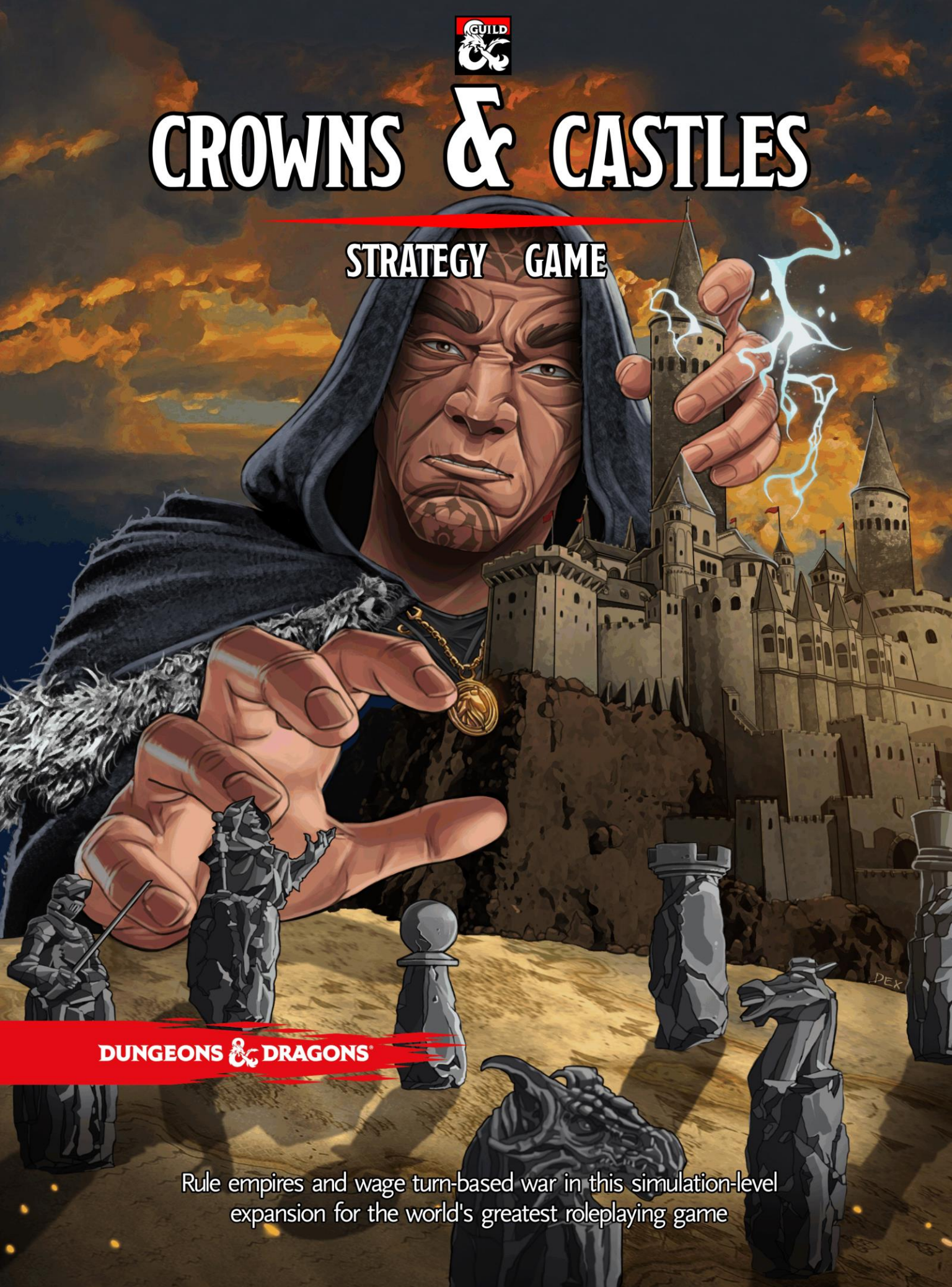
GUILD
CROWNS & CASTLES
STRATEGY GAME
DUNGEONS & DRAGONS
Rule empires and wage turn-based war in this simulation-level expansion for the world's greatest roleplaying game

Crowns & Castles

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Introduction

The Crowns & Castles rules simulate the plotting, warfare, politics, economies, and cultures of nations. This empire-level game broadens the scope of Dungeons & Dragons® to include the national aspirations of continents, countries, and peoples. Instead of making decisions for one character, players in C&C create and control an entire realm, making choices on a grand scale covering decades of history.

C&C merges the story-driven narratives of fifth edition D&D, including player interaction, emergent gameplay, and Dungeon Master (DM) oversight, with a turn-based empire management system.

C&C is scalable as a number-crunching board game, an engine for intrigue, betrayal, and romance, a "last-player-standing" contest, a cooperative simulation to stop a global threat, or more simply as a persistent world for shared campaigns for your D&D groups.

How to Play

C&C is played in turns, with each turn representing roughly 30 days. The game can be played at a table, in a chat, by email, or in another virtual game space. In all cases, gameplay for C&C follows a distinct pattern.

1. The DM describes events to you. The DM tells the players about the world, either publicly or privately depending on the nature of the information. For example, you receive a correspondence from a neighboring empire, there are reports of bandits along your southern border, a formal treaty awaits your signature, you receive news of a stolen shipment of spices, a meteor has landed off your coast, and your mages have researched a new spell, etc.

2. The players describe what their realms do. Players attempt a limited number of tasks during their turns outside of combat. Completing tasks requires a skill check with a set **Difficulty Class (DC)**. Do you want to focus on creating an artifact crown? Or negotiate a mithral trade with the elves? Or sow revolt among your rival's peasants? You can recruit soldiers, build a cathedral, trade with another player, send a rogue to intercept a letter, cast a spell that replenishes the iron of a depleted mine, or train a new commander who will march an army across the desert.

3. The DM narrates the results. The DM describes the effects of the players' choices. Some are straightforward, "You succeeded on your check and the city walls around your capital have been repaired." Other results may come to fruition without the player's knowledge (e.g., the mayor of your village has become unhappy with the lack of food and has begun organizing a band of undead that will attack by harvest season if not they're not discovered).

The Game

This book assumes you are familiar with fifth edition D&D. C&C uses many of the same concepts, including proficiency, advantage, attribute checks, saving throws, dice sizes, races, classes, monsters, and settings.

Social Contract

Like any other tabletop roleplaying game, we are all responsible for ensuring everyone has a good time. This is particularly relevant since your realm may go to war with another player's realm. Whatever animosity is happening in the game, if we aren't always cognizant of each other's enjoyment, then we fail as a group. When steering your nation, remember that there's no shame in an unconditional surrender, but there is plenty of shame if a player ruins everyone's fun by taking things too seriously.

While the DM has the final say regarding the rules, they too are bound by the social contract and should be working toward everyone's continued safe and respectful entertainment.

Note

This is C&C's first edition, and while this system has many similarities to D&D, one way that it differs is that it hasn't been playtested by hundreds of thousands of people. We encourage the DM to nudge the players' experience toward interesting outcomes and make adjustments, rule swaps, and homebrew additions/deletions on the fly to keep a balanced and challenging environment.

Scene from a Game

Dungeon Master (DM): We're going to start turn 18, this is the month of Kholadron. The weather is supposed to be getting warmer, but this isn't the case along the western coastline where the waters have begun to freeze. Sea travel is slower, merchants are skittish, and the locals along the coast are telling stories about a giant squid. Since this turn is the start of a new season, everyone can collect their mana and gold incomes now.

Polly (playing a Githyanki Republic): I have a cathedral. Have I mentioned that I have a cathedral?

Mark (playing the Lizardfolk Tribes): Should Cass be worried about that?

Polly: Why would Cass and her unprovoked aggression against those innocent halflings be worried about my ability to recruit adult red dragons into my armies?

Cass (playing the Human Magocracy of Thay): The halflings cancelled their trade agreement, Polly. Mama Cass wants her coffee beans one way or the other.

DM: Okay gang. Mark, what tasks are you looking to perform this turn?

Mark: I get 3?

DM: It's your proficiency bonus plus one, so yes 3.

Mark: Cool They, so for my first task I'm going to try to make a new commander.

DM: Give me a Training check, that's under Order.

Mark (rolling a d20): I rolled a 13. Plus one for my skill bonus, is 14 enough?

DM: It certainly is. That costs 20 gold and that commander starts with a +0 rating.

Mark: Perfect. I'll call him Nanoc, my default class is barbarian. I'll put a new army token on my capital and I'll take a shaman unit from my reserves and put it in Nanoc's army.

DM: Cass?

Cass: I'm moving against these stingy halflings and since my army can move 32 miles a turn, that'll be enough to reach their capital and begin a siege.

DM: Sure thing. Armies can move once each turn, but it doesn't count as a task.

Cass (rolling a d20): Oh, then I'm going to do a Raiding check to ravage their farmlands. I rolled a 4 and adding my skill bonus, that's a 6.

DM: No luck there, but since you're now sieging them, you're going to automatically make another Raiding check to build some siege equipment.

Cass (rolling a d20): 11 on the die plus two is 13. That'll be good enough to build some ladders to climb up the walls and smash their adorable little faces when we fight.

DM: Polly, an out of breath halfling who declares herself a messenger of the Proud Stouts arrives at your palace door and nearly collapses after handing you the following message that I'm texting you—now.

Polly (checking her phone): Oh wow.

DM: What would you like to do?

Polly: Alright, well this changes things. The Republic of Pollyanna declares a minor war on Thay.

Cass: Hey!

