 300 feet in any dimension, and it appears in an unoccupied space you can see on the ground.
- You allow up to twenty creatures that you can see to regain all hit points, and you end all effects on them described in the *greater restoration* spell.
- You grant up to ten creatures that you can see resistance to a damage type you choose.
- You grant up to ten creatures you can see immunity to a single spell or other magical effect for 8 hours. For instance, you could make yourself and all your companions immune to a lich's Life Drain attack.
- You undo a single recent event by forcing a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a *wish* spell could undo an opponent's successful save, a foe's critical hit, or a friend's failed save. You can force the reroll to be made with advantage or disadvantage, and you can choose whether to use the reroll or the original roll.
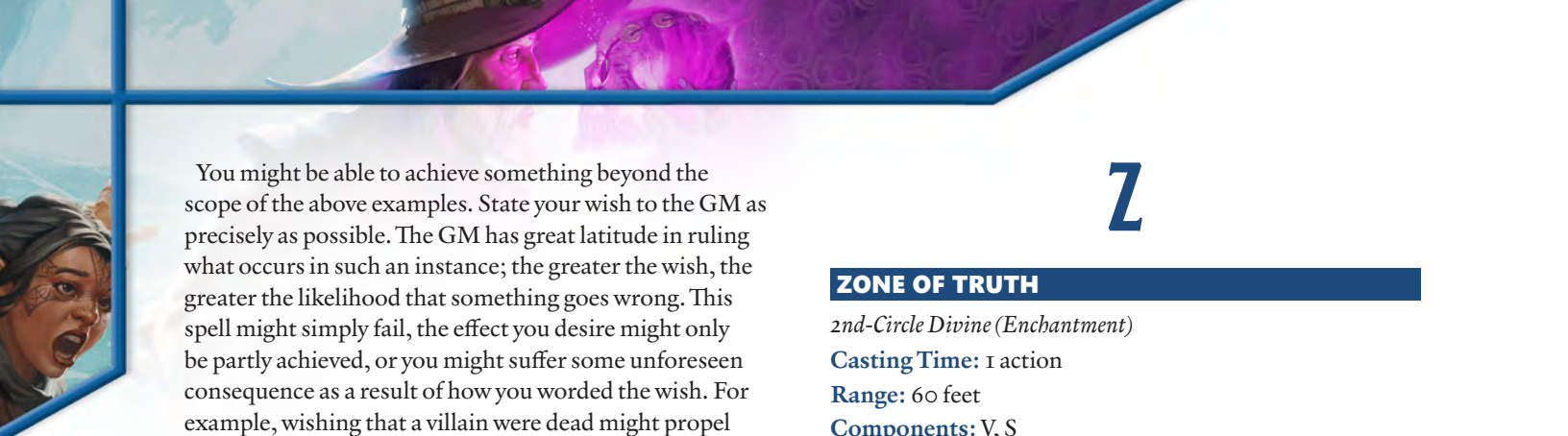
You might be able to achieve something beyond the scope of the above examples. State your wish to the GM as precisely as possible. The GM has great latitude in ruling what occurs in such an instance; the greater the wish, the greater the likelihood that something goes wrong. This spell might simply fail, the effect you desire might only be partly achieved, or you might suffer some unforeseen consequence as a result of how you worded the wish. For example, wishing that a villain were dead might propel you forward in time to a period when that villain is no longer alive, effectively removing you from the game. Similarly, wishing for a legendary magic item or artifact might instantly transport you to the presence of the item's current owner.

The stress of casting this spell to produce any effect other than duplicating another spell weakens you. After enduring that stress, each time you cast a spell until you finish a long rest, you take 1d10 necrotic damage per circle of that spell. This damage can't be reduced or prevented in any way. In addition, your STR score drops to 3, if it isn't 3 or lower already, for 2d4 days. For each of those days that you spend resting and doing nothing more than light activity, your remaining recovery time decreases by 2 days. Finally, there is a 33 percent chance that you are unable to cast *wish* ever again if you suffer this stress.

WORD OF RECALL

6th-Circle Divine (Conjuration)

Casting Time: 1 action
Range: 5 feet
Components: V
Duration: Instantaneous

You teleport nearby creatures to a chosen sanctuary.

You and up to five willing creatures within 5 feet of you instantly teleport to a previously designated sanctuary. You and creatures that teleport with you appear in an unoccupied space nearest to the spot you designated when you prepared your sanctuary. If you cast this spell without first preparing a sanctuary, the spell has no effect.

You must designate a sanctuary by casting this spell within a location, such as a temple, dedicated to or strongly linked to your deity. If you attempt to cast the spell in this manner in an area that isn't dedicated to your deity, the spell has no effect.

Z

ZONE OF TRUTH

2nd-Circle Divine (Enchantment)

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 10 minutes

You create an area in which creatures can't lie.

You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a CHA save. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its save.

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

Ritual Descriptions

The following section presents a sampling of ritual spells most commonly used throughout the Labyrinth. The rituals are listed in alphabetical order.

ALARM

1st-Circle Arcane Ritual (Abjuration)

Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (silver hand bell worth at least 10 gp)
Duration: 8 hours

You ward an area to alert you when intruders pass through.

You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you when a Tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible.

A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping.

An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

If you perform this ritual a second time before the duration of the first *alarm* spell has ended, the first alarm immediately ends.

ANIMAL MESSENGER

2nd-Circle Primordial Ritual (Enchantment)

Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (a morsel of food)
Duration: 24 hours

You enlist the aid of a nearby beast to deliver a message for you.

Choose a Tiny Beast you can see within range, such as a squirrel, blue jay, or bat. Specify a location, which you must have visited, and a recipient who matches a general description, such as "a person dressed in the uniform of the town guard" or "a red-haired dwarf wearing a pointed hat." Then speak a message of up to twenty-five words. The 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. Then the spell ends, and the Beast makes its way back to where you cast the spell. 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.

If you attempt to cast this spell again while the first casting is still active, the second casting fails.

At Higher Circles. As you unlock higher circles, this ritual grows in potency. Once you have access to 3rd circle spell slots or higher, the duration of the spell increases by 48 hours for each circle you have slots for above 2nd.

ANIMATE DEAD

3rd-Circle Arcane and Divine Ritual (Necromancy)

Casting Time: 1 minute
Range: 10 feet
Components: V, S, M (a bloodstone worth at least 10 gp, which the spell consumes)
Duration: Instantaneous

You transform a corpse into an undead servant.

This spell creates an Undead servant. Choose a pile of bones or a corpse of a Medium or Small Humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an Undead creature. The target becomes a **skeleton** if you chose bones or a **zombie** if you chose a corpse.

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature takes and where it moves during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor.

If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over a creature you have animated with this spell, rather than animating a new one.

You can't have more than 4 creatures created by this spell active at one time. If you attempt to cast this spell again while the maximum number of servants created by the first casting are still active, the servant that has been active the longest is immediately destroyed.

At Higher Circles. As you unlock higher circles, this ritual grows in potency. Once you have access to 4th circle spell slots or higher, the maximum number of Undead creatures you can have active at one time increases. You can animate a maximum of two additional Undead creatures for each slot level above 3rd. Each creature must come from a different corpse or pile of bones.

ANTIPATHY/SYMPATHY

8th-Circle Arcane, Divine, Primordial, and Wyrd Ritual (Enchantment)

Casting Time: 1 hour
Range: 60 feet
Components: V, S, M (either a lump of alum soaked in vinegar for the antipathy effect or a drop of honey for the sympathy effect)
Duration: 10 days

You generate a semi-persistent aura that attracts or repels certain creatures.

This spell attracts or repels creatures of your choice. You target something within range, either a Huge or smaller object or creature or an area that is no larger than a 200-foot cube. Then specify a kind of intelligent creature, such as red dragons, goblins, or vampires. You invest the target with an aura that either attracts or repels the specified creatures for the duration. Choose antipathy or sympathy as the aura's effect.

Antipathy. The enchantment causes creatures of the kind you designated to feel an intense urge to leave the area and avoid the target. When such a creature can see the target or comes within 60 feet of it, the creature must succeed on a WIS save or become frightened. The creature remains frightened while it can see the target or is within 60 feet of it. While frightened by the target, the creature must use its movement to move to the nearest safe spot from which it can't see the target. If the creature moves more than 60 feet from the target and can't see it, the creature is no longer frightened, but the creature becomes frightened again if it regains sight of the target or moves within 60 feet of it.

Sympathy. The enchantment causes the specified creatures to feel an intense urge to approach the target while within 60 feet of it or able to see it. When such a creature can see the target or comes within 60 feet of it, the creature must succeed on a WIS save or use its movement on each of its turns to enter the area or move within reach of the target. When the creature has done so, it can't willingly move away from the target.

Ending the Effect. If an affected creature ends its turn while not within 60 feet of the target or able to see it, the creature makes a WIS save. On a success, the creature is no longer affected by the target and recognizes the feeling of repugnance or attraction as magical. In addition, a creature affected by the spell is allowed another WIS save every 24 hours while the spell persists. If the target damages or otherwise harms an affected creature, the affected creature can make a WIS save to end the effect.

A creature that saves against this effect is immune to it for 1 minute, after which it can be affected again.

If you attempt to cast this spell again while the effects of the first casting are still active, the effects of the first casting immediately end.

ARCANE LOCK

2nd-Circle Arcane Ritual (Abjuration)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (gold dust worth at least 25 gp, which the spell consumes)

Duration: Until dispelled

You magically seal an entryway or container.

You touch a closed door, window, gate, chest, or other entryway, and it becomes locked for the duration. You and the creatures you designate when you cast this spell can open the object normally. You can also set a password that, when spoken within 5 feet of the object, suppresses this spell for 1 minute. Otherwise, it is impassable until it is broken, or the spell is dispelled or suppressed. Casting *knock* on the object suppresses arcane lock for 10 minutes.

While affected by this spell, the object is more difficult to break or force open; the DC to break it or pick any locks on it increases by 10.

ARCANIST'S MAGIC AURA

2nd-Circle Arcane Ritual (Illusion)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a small square of silk and burning incense worth at least 10 gp, which the spell consumes)

Duration: 24 hours

You drape your target in an illusory aura, masking its true nature.

You place an illusion on a creature or an object you touch so that divination spells reveal false information about it. The target can be a willing creature or an object that isn't being carried or worn by another creature.

When you cast the spell, choose one or both of the following effects. The effect lasts for the duration. If you cast this spell on the same creature or object every day for 30 days, placing the same effect on it each time, the illusion lasts until it is dispelled.

False Aura. You change the way the target appears to spells and magical effects, such as *detect magic*, that detect magical auras. You can make a nonmagical object appear magical, a magical object appear nonmagical, or change the object's magical aura so that it appears to belong to a specific school of magic that you choose. When you use this effect on an object, you can make the false magic apparent to any creature that handles the item.

Mask. You change the way the target appears to spells and magical effects that detect creature types, such as a paladin's Divine Sense or the trigger of a *symbol* spell. You choose a creature type, and other spells and magical effects treat the target as if it were a creature of that type.

ASTRAL PROJECTION

9th-Circle Arcane and Wyrd Ritual (Necromancy)

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (for each creature you affect with this spell, you must provide one jacinth worth at least 1,000 gp and one ornately carved bar of silver worth at least 100 gp, all of which the spell consumes)

Duration: Special

You place yourself and several others into a deep sleep and transport your consciousnesses into the Astral Plane.

You and up to eight willing creatures within range project your astral bodies into the Astral Plane (the spell fails and the casting is wasted if you are already on that plane). The material body you leave behind is unconscious and in a state of suspended animation; it doesn't need food or air and doesn't age.

Your astral body resembles your mortal form in almost every way, replicating your game statistics and possessions. The principal difference is the addition of a silvery cord that extends from between your shoulder blades and trails behind you, fading to invisibility after 1 foot. This cord is your tether to your material body. As long as the tether remains intact, you can find your way home. If the cord is cut—something that can happen only when an effect specifically states that it does—your soul and body are separated, killing you instantly.

Your astral form can freely travel through the Astral Plane and can pass through portals there leading to any other plane. If you enter a new plane or return to the plane you were on when casting this spell, your body and possessions are transported along the silver cord, allowing you to re-enter your body as you enter the new plane. Your astral form is a separate incarnation. Any damage or other effects that apply to it have no effect on your physical body, nor do they persist when you return to it.

The spell ends for you and your companions when you use your action to dismiss it. When the spell ends, the affected creature returns to its physical body, and it awakens.

The spell might also end early for you or one of your companions. A successful *dispel magic* spell used against an astral or physical body ends the spell for that creature. If a creature's original body or its astral form drops to 0 HP, the spell ends for that creature. If the spell ends and the silver cord is intact, the cord pulls the creature's astral form back to its body, ending its state of suspended animation.

If you are returned to your body prematurely, your companions remain in their astral forms and must find their own way back to their bodies, usually by dropping to 0 HP.

AUGURY

2nd-Circle Divine and Wyrd Ritual (Divination)

Casting Time: 1 minute
Range: Self
Components: V, S, M (specially marked sticks, bones, or similar tokens worth at least 25 gp)
Duration: Instantaneous

You receive an omen about the potential outcome of your plans.

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

- *Weal*, for good results
- *Woe*, for bad results
- *Weal and woe*, for both good and bad results
- *Nothing*, for results that aren't especially good or bad

The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

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

AWAKEN

5th-Circle Primordial Ritual (Transmutation)

Casting Time: 8 hours
Range: Touch
Components: V, S, M (an agate worth at least 1,000 gp, which the spell consumes)
Duration: Instantaneous

You imbue a beast or plant with permanent sentience.

After spending the casting time tracing magical pathways within a precious gemstone, you touch a Huge or smaller Beast or Plant. The target must have no INT or an INT of 3 (−4) or lower to be affected by this spell.

The target gains INT of 10 (+0) and the ability to speak one language you know. If the target is a Plant, it gains mobility, can move its limbs, roots, vines, creepers, and so forth, and gains senses similar to a human's. Your GM chooses statistics appropriate for the awakened Plant, such as the statistics for the **awakened shrub** or the **awakened tree**.

The awakened Beast or Plant is charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the awakened creature chooses whether to remain friendly to you based on how you treated it while it was charmed.

BRIAR ROSE

4th-Circle Primordial Ritual (Enchantment)

Casting Time: 1 hour
Range: Touch
Components: V, S, M (a rose or similar flower cut within the past 24 hours and ritual oils worth 100 gp, which the spell consumes)
Duration: 10 days

You imbue a flower with magic that lulls those who touch it into magical slumber.

You spend an hour anointing a rose (or similar flower) with scented oils and imbuing it with potent magic, transforming it into a magic flower for the duration. The first creature other than you that touches the flower before the spell ends must make a CHA save. On a success, the flower retains its magic, and the creature can't be affected by the flower's magic for the next 24 hours. On a failure, the flower becomes nonmagical, the creature falls into a deep slumber for 24 hours. It can be awoken only by a *greater restoration* spell or similar magic, or if you choose to end the spell as an action. While slumbering, the creature doesn't need to eat or drink, and it ceases to age.

Each time the slumbering creatures takes damage, it makes a new CHA save, ending the spell on itself on a success.

If you cast this spell a second time while the first magical flower is still active, the first flower becomes nonmagical.

At Higher Circles. As you unlock higher circles, this ritual grows in potency. Once you have access to 6th-circle spell slots, you can increase the slumber's duration to 7 days. Once you have access to 7th-circle spell slots, the duration can be up to 30 days. Once you have access to 8th-circle spell slots, the duration can be up to 180 days. Once you have access to 9th-circle spell slots, the duration can be up to 1 year.

CIRCLE OF STONES

2nd-Circle Primordial Ritual (Transmutation)

Casting Time: 1 minute
Range: 30 feet (10-foot-radius circle)
Components: V, S, M (four or more crystals worth at least 5 gp each)
Duration: 8 hours

You enchant a ring of magical crystals to attack approaching creatures.

You place four crystals on the ground in an area within range that is no larger than a 10-foot-radius circle and imbue them with defensive magic. When you cast this spell, you designate any number of specific creatures or creature types to be ignored by the spell's magic.

Until the spell ends, when a creature you didn't designate comes within 30 feet of the crystals for the first time on a turn or ends its turn there, one crystal launches itself at the intruder. The creature must succeed on a DEX save or take 1d6 magical bludgeoning damage. Once a crystal has attacked a target in this way, it becomes nonmagical and falls to the ground at the target's feet. Even if you can't see the crystals, you immediately know when a crystal is triggered.

The spell ends when all the crystals have become nonmagical. If you cast this spell while a previous casting of *circle of stones* is still active, the crystals used in the first casting immediately become nonmagical, and the spell ends.

At Higher Circles. As you unlock higher circles, this ritual grows in potency. Once you have access to 3rd-circle spell slots, you can affect one additional crystal for each slot you have access to above 2nd (assuming you have the components to do so).

CLAIRVOYANCE

3rd-Circle Arcane, Divine, and Wyrd Ritual (Divination)

Casting Time: 10 minutes
Range: 1 mile
Components: V, S, M (a focus worth at least 100 gp, either a jeweled horn for hearing or a glass eye for seeing)
Duration: Concentration, up to 10 minutes

You conjure a small, invisible sphere through which you can spy and sense nearby locations.

You create an invisible sensor within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The sensor remains in place for the duration, and it can't be attacked or otherwise interacted with.

When you cast the spell, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing.

A creature that can see the sensor (such as a creature benefiting from *see invisibility* or truesight) sees a luminous, intangible orb about the size of your fist.

CLONE

8th-Circle Arcane Ritual (Necromancy)

Casting Time: 1 hour
Range: Touch
Components: V, S, M (a diamond worth at least 1,000 gp; at least 1 cubic inch of flesh of the creature that is to be cloned, which the spell consumes; and a vessel worth at least 2,000 gp that has a sealable lid and is large enough to hold a Medium creature, such as a huge urn, coffin, mud-filled cyst in the ground, or crystal container filled with salt water)
Duration: Instantaneous

You create a spare body for a creature of your choice as a contingency plan.

This spell grows an inert duplicate of a living creature as a safeguard against death. This clone forms inside a sealed vessel and grows to full size and maturity after 120 days; you can also choose to have the clone be a younger version of the same creature. It remains inert and endures indefinitely, as long as its vessel remains undisturbed.

At any time after the clone matures, if the original creature dies, its soul transfers to the clone, provided that the soul is free and willing to return. The clone is physically identical to the original and has the same personality, memories, and abilities, but none of the original's equipment. The original creature's physical remains, if they still exist, become inert and can't thereafter be restored to life, since the creature's soul is elsewhere.

If you attempt to cast this spell to create a clone of a creature that already has a clone created by this spell, the spell fails.

COMMUNE WITH NATURE

5th-Circle Primordial Ritual (Divination)

Casting Time: 1 minute
Range: Self
Components: V, S, M (a forked stick, a bowl of purified water, and a polished stone or bone of an animal native to where you are)
Duration: Instantaneous

You become one with nature, gaining knowledge of the surrounding territory.

You must be outdoors to cast this spell. When you do so, the spell gives you knowledge of the land within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. The spell doesn't function where nature has been replaced by construction, such as in dungeons and towns.

You instantly know up to three facts of your choice about any of the following subjects as they relate to the area:

- Terrain and bodies of water
- Prevalent plants, minerals, animals, or peoples
- Powerful Celestials, Fey, Fiends, Elementals, or Undead
- Influence from other planes of existence
- Buildings

For example, you could determine the location of powerful Undead in the area, the location of major sources of safe drinking water, and the location of any nearby towns.

Once you perform this ritual, you can't do so again until 24 hours have passed.

CONTACT OTHER PLANE

5th-Circle Arcane and Wyrd Ritual (Divination)
Casting Time: 10 minutes
Range: Self
Components: V, M (incense or a sacrificial offering appropriate for the entity contacted worth 25 gp, which the spell consumes)
Duration: 1 minute

You contact a being from another plane to answer questions.

You mentally contact a demigod, the spirit of a long-dead sage, or some entity from another plane. Contacting this extraplanar being can strain or even break your mind. When you cast this spell, make a DC 15 INT save. On a failure, you take 6d6 psychic damage and become incapacitated until you finish a long rest. While incapacitated in this way, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A *greater restoration* spell cast on you ends this effect.

On a successful save, you can ask the entity up to five questions. You must ask your questions before the spell ends. The GM answers each question with one word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if the entity doesn't know the answer to the question). If a one-word answer would be misleading, the GM might instead offer a short phrase as an answer.

If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting that you get no answer. The GM makes this roll in secret. If you receive no answer, you can't attempt to cast this spell again until 24 hours have passed.

CONTINGENCY

6th-Circle Arcane Ritual (Evocation)
Casting Time: 10 minutes
Range: Self
Components: V, S, M (a statuette of yourself carved from ivory and decorated with gems worth at least 1,500 gp)
Duration: 10 days

You prepare another spell to activate when certain conditions are met.

Choose a spell of 5th circle or lower that you can cast, that has a casting time of 1 action, and that can target you. You cast that spell—called the contingent spell—as part of casting *contingency*, expending a spell slot for the contingent spell, but the contingent spell doesn't come into effect. Instead, it takes effect when a certain circumstance occurs. You describe that circumstance when you cast the two spells. For example, a *contingency* cast with *water breathing* might stipulate that *water breathing* comes into effect when you are engulfed in water or a similar liquid.

The contingent spell takes effect immediately after the circumstance is met for the first time, whether or not you want it to, and then *contingency* ends.

The contingent spell takes effect only on you, even if it can normally target others. You can use only one *contingency* spell at a time. If you cast this spell again, the effect of another *contingency* spell on you ends.

Also, *contingency* ends on you if its material component is ever not on your person.

CONTROL WEATHER

8th-Circle Divine and Primordial Ritual (Transmutation)
Casting Time: 10 minutes
Range: Self (5-mile radius)
Components: V, S, M (burning incense and bits of earth and wood mixed in water)
Duration: Concentration, up to 8 hours

You command the weather to change to suit your wishes.

You take control of the weather within 5 miles of you for the duration. You must be outdoors to cast this spell. Moving to a place where you don't have a clear path to the sky ends the spell early.

When you cast the spell, you change the current weather conditions, which are determined by the GM based on the climate and season. You can change precipitation, temperature, and wind. It takes 1d4 × 10 minutes for the new conditions to take effect.

Once they do, you can change the conditions again. When the spell ends, the weather gradually returns to normal.

When you change the weather conditions, find a current condition on the following tables and change its stage by one, up or down. When changing the wind, you can change its direction.

PRECIPITATION

STAGE	CONDITION
1	Clear
2	Overcast or ground fog
3	Rain, hail, or snow
4	Torrential precipitation (see **Hazards** in **Chapter 6**)

TEMPERATURE

STAGE	CONDITION
1	Extreme heat (see **Hazards** in **Chapter 6**)
2	Hot
3	Warm
4	Cool
5	Cold
6	Extreme Cold (see **Hazards** in **Chapter 6**)

WIND

STAGE	CONDITION
1	Calm
2	Moderate wind
3	Strong wind
4	Gale winds (see **Hazards** in **Chapter 6**)

CREATE FAMILIAR

1st-Circle Arcane Ritual (Transmutation)

Casting Time: 1 hour

Range: 5 feet

Components: V, S, M (a life-sized statue, puppet, stuffed animal, or other suitable vessel worth at least 10 gp, which the spell consumes)

Duration: Instantaneous

You gain a helpful animal pet to act as your aide and companion.

As part of this ritual, you imbue your chosen vessel with a spark of your own life force to create an arcane familiar. This familiar assumes an animal form you choose from the following options: **bat**, **cat**, **crab**, **frog (toad)**, **hawk**, **lizard**, **octopus**, **owl**, **poisonous snake**, **fish (quipper)**, **rat**, **raven**, **seahorse**, **spider**, or **weasel** (see **Appendix C: Creature Statistics**). Upon completion of the ritual, your familiar appears in an unoccupied space within 5 feet of you. The familiar has the statistics of the chosen form, though it is considered a Construct rather than a Beast for any relevant spells or effects.

Bound in Blood. When your familiar first appears, your hit point maximum decreases by one. If you permanently dismiss your familiar or it is otherwise permanently destroyed, your hit point maximum returns to normal. This reduction can't be offset by any means as long as your familiar lives.

Communicating with Your Familiar. While your familiar is on the same plane or realm of existence as you, it can magically convey what it sees or senses to you, and you can communicate with it telepathically.

Controlling Your Familiar. Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

When you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you to do so, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your spell attack modifier for the roll.

As an action, you can touch your familiar to reincorporate it into your body. When you do so, it melds into your skin, where it awaits your summons. While it is incorporated, you can use an action to expel it from your body, causing it to appear in an unoccupied space within 5 feet of you.

Destroying Your Familiar. If a familiar drops to 0 HP, its body is instantly destroyed. If you still live, your familiar regrows a new body in 1 hour, regaining all its hit points and becoming active again. The new body appears in an

unoccupied space within 5 feet of you. If you die, your familiar is permanently destroyed, and the ritual must be performed again to create a new familiar. At any time, you can use an action to permanently dismiss your familiar, which instantly destroys it.

You can have only one familiar at a time. If you attempt to cast this spell while your current familiar still lives, the ritual fails.

CREATE UNDEAD

6th-Circle Arcane and Divine Ritual (Necromancy)

Casting Time: 1 minute
Range: 10 feet
Components: V, S, M (one pot filled with grave dirt, one pot filled with brackish water, and one 150 gp black onyx stone for each corpse, which the spell consumes)
Duration: Instantaneous

You transform corpses into potent undead creatures under your command.

You can cast this spell only at night. Choose up to three corpses of Medium or Small Humanoids within range. Each corpse becomes a **ghoul** under your control (the GM has statistics for these creatures).

As a bonus action on each of your turns, you can mentally command any creature you animated with this spell if the creature is within 120 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creatures continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you have given it. To maintain control of the creatures for another 24 hours, you must cast this spell on the creature before the current 24-hour period ends. This use of the spell reasserts your control over up to three creatures you have animated with this spell, rather than animating new ones.

If you attempt to cast this spell again while Undead created by the first casting are still active, the Undead created from the first casting are no longer under your control and immediately become hostile toward you.

At Higher Circles. As you unlock higher circles, this ritual grows in potency. Once you have access to 6th-circle spell slots, you can animate or reassert control over four ghouls. Once you have access to 8th-circle spell slots, you can animate or reassert control over five ghouls or two **ghasts** or **wights**. Once you have access to 9th-circle spell slots, you can animate or reassert control over six ghouls, three ghasts or wights, or two **mummies**.

CREATION

5th-Circle Arcane Ritual (Illusion)

Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (a tiny piece of matter of the same type of the item you plan to create)
Duration: Special

You transform wisps of shadow into nonliving matter that lasts for a short time.

You pull wisps of shadow from the Shadow Realm to create a nonliving object or vegetable matter within range: soft goods, rope, wood, or something similar. You can also use this spell to create mineral objects such as stone, crystal, or metal. The object created must be no larger than a 5-foot cube, and the object must be of a form and material that you have seen before.

The duration depends on the object's material. If it is composed of multiple materials, use the shortest duration.

CREATION MATERIALS

MATERIAL	DURATION	MATERIAL	DURATION
Vegetable matter	1 day	Gems	10 minutes
Stone or crystal	12 hours	Adamantine or mithral	1 minute
Precious metals	1 hour		

Using any material created by this spell as another spell's material component causes that spell to fail. If you attempt to cast this spell a second time while material created by the first casting still exists, the material created by the first casting is destroyed.

At Higher Circles. As you unlock higher circles, this ritual grows in potency. Once you have access to 6th-circle spell slots, the cube increases by 5 feet for each slot you have access to above 5th.

DETECT POISON AND DISEASE

1st-Circle Divine and Primordial Ritual (Divination)

Casting Time: 1 minute
Range: Self
Components: V, S, M (a dried snake rattle)
Duration: Concentration, up to 10 minutes

You sense nearby poisons, poisonous creatures, and diseases.

For the duration, you can sense the presence and location of poisons and diseases within 30 feet of you. This spell also detects the presence of creatures affected by an ongoing poison or disease, creatures that deal poison damage, and creatures that can infect other creatures with a disease, such as ghouls and mummies. You also identify the kind of poison, 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.

DIVINATION

4th-Circle Divine Ritual (Divination)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (incense or a sacrificial offering appropriate for your religion worth 25 gp, which the spell consumes)

Duration: 1 minute

You contact a divine being to read the future or answer questions about the present.

Your magic and an offering put you in contact with your deity or divine proxy. When you cast this spell, you can use it in one of the following ways:

- **Read the Future.** You ask a single question concerning a specific goal, event, or activity to occur within 7 days. The GM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen. The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.
- **Read the Present.** You ask up to three questions that can be answered with a yes or no. You must ask your questions before the spell ends. You receive a correct answer for each question. Divine beings aren't necessarily omniscient, so you might receive "unclear" as an answer if a question pertains to information that lies beyond the deity's knowledge or pertains to future events that have not yet transpired. In a case where a one-word answer could be misleading or contrary to the deity's interests, the GM might offer a short phrase as an answer instead to provide needed clarification.

If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting that you get no answer. The GM makes this roll in secret. If you receive no answer, you can't attempt to cast this spell again until 24 hours have passed.

DREAM

5th-Circle Arcane and Wyrd Ritual (Illusion)

Casting Time: 1 minute

Range: Special

Components: V, S, M (a handful of sand, a dab of ink, and a writing quill plucked from a sleeping bird)

Duration: 8 hours

You enter a creature's dream to shape it or deliver a message.

This spell shapes a creature's dreams. Choose a creature known to you as the target of this spell. The target must be on the same plane of existence as you. Creatures that don't sleep, such as elves, can't be contacted by this spell. You or a willing creature you touch enters a trance state, acting as a messenger. While in the trance, the messenger is aware of its surroundings but can't take actions or move.

If the target is asleep, the messenger appears in the target's dreams and can converse with the target as long as it remains asleep, through the duration of the spell. The messenger can also shape the environment of the dream, creating landscapes, objects, and other images. The messenger can emerge from the trance at any time, ending the effect of the spell early. The target recalls the dream perfectly upon waking. If the target is awake when you cast the spell, the messenger knows it and can either end the trance (and the spell) or wait for the target to fall asleep, at which point the messenger appears in the target's dreams.

You can make the messenger appear monstrous and terrifying to the target. If you do, the messenger can deliver a message of no more than ten words and then the target must make a WIS save. On a failed save, echoes of the phantasmal monstrosity spawn a nightmare that lasts the duration of the target's sleep and prevents the target from gaining any benefit from that rest. In addition, when the target wakes up, it takes 3d6 psychic damage.

If you have a body part, lock of hair, clipping from a nail, or similar portion of the target's body, the target makes its save with disadvantage.

Once you cast this spell, you can't do so again until you complete a long rest.

FABRICATE

4th-Circle Arcane Ritual (Transmutation)

Casting Time: 10 minutes
Range: 120 feet
Components: V, S
Duration: Instantaneous

You create fully functional, crafted objects from unworked materials.

You convert raw materials into products of the same material. For example, you can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, and clothes from flax or wool.

Choose raw materials that you can see within range. You can fabricate a Large or smaller object (contained within a 10-foot cube, or eight connected 5-foot cubes), given a sufficient quantity of raw material. If you are working with metal, stone, or another mineral substance, however, the fabricated object can be no larger than Medium (contained within a single 5-foot cube). The quality of objects made by the spell is commensurate with the quality of the raw materials.

Creatures or magic items can't be created or transmuted by this spell. You also can't use it to create items that ordinarily require a high degree of craftsmanship, such as jewelry, weapons, glass, or armor, unless you have proficiency with the type of artisan's tools used to craft such objects.

Once you cast this spell, you can't do so again until you complete a long rest.

FIND FAMILIAR

1st-Circle Wyrd Ritual (Conjuration)

Casting Time: 1 hour
Range: 10 feet
Components: V, S, M (charcoal, incense, and herbs collectively worth 10 gp, which the spell consumes)
Duration: Instantaneous

You bind a supernatural creature to serve you.

You gain the service of a familiar, a spirit that takes one of the following Beast forms you choose: **bat**, **cat**, **crab**, **frog (toad)**, **hawk**, **lizard**, **octopus**, **owl**, **poisonous snake**, **fish (quipper)**, **rat**, **raven**, **seahorse**, **spider**, or **weasel** (see **Appendix C: Creature Statistics**). Upon completion of the ritual, your familiar appears in an unoccupied space within 10 feet of you. The familiar has the statistics of the chosen form, though it is considered a Celestial, Fey, or Fiend (your choice) rather than a Beast for any relevant spells or effects.

Communicating with Your Familiar. While your familiar is on the same plane or realm of existence as you, it can magically convey what it sees or senses to you, and you can communicate with it telepathically.