Polly: This is completely justified. You know what you did.

DM: Okay Polly, so a minor declaration of war makes you take a little hit to your nation. You take 3 stability damage since Cass is running a 3rd level realm.

Polly: I can eat that. I'm also going to use my Republic ability to give the Proud Stouts a skilled ambassador, so they get to add d6 to a roll they make in the next three turns, hopefully for when they roll to add siege defenses. Mark, can I move my army through your territory so I can protect the halflings?

Mark: You certainly can.

Polly: Great.

Mark: That is, if you're willing to give me your *Dracolich Dice Set*.

Polly: My artifact? I *just* made that last turn.

Mark: It's only a level 1 artifact. How much do want to protect this little NPC realm? If you walk through my territory without permission, you're gonna take more stability damage for violating my borders.

Polly: Fine. You can have the dice set. I'm going to cast *find the path* on my first army. Second-level spell, so it costs 2 mana, and they now move twice as far, which gets me to the halfling capital.

DM: Casting spells also isn't a task.

Polly (rolling a d20): Ooh, okay, then I'm going to try to recruit one of those sweet, sweet adult red dragons. That's a Lore check because they're fancy fantastic units. Natural 20! That's a modified 25, ladies and gentlemen! Guess who has a dragon now? They cost 70 gold, but worth every piece.

DM: Well done, Polly, the dragons are equally appalled at Thay's behavior and lend the support of one of their dragons. Turning to Mark, what would you like to do for your second task?

Mark: I want to learn what was in that halfling's letter. Can I send a rogue to hunt that note down?

DM: That kind of espionage would be covered by an Intelligence check.

Mark (rolling a d20): Then never mind, my lizards are more smashy than sneaky. I'll try to build an herbalist instead.

DM: That's a Construction check.

Mark (rolling a d20): Oof. That's a total of 4. But wait! I have the *Dracolich Dice Set* that lets me swap a failed roll. Before I do that, though, I'd like to talk to Cass off to the side here if she's okay with it. I have an idea about this giant squid she might want to know.

Chapter 1: Step-by-Step Realms

The first step to ruling vast empires and managing their story is to create a realm of your own. Think about the kind of nation you want to play. You may want a brutal halfling nation hungry for expansion. You may prefer a nation of cultists who are psionically controlled by a patron entity. You might raise a mighty kenku empire aiming to restore its people's ability to fly. Do you like politics and infighting between members of a duke's royal family? Do you want to summon powerful angels as your wizards research earth-rending spells? Do you prefer to manipulate the world's powers behind the scenes with blackmail, assassins, and a robust thieves' guild?

Once you have a rough concept in mind, follow these steps as you consider your realm's theme and goals.

Building the Wizards of Thay

Each step of realm creation includes an example of that step with a player named Cass building the Toril-based realm of Thay.

1. Choose a Race

While many realms have diverse populations, most have a single race that makes up the bulk of their people This is usually the same race that controls the levers of power within that realm, but not always. The most common races are dwarves, elves, halflings, and humans. The race you choose determines your military units and contributes to your realm's identity through special traits, skills, and bonuses, listed in Step 3.

Building Thay, Step 1

Cass takes a blank **realm sheet** and decides that she wants a human empire. She notes the racial traits of humans (including a +1 to all attributes) on her sheet.

2. Choose a Government

Every realm is ruled differently; its laws, power structures, and institutions—in combination with the race you've chosen—determine how your realm's culture looks and feels. A well-disciplined orc theocracy of desert druids, for instance, will have a very different identity and play style compared to a warmongering elf dictatorship. Your government type provides **features** and **proficiencies** that modify how you accomplish your goals as the realm gains experience.

Level

A realm begins at level 1 when it has been officially founded, though its population centers may have been settled long before. As the realm expands, explores, wins battles, and overcomes adversity it gains **experience points** (XP). A 1st-level realm starts the game with 0 XP.

Stability Points and Stability Dice

Your realm's stability points define its capacity to weather political scandal, military defeats, disasters, failure, and any other dangerous or catastrophic event. Your stability points are determined by your **stability dice**.

At 1st level, your realm has 2 stability dice, and the type is determined by your government. You start with stability points equal to the highest roll of one of those dice plus your Order modifier. This amount is also your **stability point maximum**.

You have an amount of stability dice equal to your **proficiency bonus (PB)** and any spent dice refresh at the start of a new year.

Proficiency Bonus

The table that appears in your government description shows your proficiency bonus, which is +2 for a 1st-level realm. Your PB applies to many of the numbers you'll be recording on your realm sheet, including:

- Attribute checks using skills you're proficient in
- Rolls with spells you cast
- How many Stability Dice you can spend each year

Your government type determines your skill proficiencies. Your realm's founding (step 5) gives you additional skills and your race may give you more. Note all of these on your realm sheet.

Building Thay, Step 2

Cass reads through the list of government types and decides true power comes from harnessing the fabric of reality. She makes Thay a magocracy, a government run by magic-users. She notes her level (1) on her sheet and records her government choice.

3. Determine Attribute Scores

Your realm can be broken into six attributes: **Population (Pop)**, **Economy (Eco)**, **Order (Ord)**, **Magic (Mag)**, **Culture (Cul)**, and **Diplomacy (Dip)**. To generate your realm's six attribute scores, roll four 6-sided dice and record the total of the highest three dice on a piece of paper. Do this five more times, so that you have six numbers. If every player wants a balanced starting position, or if you want to save time, or if you don't like your rolls, you can use the following scores instead: 15, 14, 13, 12, 10, 8.

Now take your six numbers and write each number beside each of your realm's six attributes to assign Population, Economy, Order, Magic, Culture, and Diplomacy. Afterward, make any changes to your attributes resulting from the race you chose. You cannot raise an attribute above 20 in this way.

After assigning attributes, determine your attribute modifier using the Attribute Scores and Modifiers table.

Attribute Scores and Modifiers

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

Building Thay, Step 3

Cass takes the predetermined scores. Since Thay is a magocracy, she assigns the 15 to Magic. Her next highest, 14, goes into Population. She puts 13 into Diplomacy and 12 into Economy. She puts a 10 into Order and an 8 into Culture. Because she has chosen a human race, each attribute is increased by +1. Her final attribute scores, and their modifiers look like this:

Population 15 (+2)
Economy 13 (+1)
Order 11 (+0)
Magic 16 (+3)
Culture 9 (–1)
Diplomacy 14 (+2)

Attribute Scores Summary

Population
Measures: Growth potential, resiliency, military conscription
Important for: Tribal, dictatorship, nomadic
Racial Increases:
Duergar dwarf (+1)
Eladrin elf (+1)
Fallen aasimar (+1)
Firbolg (+1)
Goliath (+1)
Halfling (+2)
Human (+1)
Kobold (+3)
Lizardfolk (+2)
Orc (+2)
Triton (+1)
Svirfneblin gnome (+1)

Economy
Measures: Natural resources, trade goods, craftwork
Important for: Republic, kleptocracy
Racial Increases:
Devil (+1)
Dwarf (+2)
Hobgoblin (+1)
Human (+1)
Kenku (+2)
Orc (+1)
Rock gnome (+1)
Tabaxi (+1)
Triton (+1)
Wood elf (+1)
Yuan-ti (+2)

Order
Measures: Infrastructure, loyalty, public support
Important for: Tribal, collective
Racial Increases:
Dragonborn (+1)
Githyanki (+2)
Githzerai (+2)
Gnoll (+3)
Gnome (+1)
Goliath (+2)
Hobgoblin (+2)
Human (+1)
Illithids (+1)
Mountain dwarf (+1)
Scourge aasimar (+1)
Sea elf (+1)
Svirfneblin gnome (+1)
Stout halfling (+1)

Magic
Measures: Social prevalence, artifact creation, arcane power
Important for: Magocracy, theocracy
Racial Increases:
Demons (+2)
Devil (+2)
Drow elf (+1)
Githyanki (+1)
Gnome (+1)
Human (+1)
Illithids (+2)
Kenku (+1)
Protector aasimar (+1)
Svirfneblin gnome (+1)
Tiefling (+2)
Undead (+3)

Culture
Measures: Artistic influence, national identity, unit cohesion
Important for: Gerontocracy, anarchy
Racial Increases:
Dragonborn (+1)
Elf (+2)
Forest gnome (+1)
Githzerai (+1)
Hill dwarf (+1)
Human (+1)
Lizardfolk (+1)
Shadar-kai elf (+1)
Tiefling (+1)

Diplomacy
Measures: Negotiations, trade deals, subterfuge
Important for: Republic, monarchy, collective
Racial Increases:
Aasimar (+2)
Demons (1)
Dragonborn (+1)
High elf (+1)
Human (+1)
Lightfoot halfling (+1)
Tabaxi (+2)
Triton (+1)
Yuan-ti (+1)

4. Create Your Geography

The **terrain** of a C&C world is composed of the following types: arctic, coastal, desert, forest, grassland, hill, jungle, mountain, swamp, underdark, or underwater. These terrain types affect army movement and some features and abilities.

Your realm is composed of **provinces** that fit together to create a contiguous border around your realm. Provinces may consist of separate subcultures, semi-autonomous confederated states, or simply interesting areas of geography. Each of your provinces contain one **settlement**, which consists of either your capital, a village, town, castle, tower, city, or fort. Later, you will be able to construct several types of buildings (see Chapter 6). When constructed, these buildings reside in a settlement you choose.