Controlling Your Familiar. Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

When you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you to do so, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your spell attack modifier for the roll.

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

Destroying Your Familiar. If a familiar drops to 0 HP, it disappears, leaving behind no physical form. It reappears after you cast this spell again. Alternatively, you can use an action to dismiss your familiar forever. When you do so, the next time you cast this spell, a different familiar of your choosing is summoned.

You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose a form from the familiars list. Your familiar transforms into the chosen creature.

FIND STEED

2nd-Circle Divine and Primordial Ritual (Conjuration)

Casting Time: 10 minutes
Range: 30 feet
Components: V, S
Duration: Instantaneous

You conjure a spirit steed and develop a bond with it as rider.

You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it. Appearing in an unoccupied space within range, the steed takes a form that you choose: **warhorse**, **pony**, **camel**, **elk**, or **mastiff**. (Your GM might allow other animals to be summoned as steeds.) The steed has the statistics of its chosen form, though it is a Celestial, Fey, or Fiend (your choice) instead of its normal type. However, if the form has an INT of 5 (−3) or lower, your steed's INT becomes 6 (−2), and it gains the ability to understand one language of your choice that you speak.

Your steed serves you as a mount, both in combat and out. You have an instinctive bond that allows you to fight together as a seamless unit. While mounted on your steed, you can make any spell you cast that targets only you also target your steed.

When the steed drops to 0 HP, it disappears, leaving no physical form. You can also dismiss your steed at any time as an action, causing it to disappear. In either case, casting this spell again summons the same steed, restored to its hit point maximum.

While your steed is within 1 mile of you, you can communicate with it telepathically. You can't have more than one steed bonded by this spell at a time. As an action, you can release the steed from its bond at any time, causing it to disappear.

FIND THE PATH

6th-Circle Primordial Ritual (Divination)

Casting Time: 1 minute
Range: Self
Components: V, S, M (a set of divinatory tools—such as bones, ivory sticks, cards, teeth, or carved runes—worth 100 gp and an object from the location you wish to find)
Duration: Concentration, up to 1 day

You divine the most direct way to reach your chosen destination.

This spell allows you to find the shortest, most direct physical route to a specific fixed location that you are familiar with on the same plane of existence. If you name a destination on another plane of existence, a destination that moves (such as a mobile fortress), or a destination that isn't specific (such as "a green dragon's lair"), the spell fails.

For the duration, as long as you are on the same plane of existence as the destination, you know how far it is and in

what direction it lies. While you are traveling there, when you are presented with a choice of paths along the way, you automatically determine which path is the shortest and most direct route (but not necessarily the safest route) to the destination.

FORBIDDANCE

6th-Circle Divine Ritual (Abjuration)

Casting Time: 10 minutes
Range: Touch
Components: V, S, M (a sprinkling of holy water, rare incense, and powdered ruby worth at least 1,000 gp)
Duration: 1 day

You ward a local area against the teleportation and trespassing of extraplanar creatures.

You create a ward against magical travel that protects up to 40,000 square feet of floor space to a height of 30 feet above the floor. For the duration, creatures can't teleport into the area or use portals, such as those created by the *gate* spell, to enter the area. The spell proofs the area against planar travel and therefore prevents creatures from accessing the area by way of the Astral Plane, Ethereal Plane, Shadow Realm, Summerlands, or the *plane shift* spell.

   In addition, the spell damages certain types of creatures that you choose when you cast it. Choose one or more of the following: Celestials, Elementals, Fey, Fiends, Undead, and creatures with the Outsider tag. When a chosen creature enters the spell's area for the first time on a turn or starts its turn there, the creature takes 5d10 radiant or necrotic damage (your choice when you cast this spell).

   When you cast this spell, you can designate a password. A creature that speaks the password as it enters the area takes no damage from the spell.

   The spell's area can't overlap with the area of another *forbiddance* spell. If you cast *forbiddance* every day for 30 days in the same location, the spell lasts until it is dispelled, and the material components are consumed on the last casting.

FORESIGHT

9th-Circle Arcane and Divine Ritual (Divination)

Casting Time: 1 minute
Range: Touch
Components: V, S, M (a gilded hourglass worth at least 500 gp, which the spell consumes)
Duration: 8 hours

Your touch gives a creature the power to see into the future, increasing its reaction time and making it harder to hit.

You touch a willing creature and bestow a limited ability to see into the immediate future. For the duration, the target can't be surprised and has advantage on attack rolls, ability checks, and saves. In addition, other creatures have disadvantage on attack rolls against the target for the duration.

   This spell immediately ends if you cast it again before its duration ends.

   Once you target a creature with this spell, the same creature can't gain the benefits of this spell until 7 days have passed.

GEAS

5th-Circle Arcane, Divine, and Wyrd Ritual (Enchantment)

Casting Time: 1 minute
Range: 60 feet
Components: V, M (a set of silver manacles worth 50 gp, which the spell consumes)
Duration: 30 days

You compel a creature to either perform a service or refrain from an activity for many days.

You place a magical command on a creature that you can see within range, forcing it to carry out some service or refrain from some action or course of activity as you decide. If the creature can understand you, it must succeed on a WIS save or become charmed by you for the duration. While the creature is charmed by you, it takes 5d10 psychic damage each time it acts in a manner directly counter to your instructions, but no more than once each day. A creature that can't understand you is unaffected by the spell.

   You can issue any command you choose. However, should you issue a command that would result in certain death, the spell ends.

   You can end the spell early by using an action to dismiss it. A *remove curse*, *greater restoration*, or *wish* spell also ends it.

   At Higher Circles. As you unlock higher circles, this ritual grows in potency. Once you have access to 7th-circle spell slots, the duration of this spell is 1 year. Once you have access to 9th-circle spell slots, the spell lasts until it is ended by one of the spells mentioned above.

GLYPH OF WARDING

3rd-Circle Arcane Ritual (Abjuration)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (incense and powdered diamond worth at least 200 gp, which the spell consumes)

Duration: Until dispelled or triggered

You ward a small area with a near-invisible mark that explodes or casts a spell.

When you cast this spell, you inscribe a glyph that harms other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

The glyph is nearly invisible and requires a successful INT (Investigation) check against your spell save DC to be found.

You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, this spell ends.

You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight) or creature kind (for example, the ward could be set to affect Aberrations or drow). You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password.

When you inscribe the glyph, choose explosive runes or a spell glyph.

Explosive Runes. When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a DEX save. On a failure, a creature takes 5d8 acid, cold, fire, lightning, or thunder damage (your choice when you create the glyph), or half as much damage on a success.

Spell Glyph. You can store a known spell of 3rd circle or lower in the glyph by casting it as part of creating the glyph. The spell must target a single creature or an area to be stored. The spell being stored has no immediate effect when cast in this way. When the glyph is triggered, the stored spell is cast. If the spell has a target, it targets the creature that triggered the glyph. If the spell affects an area, the area is centered on that creature. If the spell summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it. If the spell requires concentration, it lasts until the end of its full duration.

At Higher Circles. As you unlock higher circles, this ritual grows in potency. Once you have access to 4th-circle spell slots, the damage of an explosive runes glyph increases by 1d8 for each slot you have access to above 3rd. If you create a spell glyph, you can store any spell of up to the same circle as the highest circle you have access to.

GUARDS AND WARDS

6th-Circle Arcane Ritual (Abjuration)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (burning incense, a small measure of brimstone and oil, a knotted string, and a silver rod worth at least 10 gp)

Duration: 24 hours

You protect a location with bewildering effects and cunning obstacles.

You create a ward that protects up to 2,500 square feet of floor space (an area 50 feet square, or one hundred 5-foot squares or twenty-five 10-foot squares). The warded area can be up to 20 feet tall and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them, as long as you can walk into each contiguous area while you are casting the spell.

When you cast this spell, you can specify individuals that are unaffected by any or all of the effects that you choose. You can also specify a password that, when spoken aloud, makes the speaker immune to these effects.

Guards and wards creates the following effects within the warded area.

Corridors. Fog fills all the warded corridors, making them heavily obscured. In addition, at each intersection or branching passage offering a choice of direction, there is a 50 percent chance that a creature other than you will believe it is going in the opposite direction from the one it chooses.

Doors. All doors in the warded area are magically locked as if sealed by an *arcane lock* spell. In addition, you can cover up to ten doors with an illusion (equivalent to the illusory object function of the *minor illusion* spell) to make them appear as plain sections of wall.

Stairs. Webs fill all stairs in the warded area from top to bottom, as the *web* spell. These strands regrow in 10 minutes if they are burned or torn away while *guards and wards* lasts.

Other Spell Effect. You can place your choice of one of the following magical effects within the warded area:

- Place *dancing lights* in four corridors. You can designate a simple program that the lights repeat as long as *guards and wards* lasts.
- Place *magic mouth* in two locations.
- Place *stinking cloud* in two locations. The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while *guards and wards* lasts.
- Place a constant *gust of wind* in one corridor or room.
- Place a *suggestion* in one location. You select an area of up to 5 feet square, and any creature that enters or passes through the area receives the suggestion mentally.

The whole warded area radiates magic. A *dispel magic* cast on a specific effect, if successful, removes only that effect.

You can create a permanently guarded and warded area by casting this spell there every day for one year.

HALLOW

5th-Circle Divine Ritual (Abjuration)

Casting Time: 24 hours
Range: Touch
Components: V, S, M (herbs, oils, and incense worth at least 1,000 gp, which the spell consumes)
Duration: Until dispelled

You ward an area against extraplanar interlopers and give it an additional effect.

You touch a point and infuse an area around it with holy (or unholy) power. The area can have a radius up to 60 feet, and the spell fails if the radius includes an area already under the effect of a *hallow* spell. The affected area is subject to the following effects.

First, Celestials, Elementals, Fey, Fiends, Undead, and creatures with the Outsider tag can't enter the area, nor can such creatures charm, frighten, or possess creatures within it. Any creature charmed, frightened, or possessed by such a creature is no longer charmed, frightened, or possessed

upon entering the area. You can exclude one or more of those types of creatures from this effect.

Second, you can bind an extra effect to the area. Choose an effect from the following list, or choose an effect offered by the GM. Some of these effects apply to creatures in the area; you can designate whether the effect applies to all creatures, creatures that follow a specific deity or leader, or creatures of a specific sort, such as orcs or trolls. When a creature that would be affected enters the spell's area for the first time on a turn or starts its turn there, it can make a CHA save. On a success, the creature ignores the extra effect until it leaves the area.

Courage. Affected creatures can't be frightened while in the area.

Darkness. Darkness fills the area. Normal light, as well as magical light created by spells of a lower circle than the slot you used to cast this spell, can't illuminate the area.

Daylight. Bright light fills the area. Magical darkness created by spells of a lower circle than the slot you used to cast this spell can't extinguish the light.

Energy Protection. Affected creatures in the area have resistance to one damage type of your choice except for bludgeoning, piercing, or slashing.

Energy Vulnerability. Affected creatures in the area have vulnerability to one damage type of your choice except for bludgeoning, piercing, or slashing.

Everlasting Rest. Dead bodies interred in the area can't be turned into Undead.

Extradimensional Interference. Affected creatures can't move or travel using teleportation or by extradimensional or interplanar means.

Fear. Affected creatures are frightened while in the area.

Silence. No sound can emanate from within the area, and no sound can reach into it.

Tongues. Affected creatures can communicate with any other creature in the area, even if they don't share a common language.

HALLUCINATORY TERRAIN

4th-Circle Arcane and Wyrd Ritual (Illusion)

Casting Time: 10 minutes
Range: 300 feet
Components: V, S, M (a stone, a twig, and a bit of green plant)
Duration: 24 hours

You blanket an area with illusions to make it look like a different kind of natural terrain.

You make natural terrain in a 150-foot cube in range look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully

like a wide and smooth road. Manufactured structures, equipment, and creatures within the area aren't changed in appearance.

The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an INT (Investigation) check against your spell save DC to disbelieve it. A creature who discerns the illusion for what it is sees it as a vague image superimposed on the terrain.

HEROES' FEAST

6th-Circle Divine and Primordial Ritual (Conjuration)

Casting Time: 10 minutes
Range: 30 feet
Components: V, S, M (a gem-encrusted bowl worth at least 1,000 gp, which the spell consumes)
Duration: Instantaneous

You conjure a bountiful and delicious feast that fills bellies and uplifts spirits.

You bring forth a great feast, including magnificent food and drink. The feast takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don't set in until this hour is over. Up to twelve other creatures can partake of the feast.

A creature that partakes of the feast gains several benefits. The creature is cured of all diseases and poison, becomes immune to poison and being frightened, and makes all WIS saves with advantage. Its hit point maximum also increases by 2d10, and it gains the same number of hit points. These benefits last for 24 hours.

You must complete a long rest before you can cast this spell again.

IDENTIFY

1st-Circle Arcane Ritual (Divination)

Casting Time: 1 minute
Range: Touch
Components: V, S, M (a pearl worth at least 100 gp and an owl feather)
Duration: Instantaneous

You touch an object or a creature to learn its magical properties or any spells affecting it.

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.

ILLUSORY SCRIPT

1st-Circle Arcane and Wyrd Ritual (Illusion)

Casting Time: 1 minute
Range: Touch
Components: V, S, M (a lead-based ink worth at least 10 gp, which the spell consumes)
Duration: 10 days

You scribe an illusion of false, hidden, or indiscernible script.

You write on parchment, paper, or some other suitable writing material and imbue it with a potent illusion that lasts for the duration.

To you and any creatures you designate when you cast the spell, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know.

If the spell is dispelled, the original script and the illusion both disappear.

A creature with truesight can read the hidden message.

IMPRISONMENT

9th-Circle Arcane and Wyrd Ritual (Abjuration)

Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (a vellum depiction or a carved statuette in the likeness of the target and a special component that varies according to the version of the spell you choose worth at least 500 gp per hit die of the target)
Duration: Until dispelled

You place a creature in a nigh-inescapable magical prison.

You create a magical restraint to hold a creature that you can see within range. The target must succeed on a WIS save or be bound by the spell; if it succeeds, it is immune to this spell if you cast it again. While affected by this spell, the creature doesn't need to breathe, eat, or drink, and it doesn't age. Divination spells can't locate or perceive the target.

When you cast the spell, you choose one of the following forms of imprisonment.

Burial. The target is entombed far beneath the earth in a sphere of magical force that is just large enough to contain the target. Nothing can pass through the sphere, nor can any creature teleport or use planar travel to get into or out of it.

The special component for this version of the spell is a small mithral orb.

Chaining. Heavy chains, firmly rooted in the ground, hold the target in place. The target is restrained until the spell ends, and it can't move or be moved by any means until then.

The special component for this version of the spell is a fine chain of precious metal.

Hedged Prison. The spell transports the target into a tiny demiplane that is warded against teleportation and planar travel. The demiplane can be a labyrinth, a cage, a tower, or any similar confined structure or area of your choice.

The special component for this version of the spell is a miniature representation of the prison made from jade.

Minimus Containment. The target shrinks to a height of 1 inch and is imprisoned inside a gemstone or similar object. Light can pass through the gemstone normally (allowing the target to see out and other creatures to see in), but nothing else can pass through, even by means of teleportation or planar travel. The gemstone can't be cut or broken while the spell remains in effect.

The special component for this version of the spell is a large, transparent gemstone such as a corundum, diamond, or ruby.

Slumber. The target falls asleep and can't be awoken.

The special component for this version of the spell consists of rare soporific herbs.

Ending the Spell. During the casting of the spell, in any of its versions, you can specify a condition that will cause the spell to end and release the target. The condition can be as specific or as elaborate as you choose, but the GM must agree that the condition is reasonable and has a likelihood of coming to pass.

The conditions can be based on a creature's name, identity, or deity but otherwise must be based on observable actions or qualities and not based on intangibles such as level, CR, class, or hit points.

A *dispel magic* spell can end the spell only if it is cast as a 9th-circle spell, targeting either the prison or the special component used to create it.

You can use a particular special component to create only one prison at a time. If you cast the spell again using the same component, the target of the first casting is immediately freed from its binding.

INSTANT SUMMONS

6th-Circle Arcane Ritual (Conjuration)
Casting Time: 1 minute
Range: Touch
Components: V, S, M (a sapphire worth 1,000 gp)
Duration: Until dispelled

You mystically mark an object, allowing you to summon it to your hand from any distance or plane.

You touch an item weighing 10 pounds or less whose longest dimension is 6 feet or less. The spell leaves an invisible mark on its surface and invisibly inscribes the name of the item on the sapphire you use as the material component. Each time you cast this spell, you must use a different sapphire.