Your realm will have one province for each settlement based on your attribute modifiers:

- 1 capital
- A number of villages equal to your Population modifier
- A number of towns equal to your Economy modifier
- A number of castles equal to your Order modifier
- A number of towers equal to your Magic modifier
- A number of cities equal to your Culture modifier
- A number of forts equal to your Diplomacy modifier

If your attribute modifier is less than or equal to 0, you begin with no settlements of that type.

Feature. Settlements may provide an additional feature regarding your military, economic, or magical efforts.

Garrison. Some settlements have an intrinsic set of garrison units that require no supply. These units only exist when their respective settlement is attacked. Before a battle begins at that settlement, you may add some or all of a settlement's garrison units to your defending army *if* this addition doesn't put the army over its weight limit. If no army is available, your garrison units are led by a +1 commander. After the battle, these units are removed and the settlement may not activate its garrison again for 6 turns.

Income. At the start of each new season, settlements generate gold based on their type. The amount they generate can change based on your buildings, resources, abilities, spells, and artifacts.

Capital

Your capital is the most important settlement in your realm. The capital could be a metropolis, a secluded gothic castle, an island volcano, a jungle temple, a roaming camp of tents and pack beasts, etc. The capital contains the head(s) of state and the central institutions of your government.

Feature: New armies and units can be created here.
Garrison: 2 heavy infantry units
Income: 20 gold per season

Villages

Villages represent areas with lower population density (up to 1,000 residents) that feed your people and armies.

Garrison: 1 militia unit
Income: 3 gold per season

Towns

Towns are areas with higher population density (up to 6,000 residents) where strategic resources are worked into usable materials.

Garrison: 2 light infantry units
Income: 5 gold per season

Castles

Castles represent dedicated military installations capable of supporting armies. Castles may be traditional stonework fortresses, a natural mountain valley, an underground shipyard with access to rivers, etc.

Feature: New armies and units can be created here. Armies are considered in supply while in a friendly castle regardless of the army's weight. Castle settlements start with defensive walls to fend against siege assaults.
Garrison: 1 heavy infantry and 2 ranged units
Income: 0 gold per season

Towers

Towers represent secluded areas where wizards, sorcerers, and warlocks practice their arts. Towers may be stone spires, a giant's skull, a subterranean well, a pocket dimension kept inside a farm's outhouse, etc. Towers generate a magical energy called **mana** that is used for research, spellcasting, and artifact creation.

Feature: Each tower you control generates 1 mana per season.
Garrison: none
Income: 0 gold per season

Cities

Cities have up to 25,000 residents and represent your largest population centers.

Garrison: 1 heavy infantry unit

Income: 8 gold per season

Forts

Like castles, forts serve a military function, but where castles exist to create and develop martial forces, forts are built to defend key chokepoints in your realm. They may consist of connected outposts capable of signaling the arrival of an enemy, a series of portals that shuffle soldiers directly to the front lines, an entrapped mountain pass, etc. Forts gain additional units when attacked and present a serious challenge for an aggressor.

Feature: When an enemy army attacks a province that is adjacent to this fort's province, you may activate the fort's garrison and add those units to your defending army. You can use this feature once per year

Garrison: 2 light infantry, 2 heavy infantry, and 2 ranged units.

Income: 0 gold per season

Building Thay, Step 4

Before Cass and her DM choose a method to generate Thay's geography, Cass notes that her realm will contain the following settlements, derived from her realm's attribute scores: 1 capital, 2 villages, 1 town, 0 castles, 3 towers, 0 cities, and 2 forts. Cass gives each settlement a name.

Map Creation

DMs are encouraged to use whatever method of map creation makes sense for their game. We present three options of increasing complexity.

Method 1 – Conceptual

The first method works as a theater-of-the-mind and focuses on big picture storytelling by representing your realm as a table. For method 1, use your realm sheet to list your settlements, including a name, income, location, terrain, and features.

Name: Create a name for the province, which may be the same name you use for its settlement.

Settlement: Record whether this province has a capital, village, town, castle, tower, city, or fort.

GP: Record the income generated each season from this settlement in gold pieces (GP). This value changes as buildings are constructed, discoveries made, etc.

Terrain: Choose the most prominent terrain feature for each province: arctic, coastal, desert, forest, grassland, hill, jungle, mountain, or swamp.

The Wizards of Thay

Name	Settlement	GP	Terrain
Eltabbar	Capital	20	Hills
Tyraturos	Village	3	Grass
Lapendar	Village	3	Hills
Priador	Town	5	Coastal
Gauros	Tower	0	Mount.
Pyrados	Tower	0	Grass
Thaymount	Tower	0	Mount.
Surthay	Fort	0	Coastal
Thazar	Fort	0	Hills

Method 2—Map Appropriation

Take a copy of an existing map or draw a quick one by hand. Draw province boundaries and place one of your starting settlements in each, as described above. Then add your race and government features. Don't worry too much about the details as this method is meant as a rough approximation. Give a copy of this map to your DM, who will stitch it together to create the rest of world. This method gives a quick sense of location with low effort.

Method 3 – Hexagon Terrain

Take a sheet of hex paper at the back of the book and draw the outer borders of your realm, assuming a scale of 8 miles per hex. Draw your province borders within and in every enclosed hex, indicate its terrain: arctic, coastal, desert, forest, grassland, hill, jungle, mountain, swamp, or water. For each province, place one of your settlements, including your capital. Then add flavor: rivers, unexplored locations, tombs, dungeons, and any unique geographic features you and your DM decide are appropriate.

5. Choose your Founding

Your realm's founding tells the story of how it came to be known in the world, how it solidified its place, and how its current leadership came to power. See chapter 4 for founding options and their benefits.

Building Thay, Step 5

Cass decides that her Red Wizards came to power after leading an insurrection against the previous god-king. Cass chooses people's revolt and adds its proficiencies, features, and units, and rolls 4d12 for her starting wealth.

6. Place Military Forces

Record the units that your government and founding provide. You begin with one army token led by a +0 **commander** that is placed at your capital.

This commander can control up to 10 **weight** worth of units. All units have a weight value, representing the relative size and complexity of the unit's supply needs, command burden, and difficulty in following orders.

Any remaining units are placed in **reserve**, which is an off-map area where unused units are kept.

Building Thay, Step 6

Cass puts two ranged units, one mounted unit, and one militia unit into her army token (10 weight total). She places her remaining 4 militia units into her reserves.

7. Describe your Realm

Now fill in all the unwritten gaps of your realm. While these may not have a direct affect on the rules, they provide your DM with a valuable asset in delivering challenging storylines rooted in the world you have collaboratively created. Think about:

- the historical heroes and villains who defined the land
- your current rulers and notable/recurring characters
- how power is transferred from leaders
- the unique locations in your geography
- legends, secrets, and unique locations
- your relationships to neighboring lands
- how your realm stratifies its classes, if at all
- how the law is applied, from petty theft to treason
- why your realm is considered skilled in its proficiencies
- your attitude toward religion, magic, and technology
- how your people dress and what they eat
- what a typical day looks like for a commoner
- what festivals and customs the people celebrate
- common traditions and social norms
- the style of art that identifies your people
- what kind of currency you use and if taxes are collected
- how the realm handles education and basic necessities

Building Thay, Step 7

Cass has built a human magocracy founded on a people's revolt. She creates an elaborate book of lore that describes the land of Thay, almost like a gazetteer, that includes the notable people, events, and distinguishing markers that breathe life into this new realm.

8. Come Together

Gather your friends, create realms, and work with your DM to establish the game's parameters via a Session 0 that will explain how often turns will occur, what kind of campaign everyone is interested in, e.g., cutthroat player-vs-player, cooperative, narrative-driven, combat heavy, as an engine for your D&D campaigns, etc.

Beyond 1st Level

As your realm accomplishes its goals or meets certain milestones of success, it earns **experience points (XP)**. You can gain XP when you defeat units in battle, achieve a battle's victory conditions, research a spell, create an artifact, construct a building, train a unit or commander, win a war, sign a treaty with an NPC realm, successfully conduct intelligence or sabotage, etc. When you earn enough XP to reach the next threshold, as shown in the Realm Advancement table below, you gain a level at the start of your next turn.

Each time you gain a level, roll a stability die, add your Order modifier, and add that total to your stability point maximum. Alternatively, you can use the fixed value shown in your government's description, which is the average result of the die roll rounded up.

Realm Advancement

Experience Points	Level	Proficiency Bonus
0	1	+2
30	2	+2
65	3	+2
105	4	+2
150	5	+3
200	6	+3
255	7	+3
315	8	+3
380	9	+4
450	10	+4
525	11	+4
605	12	+4
690	13	+5
780	14	+5
875	15	+5
975	16	+5
1,080	17	+6
1,190	18	+6
1,305	19	+6
1,425	20	+6

Chapter 2: Races

This chapter describes the playable races in C&C. Instead of retreading descriptions found elsewhere in D&D texts, this chapter describes the game functions of each race. Notably, this chapter lists the military units that each race can attempt to recruit for its armies.

On Race

This book uses extant D&D lore as a starting point to develop military forces with unique playstyles and flavor. Descriptions about these fantasy cultures are based on archetypes that, even when unintentionally offensive, can oversimplify real people and cause unintended insult. DMs are encouraged to make space for players to create their own unique and diverse cultures. Players should be free to buck conventions, ignore the stock text if it doesn't align with their vision, and create their own archetypes. The only hard rule is that everyone must respect each other while adhering to the social contract to ensure everyone is having a good time.

On Alignment

Similarly, we have removed alignment as a descriptor. The sum total of your realm's moral and legal outlook will be demonstrated though your actions and such a classification has no bearing on any game mechanics. In short, if you want a noble devil realm, just ignore the description of devils.

Racial Traits

The description of each race includes racial traits that are common to members of that race. The following entries appear among the traits of most races.

Attribute Score Increase

Every race increases one or more of its realm's attribute scores.

Subraces

Some races have subraces. Members of a subrace have the traits of the parent race in addition to the traits specified for their subrace. Relationships among subraces vary significantly from race to race and world to world.

Bonuses

Most races provide additional starting resources and/or buildings (see chapter 6). Resources reside in provinces; buildings reside in settlements; note where these are on your realm sheet.

NOTE: The number of resources your realm can have is limited to 8+your Economy modifier.

Base units

This section lists the units your race can produce, their requirements, abilities, and statistics.

Unit Statistics

Military units are expressed using a stat block that provides all the information you need to field them in battle.

Type

Each unit has a type that describes its relative experience, armament, origin, or military function.

Militia represent the least disciplined, poorest equipped, and least experienced of your soldiers. Oftentimes, militia are called upon at the last moment to take arms and defend their homes with whatever weapons are available. In large numbers, militia can act as an overwhelming horde, but more frequently they serve as an expendable line of defense to provide time for your more experienced troops to get into an advantageous position. Militia are cheap and plentiful.

Light Infantry have received whatever your realm considers basic training and are adequately equipped to hold their own in combat. Though lightly armored, they can turn the tide of a battle if used efficiently.

Heavy Infantry are the shock troops of your soldiers. Heavily armed, they excel at holding the line and frequently are the last standing among your traditional fighters.

Ranged soldiers are equipped with bows, javelins, throwing daggers, crossbows, poisoned darts, magics, and other ranged weapons. Ranged units are generally weaker than light infantry but make up for it with the ability to stave off an advance from a distance.

Mounted units may be members of your light or heavy infantry-class soldiers who ride (or are) war beasts. Many mounted units, in addition to being heavily armored, have the ability to crash into the enemy's line and separate their forces. This classification also covers creatures who have the same physical presence of a mounted warrior, even if that creature is not riding or ridden by another.

Siege units represent large, often mechanical war machines capable of lobbing massive damage to individual soldiers and structures. They are usually slower but they pack a stronger punch and may be more vulnerable when engaged by melee units. Some siege units, however, provide a support function in your army but are still weighted as siege units based on their strength, size, and complexity to recruit.

Fantastic units are created by the Magic (Lore) check and represent the most powerful creatures your race can summon, ally, bind, recruit, or coerce into battle. These centerpiece units are the most expensive and usually have unique traits that make them fearsome opponents.

Armor Class
Armor Class (AC) represents the number needed to hit the unit on a ranged or melee attack roll using a d20.

Hit Points
Hit Points (HP) represents the amount of damage a unit can take. At 0 HP, a unit breaks but is not destroyed. A broken unit spends its subsequent turns fleeing the battle but can rally. If a unit with 0 HP takes further damage, that unit is destroyed and removed from the map.

Speed
Speed measures how far a unit can move during its turn. Certain maneuvers, like rotating 90 degrees or turning around, require 100 feet of movement.

Initiative
Initiative determines when a unit takes its turn during a round. Rounds in C&C are approximately one minute long. When a battle begins, write down all the initiative values for each type of participating unit and list them top to bottom, breaking ties with the units' morale modifier.

Morale
The morale modifier of a unit is primarily used by the unit to take the Rally action and end the broken status. A Rally lets a unit heal, reorganize, inspire, and get itself back into fighting shape. When spells or abilities ask a unit to make a Rally saving throw, the DC is always 20 and the unit adds its Morale modifier, its commander's rating, and its realm's Culture modifier to the roll.

Weight
A unit's weight measures its relative strength. Commanders use the weight statistic when determining the limit of how many units they can hold in their army. No army can ever have more than 25 weight.

Recruit DC and Lore DC
These are the DCs for the Population (Recruitment) or Magic (Lore) attribute check you must succeed on in order to create an instance of the unit.

Cost
If you succeed on the attribute check for the unit, you must pay this amount of gold (GP) to create the unit in one of your armies inside your realm, or to place it into your reserves.

Requirements
Many units require certain buildings to recruit without penalty. If any of a unit's building requirements in this section have not been constructed, you make your Recruitment or Lore attribute check with disadvantage.

Size
The size of a unit is a visualization of how many 50-feet squares on a battlefield map that unit occupies. The size also indicates which squares represent its front-facing side. Unlike individual characters that can turn from round to round without expending an action, moving large numbers of disciplined troops limits how fast the unit can react when turning.

Special Traits
Traits include passive abilities that are always active. A full list of traits is found in appendix B.

Actions
When a unit takes its turn, it can choose a listed action to perform in addition to those that are standard for all units, including: Defend, Disengage, Rally, and Support.

Reaction
Some units have a reaction, which allows a unit to perform a specific action outside of its turn. A full list of reactions is found in appendix B.

Aasimar

Aasimar are plane-touched by higher beings. This provides them with an awe-inspiring appearance that is both memorable and potentially intimidating. They can unleash their powerful inner spirit to manifest unique abilities in battle.

Aasimar Traits

Attribute Score Increase. Your Diplomacy score increases by 2.

Ascended. Aasimar have no militia unit. Any feature that refers to militia can be applied to their light infantry instead.

Celestial Armor. Your light infantry, heavy infantry, and ranged units are immune to necrotic and radiant damage. This trait is disabled if these units are raised from the dead or have the Undead trait

Peacekeepers. When other realms make a major declaration of war against you, it costs them 3 times your level in stability points instead of 2 times.

Sculptors. Aasimar choose one resource to start with from clay, coal, copper, marble, obsidian, or stone.

Subrace. Three races of aasimar exist: fallen, protector, and scourge. Choose one of them for your realm.

Fallen

These aasimar, by choice or circumstance, have lost what grace they were born with and have retreated into shadow.

Attribute Score Increase. Your Population score increases by 1.

Demonic. You start with either a sulfur or incense resource.

Shadow Form. Once per battle, during your turn, your army can welcome its darker nature onto the battlefield and cause one enemy to automatically break.

Protector

Protector aasimar consider themselves the inherent defenders of the good.

Attribute Score Increase. Your Magic score increases by 1.

Devout. You begin with a chapel and only pay half when constructing new chapels.

Divine Intervention. Once per battle on Initiative count 20, you can call upon the gods to give all your Crusaders, Exalted, and Lightbringer units the ability to Disengage as a bonus action and the Fly trait until the end of that round.

Scourge

Scourge aasimar are uncontrollably zealous in their drive to destroy evil.

Attribute Score Increase. Your Order score increases by 1.

Lawbringer. You start with a guard watch.

Committed. Once per battle, one of your crusaders, exalted, or lightbringer units can destroy themselves as a bonus action for no loss of stability damage. This unit deals radiant damage equal to its current HP to an adjacent enemy. If this drops that enemy unit to 0 HP, that enemy is destroyed instead of broken.

Aasimar Units

Aasimar soldiers are blessed with the ability to heal their compatriots. This is reflected in aasimar units' higher than average Morale.

Crusaders

Crusaders have been selected by aasimar leadership and given the charge of fighting for justice to bring glory to the realm. They require a shrine to recruit because only those who are capable of carrying the faith will be chosen.

Crusaders

Aasimar, light infantry

Armor Class 14
Hit Points 4
Speed 300 ft.

Initiative 13
Morale +5
Weight 2

Recruit DC 13
Cost 12 gp
Requires shrine

Celestial Armor. Crusaders are immune to radiant and necrotic damage.

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Reactions

Shielded. Crusaders can add their Morale modifier to their AC as a reaction against ranged attacks.

> At Builder's Maw we sent volley after volley against those damned angels. They fell, by my honor, they fell. But it didn't matter. By the time they reached us on the ridge, I swear to you, not a wound among them.
>
> ~ Second Corporal Winston Poire, Regal Longbow Regiment

Exalted

When crusaders prove themselves worthy, they can be promoted to the more battle-hardened exalted troops, who are given halberds that make them capable of sustaining charges from mounted enemies.

Exalted

Aasimar, heavy infantry

Armor Class 16
Hit Points 5
Speed 300 ft.

Initiative 15
Morale +6
Weight 3

Recruit DC 15
Cost 19 gp
Requires temple

Celestial Armor. Exalted are immune to radiant and necrotic damage.

Martyr. Exalted deal 1 stability damage to the realm that destroys them.

Actions

Halberd. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 slashing damage.

Reactions

Brace. When attacked with the Charge trait, the exalted can use their reaction to make one melee weapon attack roll with advantage against their attacker.

Lightbringers

When an aasimar soldier shows an uncommon innate faith, they may be trained as a lightbringer. Lightbringers wield composite longbows that have been imbued at a magic shop with the ability to fire blessed arrows composed of radiant light.

Lightbringers

Aasimar, ranged

Armor Class 12
Hit Points 4
Speed 300 ft.

Initiative 14
Morale +5
Weight 2

Recruit DC 12
Cost 13 gp
Requires magic shop

Celestial Armor. Lightbringers are immune to radiant and necrotic damage.

Actions

Shortsword. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Composite Longbow. *Ranged Weapon Attack:* +3 to hit, range 300 ft., one target. *Hit:* 1 radiant damage.

Pegasus Riders

After establishing a druidic grove and stable, aasimar pegasus riders tame, train, and form a bond with these flying creatures, using them to create a powerful crashing charge from on high that is difficult to resist.