At any time thereafter, you can use your action to speak the item's name and crush the sapphire, destroying it. The item instantly appears in your hand regardless of physical or planar distances, and the spell ends.

If another creature is holding or carrying the item, crushing the sapphire doesn't transport the item to you, but instead you learn who the creature possessing the item is and roughly where that creature is located at that moment.

Dispel magic or a similar effect successfully applied to the sapphire ends this spell's effect.

LOCATE

2nd-Circle Arcane, Divine, Primordial, and Wyrd Ritual (Divination)
Casting Time: 1 minute
Range: Self (1 mile)
Components: V, S, M (a figurine of a bloodhound worth at least 25 gp, which the spell consumes)
Duration: Concentration, up to 10 minutes

You discern the direction and distance of desired objects or creatures.

Describe or name a particular kind of object (such as a certain kind of apparel, jewelry, tool, or weapon) or particular kind of creature (such as a human or a unicorn). If a suitable target is within range of the spell, you sense the direction to the nearest creature or object within the spell's range. If the target is moving, you know the direction of its movement.

This spell can't locate a creature or object if it in is a different form, such as being under the effects of a *polymorph* spell, or if the target is shielded by an effect that blocks divination magic, like the *nondetection* spell.

You can only have a single casting of *locate* active on yourself at one time. If you cast this spell a second time, the first casting immediately ends.

At Higher Circles. As you unlock higher circles, this ritual grows in potency. Once you have access to 4th-circle spell slots, you can use this spell to locate a specific creature or object that is familiar to you. In addition, the duration of this spell increases to concentration, up to 1 hour.

MAGIC CIRCLE

3rd-Circle Arcane, Divine, and Wyrd Ritual (Abjuration)

Casting Time: 1 minute
Range: 10 feet
Components: V, S, M (holy water or powdered silver and iron worth at least 100 gp, which the spell consumes)
Duration: 1 hour

You circle a small location with warding magic and arcane runes, barring access for certain foes.

You create a 10-foot-radius, 20-foot-tall cylinder of magical energy centered on a point on the ground that you can see within range. Glowing runes appear wherever the cylinder intersects with the floor or other surface.

Choose one or more of the following types of creatures: Celestials, Elementals, Fey, Fiends, or Undead. The circle affects a creature of the chosen type in the following ways:

- The creature can't willingly enter the cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a CHA save.
- The creature has disadvantage on attack rolls against targets within the cylinder.
- Targets within the cylinder can't be charmed, frightened, or possessed by the creature.

When you cast this spell, you can elect to cause its magic to operate in the reverse direction, preventing a creature of the specified type from leaving the cylinder and protecting targets outside it.

At Higher Circles. As you unlock higher circles, this ritual grows in potency. Once you have access to 4th-circle spell slots, the duration increases by 1 hour for each slot you have access to above 3rd.

MAGIC JAR

6th-Circle Wyrd Ritual (Necromancy)

Casting Time: 1 minute
Range: Self
Components: V, S, M (a gem, crystal, or ornamental container worth at least 500 gp)
Duration: Until dispelled

You place your soul in a magic container, allowing you to possess a different creature and trap their soul in the process.

Your body falls into a catatonic state as your soul leaves it and enters the container you used for the spell's material component. While your soul inhabits the container, you are aware of your surroundings as if you were in the container's space. You can't move or use reactions. The only action you can take is to project your soul up to 100 feet out of the container, either returning to your living body (and ending the spell) or attempting to possess a humanoid's body.

You can attempt to possess any Humanoid within 100 feet of you that you can see (creatures warded by a *protection from evil and good* or *magic circle* spell can't be possessed). The target must make a CHA save. On a failure, your soul moves into the target's body, and the target's soul becomes trapped in the container. On a success, the target resists your efforts to possess it, and you can't attempt to possess it again for 24 hours.

Once you possess a creature's body, you control it. Your game statistics are replaced by the statistics of the creature, though you retain your personality and your INT, WIS, and CHA scores. You retain the benefit of your own class features. If the target has any class levels, you can't use any of its class features.

Meanwhile, the possessed creature's soul can perceive from the container using its own senses, but it can't move or take actions at all.

While possessing a body, you can use your action to return from the host body to the container if it is within 100 feet of you, returning the host creature's soul to its body. If the host body dies while you're in it, the creature dies, and you must make a CHA save against your own spellcasting DC. On a success, you return to the container if it is within 100 feet of you. Otherwise, you die.

If the container is destroyed or the spell ends, your soul immediately returns to your body. If your body is more than 100 feet away from you or if your body is dead when you attempt to return to it, you die. If another creature's soul is in the container when it is destroyed, the creature's soul returns to its body if the body is alive and within 100 feet. Otherwise, that creature dies.

When the spell ends, the container is destroyed.

MAGIC MOUTH

2nd-Circle Arcane and Wyrd Ritual (Illusion)

Casting Time: 10 minutes
Range: 30 feet
Components: V, S, M (a small bit of honeycomb and jade dust worth at least 10 gp, which the spell consumes)
Duration: Until dispelled

You enchant an object to deliver a short message when the time is right.

You implant a message within an object in range, a message that is uttered when a trigger condition is met. Choose an object that you can see and that isn't being worn or carried by another creature. Then speak the message, which must be twenty-five words or fewer, though it can be delivered over as long as 10 minutes. Finally, determine the circumstance that will trigger the spell to deliver your message.

When that circumstance occurs, a magical mouth appears on the object and recites the message in your voice and at the same volume you spoke. If the object you chose has a mouth or something that looks like a mouth (for example, the mouth of a statue), the magical mouth appears there so that the words appear to come from the object's mouth.

When you cast this spell, you can have the spell end after it delivers its message, or it can remain and repeat its message when the trigger occurs.

The triggering circumstance can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the object. For example, you could instruct the mouth to speak when any creature moves within 30 feet of the object or when a silver bell rings within 30 feet of it.

MAGNIFICENT MANSION

7th-Circle Arcane and Wyrd Ritual (Conjuration)

Casting Time: 10 minutes
Range: 300 feet
Components: V, S, M (a miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon, each item worth at least 5 gp)
Duration: 24 hours

You conjure an extradimensional mansion, fully stocked with food and staffed with invisible servants.

You conjure an extradimensional dwelling in range that lasts for the duration. You choose where its one entrance is located. The entrance shimmers faintly and is 5 feet wide and 10 feet tall. You and any creature you designate when you cast the spell can enter the extradimensional dwelling as long as the portal remains open. You can open or close the portal if you are within 30 feet of it. While closed, the portal is invisible. Beyond the portal is a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

You can create any floor plan you like, but the space can't exceed 50 cubes, each cube being 10 feet on each side. The place is furnished and decorated as you choose. It contains sufficient food to serve a nine-course banquet for up to one hundred people. A staff of one hundred near-transparent servants attends all who enter. You decide the visual appearance of these servants and their attire. They are completely obedient to your orders. Each servant can perform any task a normal human servant could perform, but they can't attack or take any action that would directly harm another creature. Thus, the servants can fetch things, clean, mend, fold clothes, light fires, serve food, pour wine, and so on. The servants can go anywhere in the mansion but can't leave it. Furnishings and other objects created by this spell dissipate into smoke if removed from the mansion. When the spell ends, any creatures inside the extradimensional space are expelled into the open spaces nearest to the entrance.

METAMORPHOSIS

9th-Circle Primordial Ritual (Transmutation)

Casting Time: 10 minutes
Range: Touch
Components: V, S, M (raw silk worth 1,000 gp, which the spell consumes)
Duration: Instantaneous

You permanently transform a willing creature's physical characteristics.

You touch a willing creature and transform it in one of the following four ways (the target must agree with the option you choose):

- If the creature is Humanoid, you can change its lineage to any other lineage you choose. It loses any traits and abilities associated with its former lineage and gains any traits and abilities of the new lineage.
- You can lower one of its ability scores by 2 (modifier decreases by −1) and increase a different ability score by 2 (modifier increases by +1), to a maximum of 20.
- You give the creature birdlike or batlike wings. It gains a flying speed of 30 feet. Alternatively, you can remove its wings, which takes away an existing flying speed.

You might be able to achieve a different effect of a similar kind with the permission of your GM.

A creature can be affected by this spell only once a year. If the spell is cast on it again before a year has passed, the casting fails.

MIRAGE ARCANE

7th-Circle Arcane and Wyrd Ritual (Illusion)

Casting Time: 10 minutes
Range: Sight
Components: V, S
Duration: 10 days

You grant an illusory appearance to a huge swath of terrain.

You make terrain in an area up to 1 mile square look, sound, smell, and even feel like some other sort of terrain. The terrain's general shape remains the same, however. Open fields or a road could be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road.

Similarly, you can alter the appearance of structures in the area or add them where none are present. The spell doesn't disguise, conceal, or add creatures.

The illusion includes audible, visual, tactile, and olfactory elements, so it can turn clear ground into difficult terrain (or vice versa) or otherwise impede movement through the area. Any piece of the illusory terrain (such as a rock or stick) that is removed from the spell's area disappears immediately.

Creatures with truesight can see through the illusion to the terrain's true form; however, all other elements of the illusion remain, so while the creature is aware of the illusion's presence, the creature can still physically interact with the illusion.

OCULUS BLOSSOMS

7th-Circle Primordial Ritual (Divination)

Casting Time: 1 minute

Range: 60 feet

Components: V, S, M (a seed or bulb carved with the image of an eye)

Duration: 24 hours

You plant several magic flowers; you can hear and see through them.

You cause up to five Tiny magical flowers to sprout in spaces you can see within range. The spaces you select must contain an area suitable for supporting a living plant, such as a patch of open ground, a pot of dirt, or similar. The flowers that appear are always of a type native to the area and at a glance are indistinguishable from nonmagical flowers.

Until the spell ends, you can use an action to see and hear through any of the flowers as if you were standing in their space. You can do so no matter how far away you are from the flowers as long as you and the flowers are on the same plane of existence. While perceiving through a flower, you can use a bonus action to switch your senses to a different flower or end the effect.

Creatures that can see invisible things via spells like *see invisibility* or features like truesight see a luminous, intangible eye in place of a blossom when they look at a flower created by this spell.

If you attempt to cast this spell a second time while flowers from the first casting are still active, the flowers from the first casting are immediately destroyed.

At Higher Circles. As you unlock higher circles, this ritual grows in potency. Once you have access to 8th-circle spell slots, the duration increases to 7 days. Once you have access to 9th-circle spell slots, the duration is 30 days.

PHANTOM STEED

3rd-Circle Wyrd Ritual (Illusion)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (an apple made of gold worth 5 gp)

Duration: 1 hour

You conjure a ghostly mount that can run at incredible speed for a short time.

A Large, quasi-real, horse-like creature appears on the ground in an unoccupied space of your choice within range. You decide the creature's appearance, but it is equipped with a saddle, bit, and bridle. Any of the equipment created by the spell vanishes in a puff of smoke if it is ever more than 10 feet away from the steed.

For the duration, you or a creature you choose can ride the steed. The creature uses the statistics for a **riding horse**, except it has a speed of 100 feet and can travel 10 miles in an hour, or 13 miles at a fast pace. When the spell ends, the steed gradually fades, giving the rider 1 minute to dismount. The spell ends if you use an action to dismiss it, if the steed takes any damage, or if you use this spell to summon a different steed.

PLANAR ALLY

6th-Circle Divine and Wyrd Ritual (Conjuration)
Casting Time: 10 minutes
Range: 60 feet
Components: V, S
Duration: Instantaneous

You chant the names and praises of an extraplanar creature to bargain for their support and services.

You beseech an otherworldly entity for aid. The being must be known to you: a god, a demon prince, or some other being of cosmic power. That entity sends a Celestial, an Elemental, or a Fiend loyal to it to aid you, making the creature appear in an unoccupied space within range. If you know a specific creature's name, you can speak that name when you cast this spell to request that creature, though you might get a different creature anyway (GM's choice).

When the creature appears, it is under no compulsion to behave in any particular way. You can ask the creature to perform a service in exchange for payment, but it isn't obliged to do so. The requested task could range from simple ("fly us across the chasm," or "help us fight a battle") to complex ("spy on our enemies," or "protect us during our foray into the dungeon"). You must be able to communicate with the creature to bargain for its services.

Payment can take a variety of forms. A Celestial might require a sizable donation of gold or magic items to an allied temple, while a Fiend might demand a living sacrifice or a gift of treasure. Some creatures might exchange their service for a quest undertaken by you.

As a rule of thumb, a task that can be measured in minutes requires a payment worth 100 gp per minute. A task measured in hours requires 1,000 gp per hour. And a task measured in days (up to 10 days) requires 10,000 gp per day. The GM can adjust these payments based on the circumstances under which you cast the spell. If the task is aligned with the creature's ethos, the payment might be halved or even waived. Nonhazardous tasks typically require only half the suggested payment, while especially dangerous tasks might require a greater gift.

Creatures rarely accept tasks that would cause them harm.

After the creature completes the task or when the agreed-upon duration of service expires, the creature returns to its home plane after reporting back to you (if appropriate to the task and if possible). If you are unable to agree on a price for the creature's service, the creature immediately returns to its home plane.

You can't have more than one ally at any one time.

Once you cast this spell, you can't beseech the same entity with another casting of this spell until 7 days have passed.

PLANAR BINDING

5th-Circle Arcane, Divine, and Wyrd Ritual (Abjuration)

Casting Time: 1 hour
Range: 60 feet
Components: V, S, M (a jewel worth at least 1,000 gp, which the spell consumes)
Duration: 24 hours

You bind an extraplanar creature into your service.

You attempt to bind a Celestial, an Elemental, a Fey, or a Fiend into your service. The creature must be within range for the entire casting of the spell. Typically, the creature is first summoned into the center of an inverted magic circle in order to keep it trapped while this spell is cast. At the completion of the casting, the target must make a CHA save. On a failed save, it is bound to serve you for the duration. If the creature was summoned or created by another spell, that spell's duration is extended to match the duration of this spell.

A bound creature must follow your instructions to the best of its ability. You might command the creature to accompany you on an adventure, to guard a location, or to deliver a message. The creature obeys the letter of your instructions, but if the creature is hostile to you, it strives to twist your words to achieve its own objectives. If the creature carries out your instructions completely before the spell ends, it travels to you to report this fact if you are on the same plane of existence. If you are on a different plane of existence, it returns to the place where you bound it and remains there until the spell ends.

At Higher Circles. As you unlock higher circles, this ritual grows in potency. Once you have access to 6th-circle spell slots, the duration increases to 10 days. Once you have access to 7th-circle spell slots the duration is 30 days. Once you have access to 8th-circle spell slots, the duration is 180 days. Once you have access to 9th-circle spell slots, the duration is 1 year.

PRAYER OF HEALING

2nd-Circle Divine Ritual (Necromancy)

Casting Time: 10 minutes
Range: 30 feet
Components: V
Duration: Instantaneous

You heal a large group of creatures.

Up to six creatures of your choice that you can see within range each regain hit points equal to 2d8 + your spellcasting ability modifier. This spell has no effect on Constructs or Undead.

Once you cast this spell, you can't do so again until you complete a long rest.

At Higher Circles. As you unlock higher circles, this ritual grows in potency. Once you have access to 3rd-circle spell slots or higher, the healing increases by 1d8 for each slot above 3rd.

PRIVATE SANCTUM

4th-Circle Arcane and Divine Ritual (Abjuration)

Casting Time: 10 minutes
Range: 120 feet
Components: V, S, M (a thin sheet of lead, a piece of opaque glass, a wad of cloth, and powdered chrysolite)
Duration: 24 hours

You magically secure an area with magical tricks and defensive properties.

You make an area within range magically secure. The area is a cube that can be as small as 5 feet to as large as 100 feet on each side. The spell lasts for the duration or until you use an action to dismiss it.

When you cast the spell, you decide what sort of security the spell provides, choosing any or all of the following properties:

- Sounds can't pass through the barrier at the edge of the warded area.
- The barrier of the warded area appears dark and foggy, preventing vision (including darkvision) through it.
- Sensors created by divination spells can't appear inside the protected area or pass through the barrier at its perimeter.
- Creatures in the area can't be targeted by divination spells.
- Nothing can teleport into or out of the warded area.
- Planar travel is blocked within the warded area.

Casting this spell on the same spot every day for a year makes this effect permanent.

If you attempt to cast this spell a second time while the first casting is active, the effects of the first spell immediately end.

At Higher Circles. When you cast this spell using a spell slot of 5th circle or higher, you can increase the size of the cube by 100 feet for each slot you have access to above 4th. Thus, you could protect a cube that can be up to 200 feet on one side once you have access to 5th-circle spell slots.

PURIFY FOOD AND DRINK

1st-Circle Divine and Primordial Ritual (Transmutation)

Casting Time: 1 minute
Range: 10 feet
Components: V, S
Duration: Instantaneous

You cleanse food and drink for safe consumption.

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

RAISE DEAD

5th-Circle Divine Ritual (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 creature that has died in the past ten days to life.

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 HP.

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, saves, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

REGENERATE

7th-Circle Divine and Primordial Ritual (Transmutation)

Casting Time: 1 minute
Range: Touch
Components: V, S, M (a prayer wheel or an intact sleeve of snakeskin and holy water)
Duration: 1 hour

You slowly heal a creature you touch, restoring hit points and severed limbs.

You touch a creature and stimulate its natural healing ability. The target regains 4d8 + 15 hit points. For the duration of the spell, the target regains 1 HP at the start of each of its turns (10 HP each minute).

The target's severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If you have the severed part and hold it to the stump, the spell instantaneously causes the limb to knit to the stump.

Once you cast this spell, you can't do so again until you complete a long rest.

REINCARNATE

5th-Circle Primordial Ritual (Transmutation)

Casting Time: 1 hour
Range: Touch
Components: V, S, M (rare oils and unguents worth at least 1,000 gp, which the spell consumes)
Duration: Instantaneous

This long ritual brings a dead soul back to life in a completely new body.

You touch a dead Humanoid or a piece of a dead Humanoid. Provided that the creature has been dead no longer than 10 days, the spell forms a new adult body for it and then calls the soul to enter that body. If the target's soul isn't free or willing to do so, the spell fails.

The magic fashions a new body for the creature to inhabit, which likely causes the creature's lineage to change. The GM rolls a d100 and consults the **Reincarnation Bodies** table to determine what form the creature takes when restored to life, or the GM chooses a form.

The reincarnated creature recalls its former life and experiences. It retains the capabilities it had in its original form, except it exchanges its original lineage for the new one and changes its lineage traits accordingly.

REINCARNATION BODIES

d100	LINEAGE
01–04	Beastkin, Avian
05–08	Beastkin, Agile
09–10	Beastkin, Aquatic
11–13	Beastkin, Sturdy
14–24	Dwarf
25–36	Elf
37–58	Human
59–62	Kobold
63–64	Kobold, Truescale
65–69	Orc
70–75	Syderean, Celestial
76–81	Syderean, Fiendish
82–93	Smallfolk, Gnome
94–00	Smallfolk, Halfling

RESURRECTION

7th-Circle Divine Ritual (Necromancy)

Casting Time: 1 hour

Range: Touch

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

Duration: Instantaneous

You work a miracle, bringing a soul whose end came too soon back from the dead.

You touch a dead creature that has been dead for no more than a century, that didn't die of old age, and that isn't Undead. If its soul is free and willing, the target returns to life with all its hit points.

This spell neutralizes any poisons and cures normal diseases afflicting the creature when it died. It doesn't, however, remove magical diseases, curses, and the like; if such effects aren't removed prior to casting the spell, they afflict the target on its return to life.

This spell closes all mortal wounds and restores any missing body parts.

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

Casting this spell to restore life to a creature that has been dead for one year or longer taxes you greatly. Until you finish a long rest, you can't cast spells again, and you have disadvantage on all attack rolls, ability checks, and saves.

SCRYING

5th-Circle Arcane and Divine Ritual (Divination)

Casting Time: 10 minutes

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 spy on a particular creature or location.

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 WIS save, the DC for 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 save voluntarily if it wants to be observed.

WISDOM SAVE MODIFER

KNOWLEDGE	SAVE DC 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 DC 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.

SECRET CHEST

4th-Circle Arcane and Wyrd Ritual (Abjuration)

Casting Time: 1 minute
Range: Touch
Components: V, S, M (an exquisite chest, 3 feet by 2 feet by 2 feet, constructed from rare materials worth at least 5,000 gp and a Tiny replica made from the same materials worth at least 50 gp)
Duration: Instantaneous

You conceal a chest on the Ethereal Plane, which you can access and send back as needed.

You hide a chest and all its contents on the Ethereal Plane. You must touch the chest and the miniature replica that serves as a material component for the spell. The chest can contain up to 12 cubic feet of nonliving material (3 feet by 2 feet by 2 feet).

While the chest remains on the Ethereal Plane, you can use an action and touch the replica to recall the chest. It appears in an unoccupied space on the ground within 5 feet of you. You can send the chest back to the Ethereal Plane by using an action and touching both the chest and the replica.

After 60 days, there is a cumulative 5 percent chance per day that the spell's effect ends. This effect ends if you cast this spell again, if the smaller replica chest is destroyed, or if you choose to end the spell as an action. If the spell ends and the larger chest is on the Ethereal Plane, it is irretrievably lost.

If you attempt to cast this spell while a chest from a previous casting is still active, the spell fails.

SIMULACRUM

7th-Circle Arcane Ritual (Illusion)

Casting Time: 12 hours
Range: Touch
Components: V, S, M (snow or ice in quantities sufficient to make a life-size copy of the duplicated creature; some hair, fingernail clippings, or other piece of that creature's body placed inside the snow or ice; and powdered ruby worth 1,500 gp sprinkled over the duplicate, which the spell consumes)
Duration: Until dispelled

You create a facsimile of a creature from snow, bits of hair, and crystalline dust.

You shape an illusory duplicate of one Beast or Humanoid that is within range for the entire casting time of the spell. The duplicate is a creature, partially real and formed from ice or snow, and it can take actions and otherwise be affected as a normal creature. It appears to be the same as the original, but it has half the creature's hit point maximum and is formed without any equipment. Otherwise, the illusion uses all the statistics of the creature it duplicates.

The simulacrum is friendly to you and creatures you designate. It obeys your spoken commands, moving and acting in accordance with your wishes and acting on your turn in combat. The simulacrum lacks the ability to learn or become more powerful, so it never increases its level or other abilities, nor can it regain expended spell slots.

If the simulacrum is damaged, you can repair it in an alchemical laboratory using rare herbs and minerals worth 100 gp per hit point it regains. The simulacrum lasts until it drops to 0 HP, at which point it reverts to snow and melts instantly.

If you cast this spell again, any currently active duplicates you created with this spell are instantly destroyed.

SONG OF THE FOREST

4th-Circle Primordial Ritual (Transmutation)

Casting Time: 10 minutes
Range: Self
Components: V, S, M (a dried leaf, crumpled and released)
Duration: Concentration, up to 10 minutes

Your senses become supernaturally keen, so you can perceive near-inaudible sounds.

You attune your senses to the natural world so that you can detect every sound that occurs within 60 feet of you. You can clearly picture the source of each sound in your mind. While the spell is active, you have tremorsense to a range of 10 feet, darkvision to a range of 30 feet, and you have advantage on WIS (Perception) checks.

   Once you cast this spell, you can't do so again until you complete a long rest.

SPEAK WITH DEAD

3rd-Circle Divine and Wyrd Ritual (Necromancy)

Casting Time: 1 minute
Range: 10 feet
Components: V, S, M (burning incense)
Duration: 10 minutes

You bestow sentience on a corpse long enough to ask it five questions.

You grant the semblance of life and intelligence to a corpse of your choice within range, allowing it to answer the questions you pose. The corpse must still have a mouth and can't be Undead. The spell fails if the corpse was the target of this spell within the last 10 days.

   Until the spell ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. This spell doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

   Once you target a particular corpse with this spell, you can never cast this ritual on that particular corpse again.

SYMBOL

7th-Circle Arcane Ritual (Abjuration)

Casting Time: 1 action
Range: Touch
Components: V, S, M (mercury, phosphorus, and powdered diamond and opal with a total value of at least 1,000 gp, which the spell consumes)
Duration: Until dispelled or triggered

You inscribe a nigh-invisible glyph to ward something or some place with a potent effect of your choice.

When you cast this spell, you inscribe a harmful glyph either on a surface (such as a section of floor, a wall, or a table) or within an object that can be closed to conceal the glyph (such as a book, a scroll, or a treasure chest). If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

   The glyph is nearly invisible, requiring an INT (Investigation) check against your spell save DC to find it.

   You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or stepping on the glyph, removing another object covering it, approaching within a certain distance of it, or manipulating the object that holds it. For glyphs inscribed within an object, the most common triggers are opening the object, approaching within a certain distance of it, or seeing or reading the glyph.

   You can further refine the trigger so the spell is activated only under certain circumstances or according to a creature's physical characteristics (such as height or weight), or physical kind (for example, the ward could be set to affect hags or shapechangers). You can also specify creatures that don't trigger the glyph, such as those who say a certain password.

   When you inscribe the glyph, choose one of the following options for its effect. Once triggered, the glyph glows, filling a 60-foot-radius sphere with dim light for 10 minutes, after which time the spell ends. Each creature in the sphere when the glyph activates is targeted by its effect, as is a creature that enters the sphere for the first time on a turn or ends its turn there.

   Death. Each target must make a CON save, taking 10d10 necrotic damage on a failed save, or half as much damage on a successful save.

   Discord. Each target must make a CON save. On a failed save, a target bickers and argues with other creatures for 1 minute. During this time, it is incapable of meaningful communication and has disadvantage on attack rolls and ability checks.

   Fear. Each target must make a WIS save, becoming frightened for 1 minute on a failed save. While frightened,

the target drops whatever it is holding and must move at least 30 feet away from the glyph on each of its turns, if able.

Hopelessness. Each target must make a CHA save. On a failed save, the target is consumed with despair for 1 minute. During this time, it can't attack or target any creature with harmful abilities, spells, or other magical effects.

Overwhelm. Each target must make an INT save. On a failed save, the target is driven incapacitated for 1 minute. While incapacitated the target can't take actions, can't understand what other creatures say, can't read, and speaks only in gibberish. The GM controls its movement, which is erratic.

Pain. Each target must make a CON save, becoming incapacitated with excruciating pain for 1 minute on a failed save.

Sleep. Each target must make a WIS save, falling unconscious for 10 minutes on a failed save. A creature awakens if it takes damage or if someone uses an action to shake or slap it awake.

Stunning. Each target must make a WIS save, becoming stunned for 1 minute on a failed save.

TELEPORTATION CIRCLE

5th-Circle Arcane Ritual (Conjuration)
Casting Time: 1 minute
Range: 10 feet
Components: V, M (rare chalks and inks infused with precious gems worth 50 gp, which the spell consumes)
Duration: 1 round

You create a portal that allows you to teleport to a defined location.

As you cast the spell, you draw a 10-foot-diameter circle on the ground inscribed with sigils that link your location to a permanent teleportation circle of your choice whose sigil sequence you know and that is on the same plane of existence as you. A shimmering portal opens within the circle you drew and remains open until the end of your next turn. Any creature that enters the portal instantly appears within 5 feet of the destination circle or in the nearest unoccupied space if that space is occupied.

Many major temples, guilds, and other important places have permanent teleportation circles inscribed somewhere within their confines. Each such circle includes a unique sigil sequence—a string of magical runes arranged in a particular pattern. When you first gain the ability to cast this spell, you learn the sigil sequences for two destinations on the Material Plane, determined by the GM. You can learn additional sigil sequences during your adventures. You can commit a new sigil sequence to memory after studying it for 1 minute.

You can create a permanent *teleportation circle* by casting this spell in the same location every day for one year. You need not use the circle to teleport when you cast the spell in this way.

TINY HUT

3rd-Circle Arcane Ritual (Evocation)
Casting Time: 10 minutes
Range: Self (10-foot-radius dome)
Components: V, S, M (a small crystal bead)
Duration: 8 hours

You create a protective dome to shield yourself and creatures near you.

A 10-foot-radius, immobile dome of force springs into existence around and above you and remains stationary for the duration. The spell ends if you leave its area.

Nine creatures of Medium size or smaller can fit inside the dome with you. The spell fails if its area includes a larger creature or more than nine creatures. Creatures and objects within the dome when you cast this spell can move through it freely. All other creatures and objects are barred from passing through it. Spells and other magical effects can't extend through the dome or be cast through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside.

Until the spell ends, you can command the interior to become dimly lit or dark. The dome is an opaque color of your choice from the outside, but it is transparent from the inside.

TRESTLE

3rd-Circle Primordial Ritual (Conjuration)
Casting Time: 10 minutes
Range: 30 feet
Components: V, S, M (a 1-inch piece of green vine, which the spell consumes)
Duration: Until destroyed or dispelled

You empower a climbable vine to grow supernaturally quickly.

You cause a vine to sprout from the ground and crawl across a surface or rise into the air in a direction you choose. The vine must sprout from a solid surface (such as the ground or a wall), and it is strong enough to support 600 pounds of weight along its entire length, which can be a number of feet up to 5 × the highest Primordial circle you have access to. The vine collapses immediately if the weight limit is exceeded. A vine that collapses from weight or damage instantly disintegrates.

The vine has many small shoots that can be climbed with a successful DC 5 STR (Athletics) check. It has AC 8, hit points equal to 5 × the highest Primordial circle you have access to, and a damage threshold of 5.

At Higher Circles. As you unlock higher circles, this ritual grows in potency. Once you have access to 4th-circle spell slots or higher, the vine can support an additional 30 pounds and its damage threshold increases by 1 for each slot you have access to above 3rd.

TRUE RESURRECTION

9th-Circle Divine Ritual (Necromancy)

Casting Time: 1 hour
Range: Touch
Components: V, S, M (a sprinkle of holy water and diamonds worth at least 25,000 gp, which the spell consumes)
Duration: Instantaneous

You bring a dead soul back to life and banish all diseases, curses, and ailments that affected them in life.

You touch a creature that has been dead for no longer than 200 years and that died for any reason except old age. If the creature's soul is free and willing, the creature is restored to life with all its hit points.

This spell closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the creature when it died. The spell replaces damaged or missing organs and limbs.

The spell can even provide a new body if the original no longer exists, in which case you must speak the creature's name. The creature then appears in an unoccupied space you choose within 10 feet of you.

UNSEEN SERVANT

1st-Circle Arcane and Wyrd Ritual (Conjuration)

Casting Time: 1 minute
Range: 60 feet
Components: V, S, M (a piece of string and a bit of wood)
Duration: 1 hour

You conjure an invisible servant to perform simple tasks for you.

This spell creates an invisible, mindless, shapeless force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 HP, a STR of 3 (−4), and it can't attack. If it drops to 0 HP, the spell ends.

Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.

If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

If you cast this spell again while a servant created by the first casting is still active, the servant created from the first casting is immediately destroyed.

WATER WALK

3rd-Circle Primordial Ritual (Transmutation)

Casting Time: 10 minutes
Range: 30 feet
Components: V, S, M (a piece of cork)
Duration: 1 hour

You grant creatures the ability to walk across liquid surfaces.

This spell grants the ability to move across any liquid surface—water, acid, mud, snow, quicksand, or lava—as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures you can see within range gain this ability for the duration.

If you target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60 feet per round.

APPENDIX A: CONDITIONS

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of a spell, class feature, monster 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. 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 a blinded creature have advantage, and a blinded 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.
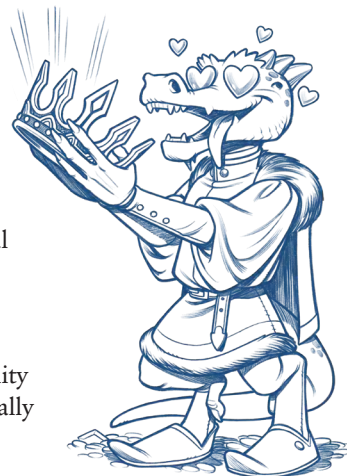
DEAFENED

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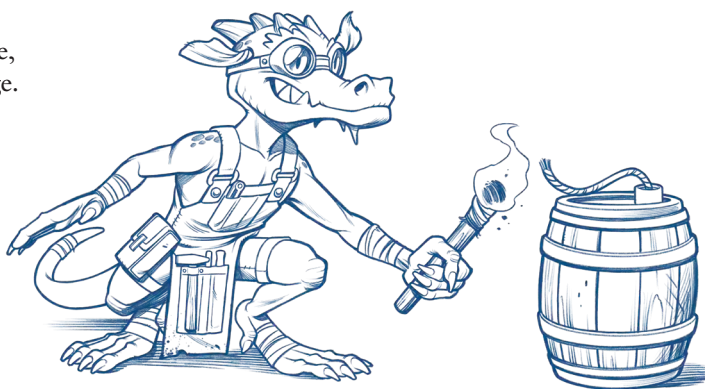
EXHAUSTION

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.