Pegasus Riders

Aasimar, mounted

Armor Class 13
Hit Points 5
Speed 400 ft.

Initiative 19
Morale +7
Weight 3

Recruit DC 13
Cost 20 gp
Requires grove, stable

Charge. If the riders move at least 50 feet toward a target and then hit with a melee attack, the target takes an extra 1 piercing damage. The target is then pushed back 50 feet.

Fly. Pegasus riders ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Actions

Spear. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage.

Ki-Rins

A small pack of ki-rin is a fearsome sight to an opposing army—not because of their offensive capability, but because the ki-rin can heal nearby troops, essentially erasing any progress an enemy makes as a battle continues to rage.

Ki-Rins

Aasimar, siege

Armor Class 17
Hit Points 4
Speed 600 ft.

Initiative 12
Morale +6
Weight 3

Recruit DC 15
Cost 25 gp
Requires elder stones, garden

Fly. Ki-rins ignores difficult terrain and can move over other units. They must ends their turn on the ground in an empty area.

Heal. Adjacent allies double their Morale modifier when they take the Rally action.

Magic Immunity. The ki-rins can choose to succeed a saving throw against spells and other magical effects.

Actions

Hoof. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Planetar

Only the most faithful aasimar can ally with a planetar. After the aasimar build magnificent religious structures, they welcome these angelic lords into their service.

Planetar

Aasimar, fantastic

Armor Class 19
Hit Points 9
Speed 450 ft.

Initiative 16
Morale +7
Weight 6

Lore DC 21
Cost 63 gp
Requires cathedral, summoning circle

Fly. The planetar ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

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

Proud. Only one planetar can be in an army. Critical hits against the planetar count as normal hits.

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 2 slashing damage.

Demon

Originating in the Abyss, demonic realms on the Material Plane tend to have no qualms about their selfish goals. They are forces of nature singularly focused on destruction.

Attribute Score Improvement. Your Magic score is increased by 2 and your Economy score is increased by 1.

Abyssal Plane. The first building of each type you have resides on the Abyssal Plane and does not count toward your PB limit.

Dark Rituals. When you successfully construct a building, you generate 1 mana for each XP you earn.

Forged in Fire. You start with an obsidian resource.

Shiftless. Demons have no ranged unit. Any feature that refers to ranged can be applied to their light infantry. Demons can still hire ranged mercenaries.

Demon Units

The strategy of a demonic army is to hit hard and hit everywhere. While their lower-level troops hold the line, their other forces are designed to exploit vulnerabilities in an army's position.

Dretches

Some of the lowliest demons, the dretches live a miserable existence only to be used for sadistic sport by their superiors.

Dretches

Demon, militia

Armor Class 11
Hit Points 3
Speed 200 ft.

Initiative 13
Morale +1
Weight 1

Recruit DC 9
Cost 0 gp
Requires none

Fetid Cloud. Enemies that begin their turn adjacent to the dretches cannot take bonus actions on their turn.

Actions

Claws. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 slashing damage.

Bulezaus

The poisonous barbed tails of Baphomet's children force any army to treat the bulezaus as more than a middling threat.

Bulezaus

Demon, light infantry

Armor Class 13
Hit Points 3
Speed 400 ft.

Initiative 15
Morale +3
Weight 2

Recruit DC 12
Cost 10 gp
Requires temple

Stench. The first melee attack roll made against the bulezaus each turn is made with disadvantage.

Actions

Barbed Tail. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 piercing damage and the target must succeed on a Magic save (DC 11) or it takes an additional 1 poison damage.

Dybbuks

Relatively harmless on their own, dybbuks are squid-like ghosts whose tendrils can animate the dead.

Dybbuks

Demon, heavy infantry

Armor Class 14
Hit Points 3
Speed 400 ft.

Initiative 14
Morale +2
Weight 3

Recruit DC 12
Cost 15 gp
Requires chapel, graveyard

Fly. Dybbuks ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Magic Resistance. Dybbuks have advantage on saving throws against spells and other magical effects.

Actions

Tendril. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 necrotic damage.

Reactions

Possess Corpses. Once per battle, when a unit larger than one square is destroyed within 300 feet of the dybbuks, the dybbuks can disappear into that unit. That unit rises and is controlled by the dybbuks. While possessing the unit, the dybbuks gain 3 temporary hit points and take on the AC, Speed, Traits, and Actions of that possessed unit. The possession lasts until the temporary hit points are lost, at which point the possessed unit is replaced by the dybbuks.

Armanites

A cross between minotaur and centaur, armanites first throw their lighting lances before trampling their foes.

Armanites

Demon, mounted

Armor Class 15
Hit Points 4
Speed 600 ft.

Initiative 20
Morale +3
Weight 3

Recruit DC 14
Cost 21 gp
Requires cathedral

Charge. If the armanites move at least 50 feet toward a target and then hit with a melee attack, the target takes an extra 1 piercing damage. The target is then pushed back 50 feet.

Magic Resistance. Armanites have advantage on saving throws against spells and other magical effects.

Actions

Hooves. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Lightning Lance. *Ranged Weapon Attack:* +3 to hit, range 150 ft., one target. *Hit:* 1 lightning damage.

Nalfeshnee

The presence of the nalfeshnees ensures the opponent never strays too close to the edge of the battlefield, lest fear overtake them.

Nalfeshnee

Demon, siege

Armor Class 18
Hit Points 6
Speed 300 ft.

Initiative 12
Morale +6
Weight 5

Recruit DC 20
Cost 34 gp
Requires butcher, monastery

Fly. The nalfeshnee ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Magic Resistance. The nalfeshnee have advantage on saving throws against spells and other magical effects.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, one target touching front. *Hit:* 2 slashing damage.

Horror Nimbus. *Ranged Weapon Attack:* +2 to hit, range 150 ft., one target. *Hit:* the target must use its reaction to move up to half of its speed toward the nearest map edge. This movement does not trigger attacks of opportunity.

Molydeus

The multi-headed molydeus is a tornado of fury. They are proficient spellcasters, but prefer to rely on their flurry of attacks from their heads and demonic axes.

Molydeus

Demon, fantastic

Armor Class 19
Hit Points 7
Speed 400 ft.

Initiative 17
Morale +5
Weight 7

Lore DC 21
Cost 64 gp
Requires arena, elder stones

Magic Resistance. A molydeus has advantage on saving throws against spells and other magical effects.

Proud. Only one molydeus can be in an army. Critical hits against the molydeus count as normal hits.

Actions

Multiattack. The molydeus makes three attacks: one with its weapon, one with its wolf bite, and one with its snake bite.

Demonic Weapon. *Melee Weapon Attack:* +6 to hit, one target touching front. *Hit:* 1 slashing damage.

Wolf Bite. *Melee Weapon Attack:* +6 to hit, one target touching front. *Hit:* 1 piercing damage.

Snake Bite. *Melee Weapon Attack:* +6 to hit, one target touching front. *Hit:* 1 piercing damage.

Cantrip. Once per battle, the molydeus can cast a level 1 battle spell its realm knows as though that realm had spent 1 mana.

Devil

Devil realms may share the same ultimate outcome of suffering and subservience as their demonic factions, but devils do it with class.

Attribute Score Improvement. Your Magic score increases by 2 and your Diplomacy score increases by 1.

Adaptive Tactics. Devils have no ranged unit. Any feature that refers to ranged can be applied to their light infantry. Devils can still hire ranged mercenaries.

Deviousness. Once per year, you can unilaterally end one treaty that you are involved in for no loss of stability.

Sacrificial Ceremonies. Once per season, you can destroy one of your units to give twice its weight in fame to one of your commanders. You lose no stability for the destroyed unit.

Wild Fanaticism. Once per year, you can cause a target realm's unseen fiendish cults to erupt in malice. The target realm suffers from the rioting condition.

Devil Units

Devil armies are a balanced and versatile blend of offense, defense, ranged, and melee possibilities.

Nupperibos

One of the least-respected of the devils, their defeat in battle provides no glory to the victory.

Nupperibos

Devil, militia

Armor Class 11
Hit Points 3
Speed 200 ft.

Initiative 2
Morale +3
Weight 1

Recruit DC 10
Cost 0 gp
Requires none

Stench. The first melee attack roll made against the nupperibos each turn has disadvantage.

Wretched. The enemy that destroys the nupperibos gains no fame or experience.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage.

Merregons

The foot soldiers of the legions of the Hells refuse to flee, even after sustaining injuries that would cause any living creature to lose faith.

Merregons

Devil, light infantry

Armor Class 13
Hit Points 4
Speed 250 ft.

Initiative 16
Morale +4
Weight 2

Recruit DC 13
Cost 12 gp
Requires armory

Magic Resistance. Merregons have advantage on saving throws against spells and other magical effects.

Unbreakable. Merregons do not break when they drop to 0 hit points.

Actions

Halberd. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 250 ft., one target. *Hit:* 1 piercing damage.

Reactions

Loyal Bodyguard. When an adjacent ally is hit by an attack, the merregons can use their reaction to take the damage instead.

Orthons

Orthons are lumbering, explosive beasts with paralyzing crossbow bolts.

Orthons

Devil, heavy infantry

Armor Class 16
Hit Points 6
Speed 250 ft.

Initiative 13
Morale +4
Weight 3

Recruit DC 16
Cost 20 gp
Requires blacksmith, exotic artisan

Death Throes. When the orthons are destroyed, all adjacent units must succeed on a Magic save (DC 17) or that unit takes 1 thunder damage.

Magic Resistance. The orthons have advantage on saving throws against spells and other magical effects.

Actions

Infernal Dagger. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 piercing damage.