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 two levels of 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. All exhaustion effects end if a creature's exhaustion level is reduced below one.

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

EXHAUSTION

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

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 incapacitated condition).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the *thunderwave* spell.

INCAPACITATED

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

INVISIBLE

- An invisible creature is impossible to see without the aid of magic or a special sense. A creature with the invisible condition can always attempt to hide (see **Stealth** in **Chapter 6**) and has advantage on DEX (Stealth) checks to do so. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against an invisible creature have disadvantage, and an invisible creature's attack rolls have advantage.

PARALYZED

- A paralyzed creature is incapacitated (see the incapacitated condition) and can't move or speak.
- The creature automatically fails Strength and Dexterity saves.
- Attack rolls against a paralyzed creature have advantage.
- Any attack that hits a paralyzed 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 objects 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 incapacitated condition), can't move or speak, and is unaware of its surroundings.
- Attack rolls against a petrified creature have advantage.

- The creature automatically fails Strength and Dexterity saves.
- 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.
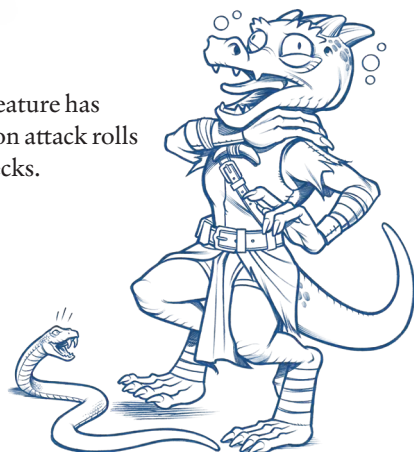
PRONE

- A prone creature's only movement options are to crawl or to stand up. Standing up costs an amount of movement equal to half the creature's speed and ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against a prone creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.
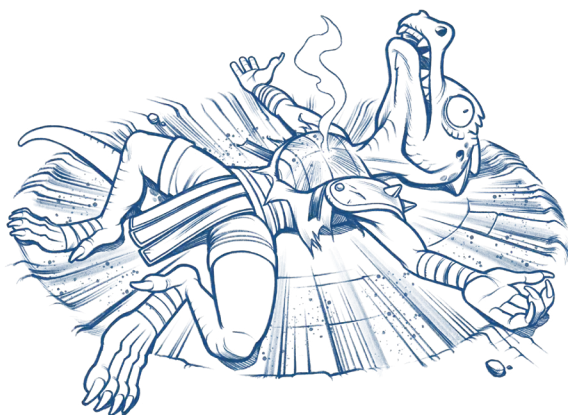
RESTRAINED

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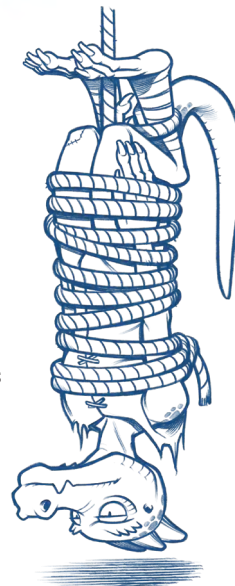
STUNNED

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

SURPRISED

- A surprised creature can't move or take an action on its first turn of combat, and it can't take a reaction until after its first turn ends.

UNCONSCIOUS

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

APPENDIX B: GODS & PANTHEONS

Gods are the primary conduits of Divine magic, and they're usually active in the world. Clerics, paladins, priests, and cultists share a small portion of their power.

Most fantasy worlds have a pantheon of gods, each god presiding over an aspect of existence. Worshippers commonly favor one god whose values align with theirs, while still revering other gods. For instance, a citizen of the Labyrinth might worship Rava as their patron goddess but pray to Herak-Mavros before a battle. Those who dedicate themselves to one god over all others are typically priests, clerics, or holy champions.

In a published campaign setting, gods are often fully detailed (for examples, see *Midgard Worldbook* or *Book of Ebon Tides*). In an original setting, the GM chooses or creates the gods (or lack thereof) and decides which ones are available for PC clerics to follow. PCs don't have to choose a god to worship or to worship at all. However, religion can help define your character's goals, especially for clerics and paladins.

Labyrinthian Pantheon

Religions echo across the Labyrinth, the space between the worlds. Every world worships differently, but six gods frequently recur within the Labyrinth and among its people. Sometimes they appear as major godheads, sometimes as lesser saints or godlings.

Each god has their specialties, and many overlap in domains and in worshippers. Several claim the domain of Knowledge, as knowledge is central to the Labyrinth. But the many worlds are a place of manifold dangers. The need for comfort, healing, and protection is just as great as the need for guidance.

CARTOKK, THE DREAMING GOD

God of Dreams, Forest Lord, Summoner of Seeds, Lord of Eternal Life, King in the Buried Kingdom, Master of All Worlds, the Slumbering Titan

Domains: Knowledge, Life, Nature
Favored Weapon: Club

Cartokk is a god of visions and fertility. He governs those who seek to understand the worlds and their elemental spheres, the realm of plants and harvests, mysteries of hibernation and rebirth, and summer feasts. Cartokk's followers include hermits, mystics, shepherds, witches, and farmers. His clerics and druids call themselves Servants of the Dreaming God and devote themselves to divine sleep and visions.

Cartokk appears as a handsome, bearded man wearing a crown of holly or barley, sometimes dressed in a bearskin or lion's pelt. Cartokk's eyes are usually shown closed on his statues, and open in his holy symbol.

HERAK-MAVROS

God of War and Thunder, Lord of Battle and Rebirth, Patron of Warriors, Master of Strife, Swift Striding Commander, Husband to the White Goddess

Domains: Life, Tempest, War
Favored Weapons: Spear, shortsword, greatclub

The Master of Strife savors destruction, strength, and war. Yet one of his more unusual aspects is that of healing and rebirth, since his mysteries involve not just death and glory, but resurrection and the cleansing of the soul. Soldiers, watchmen, farmers, bandits, scouts, and shepherds beseech the God of War and Thunder for strength and guidance. His priesthood welcomes anyone of a warlike mien.
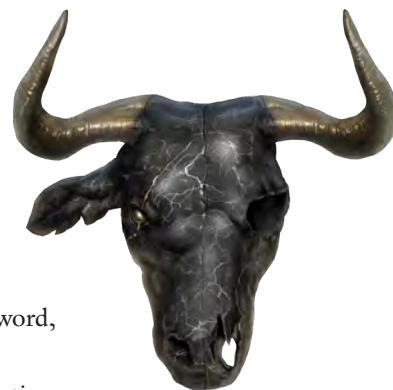
Herak-Mavros appears as a bearded man with long hair. He is always depicted wearing his coat of storms—a tailored garment of heavy metal plates that perpetually spark lightning.

NAKRESH

The Many-handed, Patron of Thieves and Robbers, Archmagus among Wizards, King of Revelry and Japes, Protector of the Poor and Destitute, Bane of the Rich Man

Domains: Knowledge, Trickery

Favored Weapons: Shortsword, wand

Nakresh the Many-Handed works through deception, magic, and corruption. His greed is immense, and his reach is unexpectedly long. He enjoys stealing things that are considered secure to dispel his boredom and challenge his worshippers. Thieves, wizards, and diabolists follow Nakresh. Desperation often makes them try anything to succeed. His priests share Nakresh's rough humor and always praise his skill.

Nakresh appears as a mandrill (a baboon-like monkey) or a human-mandrill hybrid with small black horns, blazing eyes, and six or eight arms. He often wears a wizard's robe or a mage's severed hand on a cord around his neck.

RAVA

The Fate Spinner, Goddess of Clockwork and Travelers, Patron of Weavers, Mistress of Birds, Luckbringer, the Golden Gifter, Merchant Goddess, Mother of Golems

Domains: Crafting, Knowledge, Trickery

Favored Weapons: Dagger, staff

Rava is a wise goddess, a patron of industry with a trickster's streak and a will to travel and toil in pursuit of her goals. She grants visions to oracles, and she smooths the way for travelers and wizards, helping followers gain arcane and mundane knowledge. Worshippers of Rava include smiths, tinkers, weavers, oracles, and wizards. She is also favored by those who live by good fortune and frequent the crossroads—travelers, nomads, messengers, and gamblers.

Rava appears as a six-armed woman that wears a distinctive robe embroidered with patterns of staffs and gears. These features remain the same regardless of which of her tri-fold forms she assumes: young maiden, middle-aged woman, or white-haired crone.

SABATEUS

The Seven-Sided God, Lord of Stars and Planets, Maker of Magic, Patron of the Shadow Paths, King of the Moon, Master of the Desert Night

Domains: Knowledge, Light

Favored Weapons: Dagger, staff

Sabateus is an enigmatic figure, often described as the "Seven-Sided god." His worship takes place exclusively at night. He might be distant and rarely moved by entreaties, but he is no dark god and never openly malevolent.

Worshippers of Sabateus are devoted to the stars, ancient mysteries, and knowledge from ages gone. Some cast horoscopes, others master magic, and a few are shepherds gifted with an ear for the song of the spheres in the desert night.

Sabateus appears as a man dressed in a long tabard of black marked with white and yellow stars. He is often portrayed masked or with a halo and attended by circling stars and moons.

SOLANA

Lady of Light, Goddess of the Sun, Marshall of Angels, Matron of Steel and Silver, Queen of Pure Radiance, Forge Mother

Domains: Crafting, Life, Light

Favored Weapons: Mace, warhammer

Solana is a bright and pure goddess of the heavens, champion to all who drive back darkness. She is among the most openly revered of the gods, associated with forges, righteous strength, and sunlight banishing darkness. She provides healing, strength, and warding to her faithful. Healers, smiths, and soldiers all worship Solana. Some followers of Sabateus consider Solana as their god's daytime face—the two faiths are often friendly.

Solana appears as an elf wreathed in golden light, wearing a crown of shining rays or stars.

DEITY	SUGGESTED DOMAINS	SYMBOLS
Cartokk, The Dreaming God	Knowledge, Life, Nature	Third eye, open eye, wisps of purple smoke, sparkling incense
Herak-Mavros, Master of Strife	Life, Tempest, War	Weapons, especially spears, shortswords, and greatclubs
Nakresh, The Many-Handed	Knowledge, Trickery	Open hand, star in palm
Rava, The Fate Spinner	Crafting, Knowledge, Trickery	Gear and staff
Sabateus, The Seven-Sided God	Knowledge, Light	Arcane circle with moon phases, any moon phase symbols
Solana, Lady of Light	Crafting, Life, Light	Radiant sun, crown of seven stars, glowing forge

Fantasy Historical Pantheons

The Egyptian, Greek, and Norse pantheons are fantasy interpretations of historical Earth religions. Mix and match these deities outside of a historical context to serve your game's needs.

EGYPTIAN PANTHEON

These gods are a dynasty of an ancient divine family, heirs to the rulership of the cosmos. They maintain the universal forces of truth, justice, law, and order. As kings and queens lead their vassals, these gods guide their worshippers through mortality and beyond.

GREEK PANTHEON

These gods rule from a sky-high mountain realm called Olympus, but they are far from removed from mortal affairs. Deities of this pantheon possess terrifying power over natural forces but are ruled by all-too-human passions that cause them to perpetually bicker, fall in love, and war with one another—often at the expense of mortal bystanders caught in their wake.

NORSE PANTHEON

These gods hold court over harsh lands that can claim the lives of mortals not strong or clever enough to survive. This struggle is mirrored in the pantheon's cosmic struggle: perpetual warfare against forces working to end everything. Their powers and bombastic personalities reflect the strong leadership and decisive action required to survive, while embracing life's pleasures.

EGYPTIAN DEITIES

DEITY	SUGGESTED DOMAINS	SYMBOL
Anubis, god of judgment and guide to the dead	Death	Black jackal
Bast, goddess of cats and vengeance	War	Cat
Hathor, goddess of love, music, and motherhood	Life, Light	Horned cow
Isis, goddess of fertility and magic	Knowledge, Life	Ankh and star
Nephthys, goddess of death and grief	Death	Horns around a lunar disk
Osiris, god of nature and the underworld	Life, Nature	Crook and flail
Ptah, god of crafts and secrets	Crafting, Knowledge	Bull
Ra, god of the sun, ruler of the gods	Life, Light	Solar disk encircled by serpent
Set, god of darkness and disaster	Tempest, Trickery	Coiled cobra
Sobek, god of water	Nature, Tempest	Crocodile head
Thoth, god of knowledge and wisdom	Knowledge	Ibis

DEITY	SUGGESTED DOMAINS	SYMBOL
Aphrodite, goddess of love and beauty	Light	Seashell
Apollo, god of light, music, and healing	Knowledge, Life, Light	Lyre
Ares, god of war and strife	War	Spear
Artemis, goddess of hunting and childbirth	Life, Nature	Bow and arrow on lunar disk
Athena, goddess of wisdom and civilization	Knowledge, War	Owl
Demeter, goddess of agriculture	Life, Nature	Cornucopia (horn-of-plenty)
Dionysus, god of mirth and wine	Life	Thyrsus (staff tipped with a pinecone)
Hades, god of the underworld	Death	Black ram
Hecate, goddess of magic and the moon	Knowledge, Trickery	Setting moon
Hephaestus, god of smithing and craft	Crafting	Hammer and anvil
Hera, goddess of family and intrigue	Life, Trickery	Peacock feather
Hermes, god of travel and commerce	Trickery	Caduceus (winged staff and serpents)
Pan, god of nature	Nature	Syrinx (pan pipes)
Poseidon, god of the sea	Tempest	Trident
Zeus, god of the sky, ruler of the gods	Tempest	Lightning bolt

NORSE DEITIES

DEITY	SUGGESTED DOMAINS	SYMBOL
Baldur, god of beauty and poetry	Life, Light	Gem-encrusted silver chalice
Forseti, god of justice and law	Light	Head of a bearded man
Freya, goddess of fertility and love	Life, Light	Falcon
Heimdall, god of watchfulness and loyalty	Light, War	Curling musical horn
Hel, goddess of the underworld	Death	Woman's face, rotting on one side
Loki, god of thieves and trickery	Trickery	Flame
Njord, god of sea and wind	Nature, Tempest	Gold coin
Sif, goddess of war	War	Raised sword
Odin, god of knowledge and war	Knowledge, War	Watching blue eye
Thor, god of thunder, strength, and war	Tempest, War	Hammer
Uller, god of hunting and winter	Nature	Longbow

THE DOMAIN I WANT ISN'T HERE!

Not all suggested domains in these tables appear as cleric subclass options in the *Player's Guide*, and even more domains await within the Labyrinth! The domain lists you see here are included for use with compatible material published in other Kobold Press books, including future **Tales of the Valiant RPG** releases.

APPENDIX C: CREATURES

This appendix contains statistics for beasts and vermin that serve as familiars or mounts for PCs. It also contains creatures suitable for druids using the Beast Form feature or creatures that might appear when a PC casts a spell, such as *animate dead*.

Axe Beak — CR 1/4

Large Beast
Armor Class 11
Hit Points 13
Speed 50 ft.
Perception 12   **Stealth** 11
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+1	+1	−4	+0	−3

ACTIONS
Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) slashing damage.
Bonus Actions
Evasive. The axe beak takes the Disengage or Dodge action.

Bat — CR 0

Tiny Beast
Armor Class 11
Hit Points 8
Speed 5 ft., fly 30 ft.
Perception 11   **Stealth** 13
Vulnerable deafened
Resistant blinded
Senses keensense 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+1	−1	−4	+1	−3

Echolocation. The bat can't use its keensense while deafened.
Heightened Hearing. The bat's Perception is 16 when perceiving by hearing.

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

Bat, Giant — CR 1/4

Large Beast
Armor Class 12
Hit Points 15
Speed 10 ft., fly 60 ft.
Perception 11   **Stealth** 14
Vulnerable deafened
Resistant blinded
Senses keensense 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+2	+0	−4	+1	−2

Echolocation. The bat can't use its keensense while deafened.
Heightened Hearing. The bat's Perception is 16 when perceiving by hearing.

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

BONUS ACTIONS
Dizzying Screech. The bat releases a dizzying screech at one creature within 10 feet of it. If the target can hear the screech, it must succeed on a DC 12 CON save or be disoriented until the end of its next turn. When a disoriented creature moves, it moves in a random direction.

Bear, Black   CR 1/2

Medium Beast
Armor Class 11 (natural armor)
Hit Points 25
Speed 40 ft., climb 30 ft.
Perception 13   **Stealth** 10
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+0	+2	−4	+1	−2

Heightened Smell. The bear's Perception is 18 when perceiving by smell.

ACTIONS

Multiattack. The bear makes one Bite attack and one Claws attack.

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

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

Bear, Brown   CR 1

Large Beast
Armor Class 11 (natural armor)
Hit Points 44
Speed 40 ft., climb 30 ft.
Perception 13   **Stealth** 10
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+4	+0	+3	−4	+1	−2

Heightened Smell. The bear's Perception is 18 when perceiving by smell.

ACTIONS

Multiattack. The brown bear makes one Bite attack and one Claws attack. If both attacks hit one creature, the target is grappled (escape DC 14). The bear can grapple only one creature at a time.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Blink Dog   CR 1/4

Medium Fey
Armor Class 13
Hit Points 14
Speed 40 ft.
Perception 13   **Stealth** 15
Resistant Fey Resilience
Senses —
Languages Blink Dog, understands Sylvan but can't speak it

STR	DEX	CON	INT	WIS	CHA
+1	+3	+1	+0	+1	+0

Fey Resilience. The blink dog is resistant to the charmed and unconscious conditions.

Heightened Hearing and Smell. The blink dog's Perception is 18 while perceiving by hearing or smell.

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Teleport (Recharge 4–6). The blink dog teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the dog can make one Bite attack.

Boar   CR 1/4

Medium Beast
Armor Class 11 (natural armor)
Hit Points 15
Speed 40 ft.
Perception 9   **Stealth** 10
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+0	+1	−4	−1	−3

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a Tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 12 STR save or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 4 damage or less that would reduce it to 0 HP, it is reduced to 1 HP instead.

ACTIONS

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

Camel — CR 1/8

Large Beast

Armor Class 10
Hit Points 10
Speed 50 ft.
Perception 9   **Stealth** 10
Resistant Camel Resilience
Senses —
Languages —

STR	EX	CON	INT	WIS	CHA
+2	+0	+2	−4	−1	−3

Camel Resilience. The camel is resistant to exhaustion, and it requires only half the amount of water that a typical Beast of its size needs.

ACTIONS

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

Bile Spit. *Ranged Weapon Attack:* +2 to hit, range 20/60 ft., one creature. *Hit:* 2 (1d4) acid damage, and the target must succeed on a DC 12 CON save or be smelly for 1 hour or until a creature spends 1 minute cleaning off the spit. A smelly creature has disadvantage on CHA checks.

Cat — CR 0

Tiny Beast

Armor Class 11
Hit Points 8
Speed 40 ft., climb 30 ft.
Perception 13   **Stealth** 13
Senses darkvision 30 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+1	+0	−4	+1	−2

Heightened Smell. The cat's Perception is 18 when perceiving by smell.

ACTIONS

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

BONUS ACTIONS

Charming Mewl. The cat emits a soft, high-pitched meow at a creature it can see within 10 feet of it. The target must succeed on a DC 11 CHA save or be charmed until the end of its next turn. If a creature's save is successful or the effect ends for it, the creature is immune to the cat's Charming Mewl for the next 24 hours.

Crab — CR 0

Tiny Beast

Armor Class 11 (natural armor)
Hit Points 9
Speed 20 ft., swim 20 ft.
Perception 9   **Stealth** 12
Vulnerable bludgeoning
Resistant slashing
Senses keensense 30 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+0	+0	−5	−1	−4

Amphibious. The crab can breathe air and water.

ACTIONS

Claw. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) bludgeoning damage, and the crab attaches to the target. While attached, the crab can't attack, and at the start of each of the crab's turns, the target takes 2 (1d4) bludgeoning damage. The attached crab moves with the target whenever the target moves, requiring none of the crab's movement. It can detach itself by spending 5 feet of its movement on its turn. A creature, including the target, can use its action to detach the crab.

Crocodile — CR 1/2

Large Beast

Armor Class 12 (natural armor)
Hit Points 25
Speed 20 ft., swim 30 ft.
Perception 10   **Stealth** 12
Resistant charmed
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+0	+1	−4	+0	−3

Hold Breath. The crocodile can hold its breath for 15 minutes.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can't Bite another target.

BONUS ACTIONS

Death Roll. One creature grappled by the crocodile must make a DC 12 STR save, taking 5 (2d4) slashing damage on a failed save, or half as much damage on a successful one.

Demon, Quasit — CR 1

Tiny Fiend (Demon)

Armor Class 13
Hit Points 35
Speed 40 ft.
Perception 10   **Stealth** 15
Resistant Demonic Resilience
Immune Demonic Resilience
Senses darkvision 120 ft.
Languages Abyssal, Common

STR	DEX	CON	INT	WIS	CHA
−3	+5	+0	−2	+0	+0

Demonic Resilience. The quasit is resistant to cold, fire, and lightning damage. In addition, it is immune to poison damage and to the poisoned condition.

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

ACTIONS

Claws (True Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 13 CON saving throw or take 5 (2d4) poison damage and be poisoned 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.

Slam (Beast Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning, piercing, or slashing damage (based on the type of damage dealt by the Beast form's primary attack, such as Bite).

Invisibility (True Form Only). The quasit magically turns invisible until it attacks, uses Scare, or uses Change Shape, or until its concentration ends (as if concentrating on a spell). Any equipment the quasit wears or carries is invisible with it.

BONUS ACTIONS

Change Shape. The quasit magically transforms into a Medium or smaller Beast that has a CR no higher than its own or back into its true form, which is a Fiend. Its statistics, other than its size and speed, are the same in each form. Any equipment it is wearing or carrying transforms with it. It reverts to its true form if it dies.

Scare (1/Day; True Form Only). One creature of the quasit's choice within 20 feet of it must succeed on a DC 13 WIS saving throw or be frightened 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.

Devil, Imp — CR 1

Tiny Fiend (Devil)

Armor Class 13
Hit Points 31
Speed 20 ft., fly 40 ft.
Perception 11   **Stealth** 15
Resistant Devilish Resilience
Immune Devilish Resilience
Senses darkvision 120 ft.
Languages Infernal, Common

STR	DEX	CON	INT	WIS	CHA
−2	+3	+1	+0	+1	+4

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

Devilish Resilience. The devil is resistant to cold damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it is immune to fire damage and poison damage and to the poisoned condition.

Magic Resistance. The imp has advantage on saves against spells and other magical effects.

ACTIONS

Slam (Beast Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning, piercing, or slashing damage (based on the type of damage dealt by the Beast form's primary attack, such as Bite).

Sting (True Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 12 CON save, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility (True Form Only). The imp magically turns invisible until it attacks or uses Change Shape, or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

Change Shape. The imp magically transforms into a Medium or smaller Beast that has a CR no higher than its own or back into its true form, which is a Fiend. Without wings, it loses its flying speed. Its statistics, other than its size and speed, are the same in each form. Any equipment it is wearing or carrying transforms with it. It reverts to its true form if it dies.

Dragonette, Pseudodragon — CR 1/4

Tiny Dragon
Armor Class 13 (natural armor)
Hit Points 12
Speed 15 ft., fly 60 ft.
Perception 13   **Stealth** 12
Resistant poison | poisoned
Senses darkvision 60 ft., keensense 10 ft.
Languages understands Common and Draconic but can't speak

STR	DEX	CON	INT	WIS	CHA
−2	+2	+1	+0	+3	+0

Heightened Senses. The pseudodragon's Perception is 18 when perceiving by sight, hearing, or smell.

Magic Resistance. The pseudodragon has advantage on saves against spells and other magical effects.

Limited Telepathy. The pseudodragon can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

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

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 2 (1d4) poison damage, and the target must succeed on a DC 11 CON save or be poisoned for 1 hour. If the creature fails the save by 5 or more, it falls unconscious while poisoned in this way, or until it takes damage or another creature uses an action to shake it awake.

Puff of Smoke (1/Day). The pseudodragon exhales a cloud of smoke in a 10-foot-radius sphere centered on itself. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Eagle, Giant — CR 1

Large Beast
Armor Class 13
Hit Points 40
Speed 10 ft., fly 80 ft.
Perception 14   **Stealth** 13
Vulnerable blinded
Senses —
Languages Giant Eagle, understands Common and Auran but can't speak them

STR	DEX	CON	INT	WIS	CHA
+3	+3	+1	−1	+2	+0

Heightened Sight. The eagle's Perception is 19 when perceiving by sight.

Seabird. The eagle can swim up to 40 feet on its turn, but it must start and end its movement either flying or on a solid surface, such as a ship or beach. If it is swimming at the end of its turn, it must succeed on a DC 11 CON save or it immediately begins to sink and suffocate. A suffocating eagle must succeed on a DC 13 STR check to fly out of the substance where it is sinking.

ACTIONS

Multiattack. The eagle makes one Beak attack and one Talons attack.

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, and the target is grappled (escape DC 13) if it is a Medium or smaller creature. Until this grapple ends, the target is restrained, and the eagle can't use its Talons on another target.

Elk   CR 1/4

Large Beast
Armor Class 10
Hit Points 15
Speed 50 ft.
Perception 10   **Stealth** 10
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+0	+1	−4	+0	−2

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a Ram attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 STR save or be knocked prone.

ACTIONS

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

Kick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage, and the target must succeed on a DC 12 STR save or be pushed up to 10 feet away from the elk.

Frog   CR 0

Tiny Beast
Armor Class 10
Hit Points 9
Speed 20 ft., swim 20 ft.
Perception 11   **Stealth** 10
Resistant grappled
Senses darkvision 30 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−5	+0	−1	−5	−1	−4

Amphibious. The frog can breathe air and water.

Standing Leap. The frog's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

ACTIONS

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

Goat, Giant   CR 1/2

Large Beast
Armor Class 11 (natural armor)
Hit Points 25
Speed 40 ft.
Perception 11   **Stealth** 10
Resistant prone
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+3	+0	+1	−4	+1	−2

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a Ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 STR save or be knocked prone.

ACTIONS

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

REACTIONS

Terrifying Scream. When the goat takes damage, it can release a high-pitched scream, frightening creatures within 10 feet of it. Each creature in that area that can hear the scream must succeed on a DC 13 WIS save or be frightened until the end of its next turn. A creature frightened in this way can't be frightened by this goat's Terrifying Scream again for the next 24 hours.

Hawk   CR 0

Tiny Beast
Armor Class 11
Hit Points 7
Speed 10 ft., fly 60 ft.
Perception 14   **Stealth** 11
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
−3	+1	−1	−4	+2	−2

Heightened Sight. The hawk's Perception is 19 when perceiving by sight.

ACTIONS

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

BONUS ACTIONS

Evasive Flight. The hawk takes the Disengage or Dodge action. It can use this bonus action only while flying.

Horse, Draft — CR 1/4

Large Beast
Armor Class 10
Hit Points 15
Speed 40 ft.
Perception 12 **Stealth** 10
Vulnerable frightened
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+4	+0	+1	−4	+0	−2

Draft Animal. The draft horse can push, drag, or lift weight in pounds equal to three times its carrying capacity.

ACTIONS

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

Horse, Riding — CR 1/4

Large Beast
Armor Class 10
Hit Points 15
Speed 60 ft.
Perception 10 **Stealth** 10
Vulnerable frightened
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+3	+0	+1	−4	+0	−2

Easy Gait. The horse's steps are smooth and steady. A creature riding the horse has advantage on saves against exhaustion caused by a Forced March (see **Traveling** in **Chapter 6** of *Player's Guide*).

ACTIONS

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Horse, War — CR 1/2

Large Beast
Armor Class 15 (scale mail barding)
Hit Points 22
Speed 60 ft.
Perception 11 **Stealth** 11
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+4	+1	+1	−4	+1	−2

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a Hooves attack on the same turn, that target must succeed on a DC 14 STR save or be knocked prone. If the target is prone, the horse can make another Hooves attack against it as a bonus action.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

REACTIONS

Trained Shift. If the horse's rider is subjected to an effect that would knock it prone or dismount it, the horse can shift its body to assist the rider. The rider has advantage on the check or save to avoid the effect.

Lion   CR 1

Large Beast
Armor Class 12
Hit Points 42
Speed 50 ft.
Perception 13   **Stealth** 16
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+3	+2	+1	−4	+1	−1

Heightened Smell. The lion's Perception is 18 when perceiving by smell.

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

Pounce. If the lion moves at least 20 feet straight toward a creature and then hits it with a Claws attack on the same turn, that target must succeed on a DC 13 STR save or be knocked prone. If the target is prone, the lion can make one Bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the lion can long jump up to 25 feet.

ACTIONS

Multiattack. The lion makes one Bite attack and one Claws attack.

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

BONUS ACTIONS

Rattling Roar (Recharge 4–6). The lion releases a bone-shaking roar in a 15-foot cone. Each creature in the area must succeed on a DC 13 CON save or have disadvantage on attack rolls until the end of its next turn.

Lizard   CR 0

Tiny Beast
Armor Class 10
Hit Points 9
Speed 20 ft., climb 20 ft.
Perception 9   **Stealth** 12
Senses darkvision 30 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+0	+0	−5	−1	−4

ACTIONS

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

REACTIONS

Detach Tail (5 HP or Fewer, Recharges after a Short or Long Rest). When the lizard takes damage, it can detach its tail, reducing the damage by 2 (1d4), and immediately move up to its speed without provoking opportunity attacks.

Mastiff   CR 1/8

Medium Beast
Armor Class 12
Hit Points 9
Speed 40 ft.
Perception 11   **Stealth** 12
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+1	+2	+1	−4	+1	−2

Heightened Hearing and Smell. The mastiff's Perception is 16 when perceiving by hearing or smell.

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 12 STR save or be knocked prone.

REACTIONS

Protect Friend. When a friendly Humanoid the mastiff can see is hit by an attack from a creature within 5 feet of the mastiff, the mastiff can make one Bite attack against that attacking creature.

Mule   CR 1/8

Medium Beast

Armor Class 10
Hit Points 10
Speed 40 ft.
Perception 10   **Stealth** 10
Resistant exhaustion, prone
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+0	+1	−4	+0	−3

Beast of Burden. The mule is considered to be a Large animal for the purpose of determining its carrying capacity.

ACTIONS

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

Octopus   CR 0

Small Beast

Armor Class 11
Hit Points 8
Speed 5 ft., swim 30 ft.
Perception 12   **Stealth** 13
Senses darkvision 30 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−3	+1	+0	−4	+0	−3

Hold Breath. While out of water, the octopus can hold its breath for 30 minutes.

Underwater Camouflage. The octopus's Stealth is 18 while underwater.

Water Breathing. The octopus can breathe only underwater.

ACTIONS

Tentacles. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage, and the target is grappled (escape DC 11), if it is a Medium or smaller creature. Until this grapple ends, the octopus can't use its Tentacles on another target.

REACTIONS

Ink Dash (Recharge 6). When a creature the octopus can see deals damage to it, the octopus can release a 5-foot-radius cloud of ink all around itself, if it is underwater. The area is heavily obscured until the end of the octopus's next turn, although a significant current can disperse the ink. Then, the octopus can swim up to its swimming speed. If it does so, it immediately releases any creature it is grappling.

Owl   CR 0

Tiny Beast

Armor Class 11
Hit Points 8
Speed 5 ft., fly 60 ft.
Perception 13   **Stealth** 13
Senses darkvision 120 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+1	−1	−4	+1	−2

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Heightened Hearing and Sight. The owl's Perception is 18 when perceiving by hearing or sight.

Quiet Wings. The owl's Stealth is 18 while flying.

ACTIONS

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage.

Owl, Giant   CR 1/4

Large Beast

Armor Class 12
Hit Points 15
Speed 5 ft., fly 60 ft.
Perception 15   **Stealth** 14
Senses darkvision 120 ft.
Languages Giant Owl, understands Common, Elvish, and Sylvan but can't speak them

STR	DEX	CON	INT	WIS	CHA
+1	+2	+1	−1	+1	+0

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Heightened Hearing and Sight. The owl's Perception is 20 when perceiving by hearing or sight.

Quiet Wings. The owl's Stealth is 19 while flying.

ACTIONS

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

REACTIONS

Puffed Up Display. When a creature the owl is aware of and that is within 30 feet of it attacks it, the owl can suddenly turn its piercing gaze on the creature, puff up its feathers, and release a quick hiss, startling the creature. The attacker has disadvantage on the attack roll.