Brass Crossbow. *Ranged Weapon Attack:* +3 to hit, range 250 ft., one target. *Hit:* 1 piercing damage and the target must make a Magic save (DC 17). On a failed save, that unit cannot move on its next turn.

Erinyes

The flying erinyes are well-armored and exceptionally-trained fighters.

Erinyes

Devil, mounted

Armor Class 15
Hit Points 5
Speed 450 ft.

Initiative 17
Morale +4
Weight 4

Recruit DC 15
Cost 23 gp
Requires assassin's guild, temple

Fly. The erinyes ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Magic Resistance. The erinyes have advantage on saving throws against spells and other magical effects.

Actions

Longsword. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 slashing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 300 ft., one target. *Hit:* 1 piercing damage.

Reactions

Parry. The erinyes can use their reaction to add their Morale modifier to their AC before an enemy makes a melee attack roll against them.

Ice Devils

The merciless ice devils can generate barriers in the middle of a battle to control the momentum of a fight and pick off weaker foes.

Ice Devils

Devil, siege

Armor Class 17
Hit Points 5
Speed 400 ft.

Initiative 14
Morale +4
Weight 4

Recruit DC 17
Cost 30 gp
Requires barracks, summoning circle

Cold Immunity. The ice devils are immune to cold damage.

Magic Resistance. The ice devils have advantage on saving throws against spells and other magical effects.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 slashing damage and 1 cold damage.

Wall of Ice. Once per battle, the devils raise a massive and impassable mound of ice directly from the ground along an empty 100 feet by 50 feet stretch of the battlefield. Units cannot move through this wall unless they fly, burrow, teleport, or otherwise avoid it. Each 50 foot section of the wall has AC 7, 2 hit points, and is destroyed if it takes fire damage.

Amnizu

The instinctive charm of the noble amnizu can drain the memories of their opponents, often forcing them to forget who or why they are fighting.

Amnizu

Devil, fantastic

Armor Class 21
Hit Points 6
Speed 450 ft.

Initiative 15
Morale +5
Weight 6

Lore DC 20
Cost 61 gp
Requires cathedral, courthouse

Fire Immunity. The amnizu is immune to fire damage.

Fly. The amnizu ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty space.

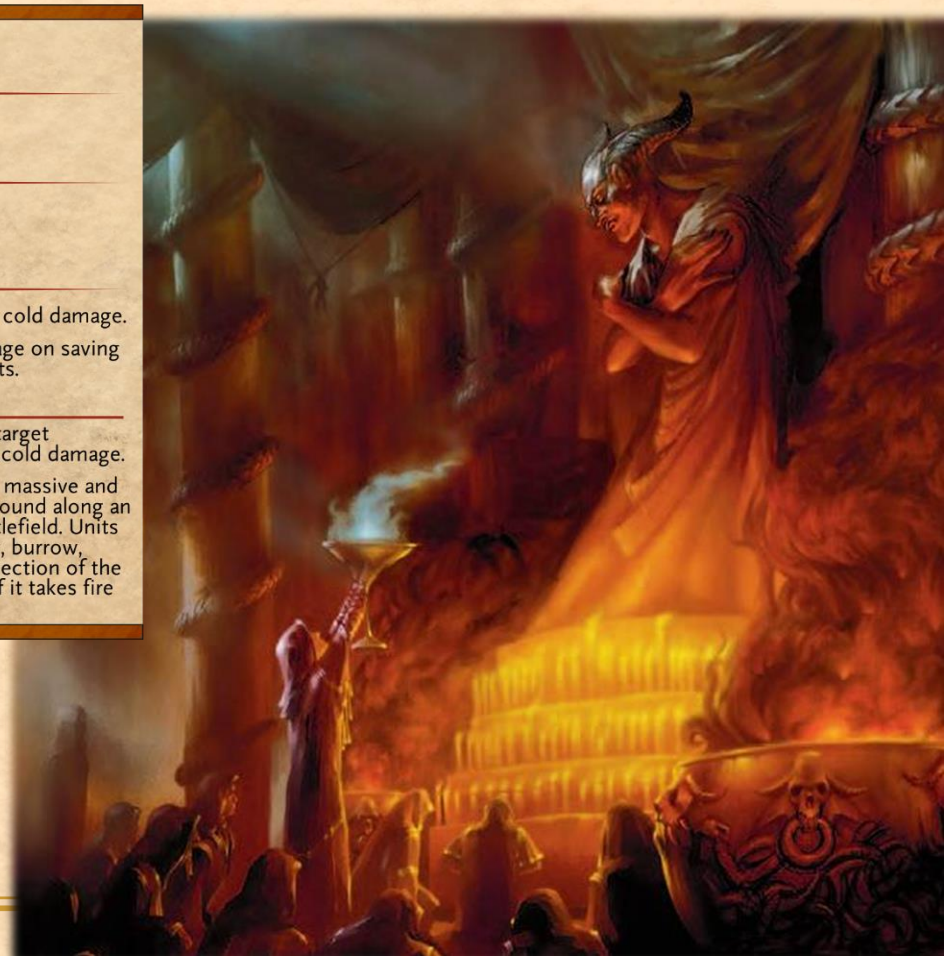
Instinctive Charm. As a bonus action, the amnizu can force an adjacent enemy to make a Rally saving throw. On a failed save, that enemy cannot attack the amnizu on its next turn. On a successful save, it is immune to the amnizu's Instinctive Charm for the rest of the battle.

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

Actions

Taskmaster Whip. *Melee Weapon Attack:* +6 to hit, one target touching front. *Hit:* 1 slashing damage and 1 force damage.

Poison Mind. *Ranged Weapon Attack:* +6 to hit, range 150 ft., one target. *Hit:* 2 necrotic damage.



Dragonborn

Descended from the apex fantasy creatures of D&D, Dragonborn are a formidable powerhouse on the battlefield and an imposing challenge across the negotiation table.

Attribute Score Increase. Your Diplomacy, Culture, and Order scores are each increased by 1.

Draconic Ancestry. Although your realm may have many types of dragonborn, choose one type of dragon from the Draconic Ancestry table that is most dominant.

Draconic Ancestry

Dragon	Damage Type
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

Draconic Resistance. Your units have immunity to the damage type associated with their ancestry.

Nobility Code. Dragonborn have no siege unit. Any feature that refers to siege units can be applied to their ranged units. Dragonborn can still hire siege mercenaries.

Proud Lineage. Nothing is more intimidating to a diplomat than a determined dragonborn. You have advantage on Diplomacy (Negotiation) checks with NPC realms.

Dragonborn Units

Dragonborn possess breath weapons based on the ancestry of the dragon to which they are related. This fearsome addition to their capability is reflected in dragonborn units' higher than average melee attack roll bonuses.

Scouts

Scout dragonborn are recruited from those youthful and/or foolish enough to put themselves at the forefront of an army's reconnaissance forces. What they lack in formal training they make up for in enthusiasm.

Scouts
Dragonborn, militia

Armor Class 8
Hit Points 3
Speed 300 ft.

Initiative 13
Morale +2
Weight 1

Recruit DC 9
Cost 0 gp
Requires none

Draconic Immunity. Scouts are immune to the damage type associated with their draconic ancestry.

Actions

Shortsword. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Doubletime. Scouts can move 300 ft.

Soldiers

A dragonborn soldier, as the backbone of an army, is a dangerous and mobile force, capable of receiving and dealing a significant amount of pain before succumbing to despair.

Soldiers
Dragonborn, light infantry

Armor Class 12
Hit Points 5
Speed 300 ft.

Initiative 10
Morale +3
Weight 2

Recruit DC 14
Cost 12 gp
Requires barracks

Draconic Immunity. Soldiers are immune to the damage type associated with their draconic ancestry.

Actions

Longsword. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 slashing damage.

We weren't anxious to sign, but when they talk to you, it's hard not to imagine the next words out of their mouth to be laced with lightning if they don't get what they want.

~ Vittick, owner of Vittick's Emporium

Gladiators

Those who while away the hours in heavy combat practice at an arena find themselves among the most formidable melee units of a dragonborn army.

Gladiators

Dragonborn, heavy infantry

Armor Class 15
Hit Points 6
Speed 300 ft.

Initiative 14
Morale +4
Weight 3

Recruit DC 16
Cost 20 gp
Requires arena

Draconic Immunity. Gladiators are immune to the damage type associated with their draconic ancestry.

Actions

Greatsword. *Melee Weapon Attack:* +6 to hit, one target touching front. *Hit:* 1 slashing damage.

Reactions

Parry. Gladiators can use their reaction to add their Morale modifier to their AC before an enemy makes a melee attack roll against them.

Archers

Dragonborn take much longer than most to line up a shot. They make up for this relative deficiency in ranged attacks by holding their own once they reach melee range.

Archers

Dragonborn, ranged

Armor Class 10
Hit Points 4
Speed 300 ft.

Initiative 15
Morale +3
Weight 2

Recruit DC 11
Cost 12 gp
Requires bowyer

Aim. If archers do not move this turn and are not adjacent to another unit, their ranged attack rolls have advantage.

Draconic Immunity. Archers are immune to the damage type associated with their draconic ancestry.

Actions

Shortsword. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Shortbow. *Ranged Weapon Attack:* +2 to hit, range 300 ft., one target. *Hit:* 1 piercing damage.

Guard Drakes

Even when a drake can be captured and trained for combat, it takes a competent soldier to be able to handle such a dangerous beast. The charge of a line of drake riders produces substantial damage as both the drake, the soldier's spear, and the soldier's breath weapon act as a force multiplier against an enemy.

Guard Drakes

Dragonborn, mounted

Armor Class 14
Hit Points 5
Speed 400 ft.

Initiative 16
Morale +4
Weight 3

Recruit DC 16
Cost 23 gp
Requires stable

Charge. If the drakes move at least 50 feet toward a target and then hit with a melee attack, the target takes an extra 1 piercing damage. The target is then pushed back 50 feet.

Draconic Immunity. Drakes are immune to the damage type associated with their draconic ancestry.

Actions

Spear. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 piercing damage.

Adult Dragon

Perhaps the most formidable fantastic unit available to all playable races, the adult dragon is recruitable only after a large investment in both a cathedral and a monument built to your draconic ancestry. The dragon boasts a thick hide, the ability to absorb damage much longer than most creatures on the field, and a breath weapon capable of damaging multiple units each turn.

Adult Dragon

Dragonborn, fantastic

Armor Class 20
Hit Points 8
Speed 450 ft.

Initiative 7
Morale +6
Weight 6

Lore DC 22
Cost 66 gp
Requires cathedral, monument

Draconic Immunity. The dragon is immune to the damage type associated with their draconic ancestry.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

Actions

Claw. *Melee Weapon Attack:* +7 to hit, one target touching front. *Hit:* 2 slashing damage.

Breath Weapon (Recharge 5–6). *Melee Weapon Attack:* +7 to hit, range 150 ft. in a straight line, make an attack roll for each unit affected. *Hit:* 1 damage associated with this dragon's type.

Dwarf

Dwarves are a hardy race of builders, tradesmiths, and crafters. Their affinity for the underground and its riches is reflected in their miners, which are some of the toughest militia in the world.

Attribute Score Increase. Your Economy score increases by 2.

Grounded. Hill and mountain dwarves have no mounted unit. Any feature that refers to mounted can applied to their heavy infantry. Dwarves can still hire mounted mercenaries.

Stonecunning. Dwarves double their PB when making Construction checks to build mines, monuments, quarries, walls, and watchtowers.

Underground Dominion. Dwarves start with a mine.

Subrace. Three subraces of dwarves populate the worlds of D&D: hill and mountain dwarves, and the subterranean duergar dwarves.

Hill Dwarf

Hill dwarves have deep intuition and a remarkable resilience.

Attribute Score Increase. Your Culture score increases by 1.

Dwarven Toughness. Your stability point maximum increases by 1, and it increases by 1 every time your realm gains a level.

Hill-footed. Your armies treat hill terrain as normal terrain.

Overground Dominion. You start with a quarry and either a marble or obsidian resource.

Mountain Dwarf

Mountain dwarves are strong, hardy, and accustomed to living underground in large communities.

Attribute Score Increase. Your Order score increases by 1.

Mountain-footed. Dwarf armies treat mountainous terrain as normal terrain.

Underground Dominion. You start with a copper or iron resource.

Warrior Culture. You have advantage on Population (Recruitment) checks when recruiting dwarven light infantry.

Dwarf Units

Dwarves are hard-headed and refuse to accept defeat. Many of their units have the ***Stubborn*** trait, which lets them add +1 for every currently broken or destroyed ally when they take the Rally action.

> None to fear, me fellow beards. The cannoneers brought beer!
>
> ~Dwarven Prayer

Miners

Commoner dwarves spend hours in harsh conditions, hacking away at valuable resources with pickaxes. This daily physical training conditions their militia for war.

Miners

Dwarf, militia

Armor Class 12
Hit Points 4
Speed 250 ft.

Initiative 11
Morale +3
Weight 1

Recruit DC 12
Cost 0 gp
Requires mine

Stubborn. When miners take the Rally action, add a +1 bonus to the check for each currently defeated ally.

Actions

Pickaxe. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage.

Fighters

Dwarven fighters use their shields to form a defensive block that protects other dwarf fighters. This tactic has proven effective in countless battles and is a reason many dwarven armies appear as solid blocks of soldiers.

Fighters

Dwarf, light infantry

Armor Class 13
Hit Points 5
Speed 250 ft.

Initiative 9
Morale +3
Weight 2

Recruit DC 13
Cost 12 gp
Requires blacksmith

Phalanx. Fighters add +2 to their AC when adjacent to an allied instance of the same unit.

Stubborn. When fighters take the Rally action, add a +1 bonus to the check for each currently defeated ally.

Actions

Battleaxe. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Sledgehands

The mighty sledgehands wield great two-handed warhammers built from the armories of the best smiths. They are heavily armored and ready to crash into the enemy line.

Sledgehands

Dwarf, heavy infantry

Armor Class 15
Hit Points 6
Speed 250 ft.

Initiative 8
Morale +4
Weight 3

Recruit DC 15
Cost 19 gp
Requires armory, barracks

Stubborn. When sledgehands take the Rally action, add a +1 bonus to the check for each currently defeated ally.

Precision Strike. If sledgehands do not move this turn and are not adjacent to an allied unit, their melee attack rolls have advantage.

Actions

Warhammer. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Crossgears

Dwarven forces are not known for their aim and require a slow and steady hand to hit their target. These soldiers are best kept behind the front line where they can concentrate fire on the weakest foes.

Crossgears

Dwarf, ranged

Armor Class 12
Hit Points 4
Speed 300 ft.

Initiative 10
Morale +2
Weight 2

Recruit DC 11
Cost 12 gp
Requires market

Aim. If crossgears do not move this turn and are not adjacent to another unit, their ranged attack rolls have advantage.

Stubborn. When crossgears take the Rally action, add a +1 bonus to the check for each currently defeated ally.

Actions

Dagger. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 250 ft., one target, *Hit:* 1 piercing damage.

Cannons

What the crossgears lack in power is more than made up for with the record-breaking range of their cast iron cannons. Only the most inebriated and well-trained dwarves are courageous enough to operate such volatile machines. Kept far from the action, these impressive siege weapons can turn the tide of battle in a single shot.

Cannons

Dwarf, siege

Armor Class 12
Hit Points 5
Speed 150 ft.

Initiative 5
Morale +3
Weight 4

Recruit DC 14
Cost 24 gp
Requires academy

Anchor. The cannons can move or they can make a ranged attack each turn.

Stubborn. When cannons take the Rally action, add a +1 bonus to the check for each currently defeated ally.

Actions

Dagger. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 slashing damage.

Round Shot. *Ranged Weapon Attack:* +3 to hit, range 1200 ft., one target. *hit:* 1 bludgeoning damage and 1 fire damage.

Iron Golem

Crafted through dwarven alchemy and painstakingly built with great attention to detail in massive workshops, the iron golem is an imposing automaton that can shut itself down and conduct self-repairs.

Iron Golem

Dwarf, fantastic

Armor Class 18
Hit Points 8
Speed 250 ft.

Initiative 6
Morale +0
Weight 5

Lore DC 19
Cost 57 gp
Requires alchemist, workshop

Construct. The golem cannot take the Rally action. When it drops to 0 HP, it is destroyed.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 2 bludgeoning damage.

Repair. Regain 1 hit point.

Duergar Dwarf

Duergar dwarves live deep underground and couple their mechanical inclinations with their psionic abilities to create horrifying machines of death. In addition to the bonuses provided by dwarves above, duergar gain the following:

Attribute Score Increase. Your Population score increases by 1.

Artificer Integration. Duergar machinery is so ingrained in most aspects of duergar life and flesh that they have no dedicated siege unit. Any feature that refers to siege units can be applied to their ranged units. Duergar can still hire siege mercenaries.

Duergar Invisibility. At the start of a battle, you can exercise your innate psionic abilities to make your troops harder to strike. Choose a number of duergar units equal to your proficiency bonus. Melee attack rolls against these chosen units are made with disadvantage until that unit takes damage from a melee attack.

Underdark. Your settlements exist as entryways that lead underground. If one of your armies starts their turn at one of your settlements, it can use its full movement to travel to any other settlement in your home realm. You can use this ability once per turn.

Duergar Units

Unlike most subraces, duergar have their own set of units that cannot be recruited by other dwarf races and vice-versa. When pressed by a critical hit, they use their Enlarge ability to step up when it counts.

Excavators

Working in deeper conditions than their dwarven miner kin, these duergar can blend in with the stone of a battlefield to exact a punishing ambush.

Excavators

Duergar, militia

Armor Class 11
Hit Points 4
Speed 250 ft.

Initiative 11
Morale +2
Weight 1

Recruit DC 10
Cost 0 gp
Requires mine

Stone Camouflage. Excavators are not required to deploy at the start of a battle. On any round's initiative count 11, any of these units that have not been deployed can be placed adjacent to a rocky or hill terrain feature in an empty space and can then take their turn(s).

Actions

Pickaxe. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 piercing damage.

Reactions

Enlarge. As a reaction to taking damage from a critical hit, the excavators deal a bonus +1 damage on melee attacks for the remainder of the battle.

Soulblades

Souldblades have honed their psionic abilities for precision work while cutting gems. On the battlefield these tools become deadly weapons.

Soulblades

Duerger, light infantry

Armor Class 13
Hit Points 5
Speed 250 ft.

Initiative 9
Morale +3
Weight 2

Recruit DC 13
Cost 11 gp
Requires barracks, magic shop

Precision Strike. If soulblades do not move this turn and are not adjacent to any allied unit, their melee attack rolls have advantage.

Actions

Soulblade. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 force damage.

Reactions

Enlarge. As a reaction to taking damage from a critical hit, the soulblades deal a bonus +1 damage on melee attacks for the remainder of the battle.