Panther CR 1/4

Medium Beast
Armor Class 12
Hit Points 15
Speed 50 ft., climb 40 ft.
Perception 14   **Stealth** 16
Senses darkvision 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+2	+0	−4	+2	−2

Heightened Smell. The panther's Perception is 19 when perceiving by smell.

Pounce. If the panther moves at least 20 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 12 STR save or be knocked prone. If the target is prone, the panther can make one Bite attack against it as a bonus action.

ACTIONS

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

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

BONUS ACTIONS

Stealthy Hunter. The panther takes the Hide action.

Pony CR 1/8

Medium Beast
Armor Class 10
Hit Points 10
Speed 40 ft.
Perception 10   **Stealth** 10
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+0	+1	−4	+0	−2

Draft Animal. The draft horse can push, drag, or lift weight in pounds equal to three times its carrying capacity.

ACTIONS

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

Quipper CR 0

Tiny Beast
Armor Class 10
Hit Points 8
Speed 0 ft., swim 40 ft.
Perception 8   **Stealth** 10
Senses darkvision 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+0	+0	−5	−2	−4

Blood Frenzy. The quipper has advantage on melee attack rolls against any creature that doesn't have all its HP.

Heightened Smell. The quipper's Perception is 13 when perceiving by smell.

Water Breathing. The quipper can breathe only underwater.

ACTIONS

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

Rat CR 0

Tiny Beast
Armor Class 10
Hit Points 9
Speed 20 ft., swim 20 ft.
Perception 10   **Stealth** 12
Senses darkvision 30 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+0	−1	−4	+0	−3

Accustomed to Filth. The rat has advantage on saves against contracting diseases.

Heightened Smell. The rat's Perception is 15 while perceiving by smell.

ACTIONS

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

Raven   CR 0

Tiny Beast
Armor Class 11
Hit Points 8
Speed 10 ft., fly 50 ft.
Perception 13   **Stealth** 11
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+1	−1	−3	+1	+0

Carrion Sense. The raven can pinpoint, by scent, the location of carrion, dead creatures, and Undead without the Incorporeal Movement trait within 60 feet of it.

Mimicry. The raven can mimic simple sounds it has heard, such as a chord of a flute melody, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 WIS (Insight) check.

Recollection. The raven knows up to 20 words in any language it has heard and can repeat those words in the voices it heard them, using its Mimicry trait.

ACTIONS

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

Seahorse   CR 0

Tiny Beast
Armor Class 11 (natural armor)
Hit Points 9
Speed 0 ft., swim 20 ft.
Perception 10   **Stealth** 12
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
−5	+0	−1	−5	+0	−4

Underwater Camouflage. The seahorse's Stealth is 17 while underwater.

Water Breathing. The seahorse can breathe only underwater.

ACTIONS

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

Shark, Reef   CR 1/2

Medium Beast
Armor Class 12 (natural armor)
Hit Points 27
Speed 0 ft., swim 40 ft.
Perception 12   **Stealth** 11
Senses keensense 30 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+1	+1	−5	+0	−3

Blood Sense. The shark can pinpoint, by scent, the location of creatures that don't have all of their HP within 60 feet of it and can sense the general direction of such creatures within 1 mile of it.

Electrical Sensitivity. Whenever the shark takes lightning damage, it must succeed on a DC 11 CON save or be incapacitated until the end of its next turn.

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

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.

BONUS ACTIONS

Stealthy Hunter. The shark takes the Hide action.

Skeleton   CR 1/4

Medium Undead

Armor Class 13 (armor scraps)
Hit Points 14
Speed 30 ft.
Perception 9   **Stealth** 14
Vulnerable bludgeoning
Resistant piercing
Immune Undead Resilience
Senses darkvision 60 ft.
Languages understands the languages it knew in life but can't speak

STR	DEX	CON	INT	WIS	CHA
+0	+2	+2	−2	−1	−3

False Appearance. While the skeleton remains motionless and prone, it is indistinguishable from an inanimate Humanoid skeleton.

Undead Nature. The skeleton doesn't require air, food, drink, or sleep.

Undead Resilience. The skeleton is immune to poison damage, to exhaustion, and to the poisoned condition.

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.

REACTIONS

Counterattack (Recharge 6). When a creature the skeleton can see hits it with an attack, the skeleton can make one Shortsword or Shortbow attack against the attacker.

Snake, Constrictor   CR 1/4

Large Beast

Armor Class 12
Hit Points 15
Speed 30 ft., swim 30 ft.
Perception 10   **Stealth** 12
Senses keensense 10 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+2	+1	−5	+0	−4

ACTIONS

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

Constrict. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12), if it is a Large or smaller creature. Until this grapple ends, the creature is restrained, and the snake can't Constrict another target.

BONUS ACTIONS

Crush. One creature grappled by the snake must succeed on a DC 12 STR or take 4 (1d8) bludgeoning damage and begin suffocating. The creature continues suffocating until the grapple ends.

Snake, Poisonous   CR 1/8

Tiny Beast

Armor Class 11
Hit Points 9
Speed 30 ft., swim 30 ft.
Perception 10   **Stealth** 13
Resistant poison | poisoned
Senses keensense 10 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+1	+0	−5	+0	−4

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 10 CON save or take 2 (1d4) poison damage.

REACTIONS

Reflexive Nip. When a creature the snake can see hits it with a melee attack while within 5 feet of it, the snake can make a quick nip at the creature. The attacker must succeed on a DC 10 CON save or be poisoned until the end of its next turn.

BRYAN SYME

Spider   CR 0

Tiny Beast
Armor Class 12 (natural armor)
Hit Points 8
Speed 20 ft., climb 20 ft.
Perception 10   **Stealth** 14
Senses darkvision 30 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+0	−1	−5	+0	−4

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:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage, and the target must succeed on a DC 9 CON save or take 2 (1d4) poison damage.

BONUS ACTIONS

Web Shot (Recharge 4–6). The spider launches a gob of webbing at one creature it can see within 15 feet of it. The target must succeed on a DC 9 DEX save or have its speed reduced by 10 feet. A creature can take an action to remove the webbing, ending the effect.

Tiger   CR 1

Large Beast
Armor Class 12
Hit Points 38
Speed 40 ft.
Perception 13   **Stealth** 16
Senses darkvision 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	−4	+1	−1

Heightened Smell. The tiger's Perception is 18 when perceiving by smell.

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a Claws attack on the same turn, that target must succeed on a DC 13 STR save or be knocked prone. If the target is prone, the tiger can make one Bite attack against it as a bonus action.

ACTIONS

Multiattack. The tiger makes one Bite attack and one Claws attack. If both attacks hit one creature, the target must succeed on a DC 13 CON save at the start of its next turn or lose 5 (2d4) HP, as the wound continues bleeding.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

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

Weasel   CR 0

Tiny Beast
Armor Class 11
Hit Points 8
Speed 30 ft.
Perception 13   **Stealth** 13
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+1	−1	−4	+1	−4

Heightened Hearing and Smell. The weasel's Perception is 18 when perceiving by hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage. Instead of dealing damage, the weasel can steal one item the target is wearing or carrying, provided the item weighs no more than 5 pounds, can fit in one hand, isn't a weapon, and isn't wrapped around or firmly attached to the target. For example, a weasel could steal a hat or belt pouch but not a creature's shirt or armor.

Wolf   CR 1/4

Medium Beast
Armor Class 13 (natural armor)
Hit Points 14
Speed 40 ft.
Perception 11   **Stealth** 14
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+1	+2	+1	−4	+1	−2

Heightened Hearing and Smell. The wolf's Perception is 16 while perceiving by hearing or smell.

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 STR save or be knocked prone.

Wolf, Dire — CR 1

Large Beast
Armor Class 14 (natural armor)
Hit Points 40
Speed 50 ft.
Perception 13   **Stealth** 14
Resistant frightened
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	−4	+1	−2

Heightened Hearing and Smell. The wolf's Perception is 18 when perceiving by hearing or smell.

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 STR save or be knocked prone.

BONUS ACTIONS

Hungry Growl. The wolf stares down and growls at one creature it can see within 30 feet of it. The target must succeed on a DC 13 WIS save or be frightened until the end of its next turn. The wolf has advantage on the next attack roll it makes against the frightened creature.

Worg — CR 1/2

Large Monstrosity (Animal)
Armor Class 13 (natural armor)
Hit Points 25
Speed 30 ft.
Perception 14   **Stealth** 13
Resistant Monstrosity Resilience
Senses darkvision 60 ft.
Languages Goblin, Worg

STR	DEX	CON	INT	WIS	CHA
+3	+1	+1	−2	+0	−1

Heightened Hearing and Smell. The worg's Perception is 19 while perceiving by hearing or smell.

Monstrosity Resilience. The worg is resistant to exhaustion and to the frightened condition.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 STR save or be knocked prone.

BONUS ACTIONS

Loathsome Howl (1/Day). The worg unleashes an unnatural howl audible out to a distance of 300 feet. Each creature of the worg's choice within 30 feet of it must succeed on a DC 13 CHA save or be frightened of it for 1 minute. A frightened creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. Until it finishes a long rest, the worg can sense the direction but not the exact location of each creature that was frightened by Loathsome Howl.

Zombie — CR 1/4

Medium Undead
Armor Class 8
Hit Points 16
Speed 20 ft.
Perception 10   **Stealth** 8
Immune Undead Resilience
Senses darkvision 60 ft.
Languages understands the languages it knew in life but can't speak

STR	DEX	CON	INT	WIS	CHA
+2	−2	+3	−4	+0	−3

Undead Fortitude. If damage reduces the zombie to 0 HP, it must make a CON save with a DC equal to 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 HP instead.

Undead Nature. The zombie doesn't require air, food, drink, or sleep.

Undead Resilience. The zombie is immune to poison damage, to exhaustion, and to the poisoned condition.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. The target is grappled (escape DC 12) if it is a Medium or smaller creature, and the zombie doesn't already have a creature grappled.

BONUS ACTIONS

Rotten Hold. The zombie gnaws idly on the creature grappled by it. The target must succeed on a DC 12 CON save or take 2 (1d4) poison damage. A Humanoid slain by this bonus action rises 24 hours later as a zombie, unless the Humanoid is restored to life or its body is destroyed.

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CLASS & LEVEL

CHARACTER NAME

LINEAGE

SUBCLASS

PLAYER NAME

HERITAGE

EXPERIENCE POINTS

BACKGROUND

STRENGTH ○ SAVE

DEXTERITY ○ SAVE

CONSTITUTION ○ SAVE

INTELLIGENCE ○ SAVE

WISDOM ○ SAVE

CHARISMA ○ SAVE

SKILLS

- ○ ____ Acrobatics (Dex)
- ○ ____ Animal Handling (Wis)
- ○ ____ Arcana (Int)
- ○ ____ Athletics (Str)
- ○ ____ Deception (Cha)
- ○ ____ History (Int)
- ○ ____ Insight (Wis)
- ○ ____ Intimidation (Cha)
- ○ ____ Investigation (Int)
- ○ ____ Medicine (Wis)
- ○ ____ Nature (Int)
- ○ ____ Perception (Wis)
- ○ ____ Performance (Cha)
- ○ ____ Persuasion (Cha)
- ○ ____ Religion (Int)
- ○ ____ Sleight of Hand (Dex)
- ○ ____ Stealth (Dex)
- ○ ____ Survival (Wis)

PROFICIENCY BONUS

INITIATIVE

SPEED

SPEED

SPEED

PASSIVE INSIGHT

PASSIVE INVESTIGATION

PASSIVE PERCEPTION

LUCK

HIT POINTS

MAX	CURRENT	TEMP

HIT DICE

TYPE	USED	MAX

ATTACKS

Name	Bonus	Damage/Type	Range/Properties	Weapon Options

DEATH SAVES

○ ○ ○ SUCCESSES

○ ○ ○ FAILURES

ARMOR CLASS (With Shield)

ARMOR

Name	Base AC	Properties

ARMOR CLASS (No Shield)

EXHAUSTION

1 2 3 4 5 6

CONDITIONS

PROFICIENCIES, LANGUAGES, & TALENTS

TREASURE & EQUIPMENT

PP

GP

SP

CP

FEATURES & TRAITS

TALES OF THE VALIANT

BACKSTORY

Homeland

CHARACTER APPEARANCE

CHARACTER NAME

| AGE | HEIGHT | WEIGHT |
| EYES | SKIN | HAIR |

Adventuring Motivation

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

ADDITIONAL TREASURE

Spellcaster Class & Source

CHARACTER NAME

ABILITY	SAVE DC	BONUS

0 Cantrips

3 Total Slots | Expended Slots

6 Total Slots | Expended Slots

1 Total Slots | Expended Slots

4 Total Slots | Expended Slots

7 Total Slots | Expended Slots

2 Total Slots | Expended Slots

5 Total Slots | Expended Slots

8 Total Slots | Expended Slots

9 Total Slots | Expended Slots

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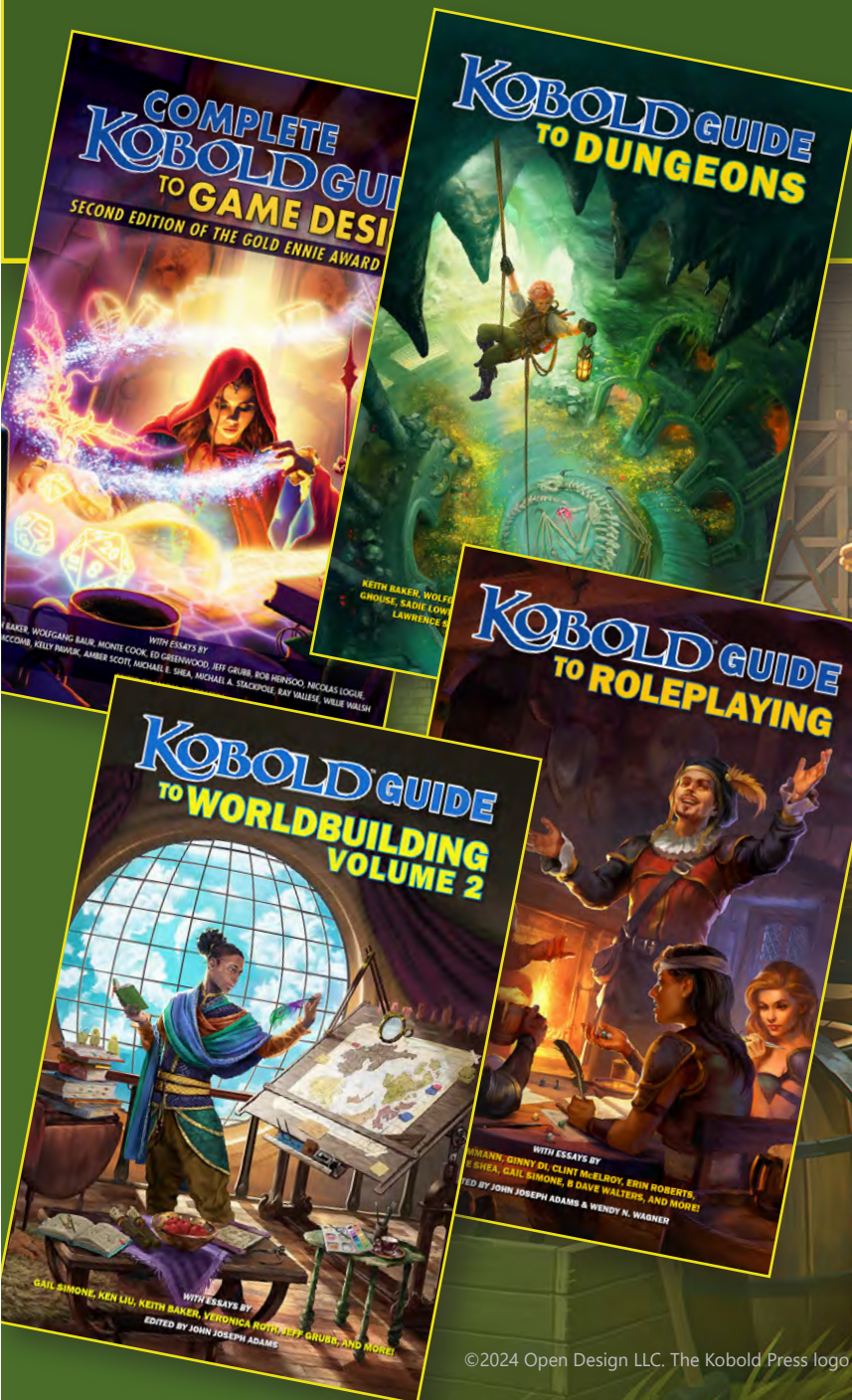
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