Stone Guards

The most elite veterans become stone guards, who work best together, using their signature stone shields to protect themselves and their allies.

Stone Guards

Duergar, light infantry

Armor Class 16
Hit Points 7
Speed 250 ft.

Initiative 8
Morale +3
Weight 3

Recruit DC 17
Cost 21 gp
Requires armory, blacksmith

Phalanx. Stone guards add +2 to their AC when adjacent to an allied instance of the same unit.

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 slashing damage.

Javelin. *Ranged Weapon Attack:* +2 to hit, range 150 ft., one target. *Hit:* 1 piercing damage.

Reactions

Enlarge. As a reaction to taking damage from a critical hit, the stone guards deal a bonus +1 damage on melee attacks for the remainder of the battle.

Screamers

Built by duergar artificers, the screamers absorb nearby pain and convert it into a deafening and deadly sonic blast.

Screamers

Duergar, ranged

Armor Class 13
Hit Points 4
Speed 250 ft.

Initiative 7
Morale +2
Weight 2

Recruit DC 13
Cost 14 gp
Requires exotic artisan, graveyard

Construct. The screamers cannot take the Rally action. When they drop to 0 HP, they are destroyed.

Actions

Drill. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage.

Reactions

Engine of Pain. In response to an adjacent ally taking damage, the screamers can use their reaction to emit a sonic burst on a square within 100 feet. This burst covers an area that is 100 feet by 100 feet. Each enemy in that area must make a Magic saving throw (DC 13) or take 1 thunder damage.

Kavalrachni

The kavalrachni ride female steeders, giant spiders with a thick, chitinous outer layer.

Kavalrachni

Duergar, mounted

Armor Class 14
Hit Points 5
Speed 400 ft.

Initiative 19
Morale +3
Weight 3

Recruit DC 15
Cost 22 gp
Requires stable

Charge. If the steeders move at least 50 feet toward a target and then hit with a melee attack, the target takes an extra 1 piercing damage. The target is then pushed 50 feet away.

Spider Climb. Steeders can climb walls, cliffsides, and other normally impassable surfaces.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 poison damage.

Despot

Through the careful surgeries of their artificers, duergar military leaders become part machine to achieve their martial goals.

Despot

Duergar, fantastic

Armor Class 21
Hit Points 6
Speed 250 ft.

Initiative 10
Morale +4
Weight 5

Lore DC 20
Cost 60 gp
Requires foundry, workshop

Psychic Engine. When the despot suffers a critical hit or drops to 0 HP, it deals 1 psychic damage to its attacker.

Actions

Iron Fist. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 2 bludgeoning damage.

Flame Jet. *Melee Weapon Attack:* +5 to hit, range 100 ft. in a straight line, make an attack roll for each unit affected. *Hit:* 1 fire damage

Repair. Regain 1 hit point.

Duergar can be gruff, but they are no more curmudgeonly than you would expect from people who live without a sky. Don't make them angry, though. You wouldn't like them when they're angry.

~ Gipher Swiftseeker, underdark scout

Elf

Elves are one of the oldest races in D&D and their cultures reflect patience and forethought.

Attribute Score Increase. Your Culture score increases by 2.

Keen Senses. You gain proficiency in Scouting.

Nature Affinity. Elves begin with one resource from fur, mushrooms, nutmeg, or wild game.

Noble. Elves, due partly to their extended lifespans, do not bother with inexperienced soldiers and thus have no militia unit. Any feature that refers to militia can be applied to their light infantry.

Subrace. Six subraces of elves populate the worlds of D&D: eladrin, high elves, sea elves, shadar-kai, wood elves, and the secretive drow.

Eladrin Elves

Eladrin elves are saturated with magic and bound to its effects as they sway through the seasons.

Attribute Score Improvement. Your Population score increases by 1.

Fey Step. Once per battle on initiative count 20, your rangers, glaivemasters, and arrowguard can cross through the feywild and teleport 100 feet to an empty space facing any direction.

Seasonal Affection. You gain special bonuses depending on the current season.

Autumn. During autumn turns, you generate additional supplies equal to 10x your Population modifier (minimum 10).

Winter. When winter begins, you generate mana equal to your Population modifier (minimum 1).

Spring. Your capital generates 40 gold instead of 20 at the start of the spring season.

Summer. During summer turns, one army you control can double its movement range.

High Elves

High elves have keen minds and a mastery of statecraft.

Attribute Score Increase. Your Diplomacy score increases by 1.

Aristocratic. Your army commanders, including those you start with, are bred from noble families and trained for combat at a young age. They begin with 5 fame.

Magic Affinity. High elf capitals generate 1 mana at the start of each new season.

> "Their lifespans are as long as their patience is thin."
>
> -Ghanni al Swani, author of "A Guide to Governance"

Sea Elves

Sea elves live in shallow waters and treat the underwater flora and fauna with as much respect and love as their overland brethren treat the forest.

Attribute Score Improvement. Your Order score increases by 1.

Sea Legs. Your units treat normally impassable deep water terrain as difficult terrain and shallow water as normal terrain.

Underwater Life. You begin with a fishery and a fish resource.

Under the Sea. Choose one of your non-capital provinces. The settlement of that province is considered underwater and cannot be attacked by opposing armies without a magical means of movement and breathing.

Shadar-Kai Elves

These elves from the Shadowfell are pledged to the Raven Queen. To outsiders, they appear gaunt and their eyes tell a story of emptiness and regret.

Attribute Score Improvement. Your Culture score increases by 1.

Shadowfell Protection. Your glaivemasters, arrowguard, and rangers have immunity to necrotic damage.

Raven's Queen Blessing. Once per battle, pick one of your units to gain immunity to all damage for the rest of the turn. You can activate this feature as the unit is about to take damage to prevent that damage.

Wood Elves

Wood elves have strong intuition and exist in harmony with their surroundings.

Attribute Score Increase. Your Economy score increases by 1.

Craft Workers. You start with one building from alchemist, herbalist, or magic shop.

Fleetfooted. Your armies move through forest terrain as though it were normal terrain.

Elf Units

Elves are fragile as far as melee skirmishes go, but they are, on the whole, exceptionally well-skilled when it comes to ranged warfare. Between their archers, ballistae, and highly mobile centaurs, an effective elf commander could win a battle without seeing a single clash of steel.

Rangers

Elven rangers are trained to understand the land so intimately that they can cover ground seemingly undetected before crashing into the enemy with their scimitars.

Rangers

Elf, light infantry

Armor Class 12
Hit Points 4
Speed 300 ft.

Initiative 13
Morale +3
Weight 2

Recruit DC 12
Cost 11 gp
Requires thieves' guild

Shadow Step. Rangers can magically teleport up to 100 feet to an unoccupied area they can see by spending 100 feet of movement. They can use this trait after making a melee attack.

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +1 to hit, range 200 ft., one target. *Hit:* 1 piercing damage.

Glaivemasters

Armed with two-handed long-blade polearms, the glaivemasters are able to plant their weapons in a row to resist an oncoming charge of mounted enemies.

Glaivemasters

Elf, heavy infantry

Armor Class 14
Hit Points 5
Speed 300 ft.

Initiative 15
Morale +3
Weight 3

Recruit DC 14
Cost 17 gp
Requires armory, barracks

Pin. Enemies cannot take the Disengage action when adjacent to the glaivemasters' front.

Actions

Glaive. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage.

Reactions

Brace. When attacked with the Charge trait, the glaivemasters can use their reaction to make one melee weapon attack roll with advantage against their attacker.

Arrowguards

The jewel of any elven army, arrowguards are exceptional archers with master crafted composite longbows capable of lobbing blankets of arrows across great distances. When these archers are given time and space to train their targets, they are almost sure to strike true.

Arrowguards

Elf, ranged

Armor Class 12
Hit Points 4
Speed 300 ft.

Initiative 14
Morale +3
Weight 2

Recruit DC 13
Cost 14 gp
Requires bowyer

Careful. Arrowguards cannot make a ranged attack when adjacent to an enemy unit's front.

Actions

Dagger. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 slashing damage.

Composite Longbow. *Ranged Weapon Attack:* +5 to hit, range 450 ft., one target. *Hit:* 1 piercing damage.

Stag Riders

Astride magnificent giant stags (or an appropriate elf subclass steed such as giant spiders, dire toads, hippopotamuses, etc.), the riders use their bulk size to control movement on the field. When they crash into the enemy, a successful charge can punch a hole through the enemy line that sets up additional charge attacks.

Stag Riders

Elf, mounted

Armor Class 14
Hit Points 5
Speed 400 ft.

Initiative 16
Morale +3
Weight 3

Recruit DC 14
Cost 21 gp
Requires spring, stable

Charge. If the riders move at least 50 feet toward a target and then hit with a melee attack, the target takes an extra 1 piercing damage. The target is then pushed back 50 feet.

Forester. The riders treat forest as normal terrain. If any portion of them are in forest, they add +2 to their AC against ranged attacks.

Actions

Spear. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 piercing damage.

Ballista

Essentially a giant crossbow, a ballista can make field repairs in a pinch to keep the volleys of giant bolts firing.

Ballista

Elf, siege

Armor Class 10
Hit Points 3
Speed 150 ft.

Initiative 10
Morale +1
Weight 3

Recruit DC 11
Cost 19 gp
Requires exotic artisan, sawmill

Construct. Ballista cannot take the Rally action. When they drop to 0 hit points, they are destroyed.

Actions

Dagger. *Melee Weapon Attack:* +0 to hit, one target touching front. *Hit:* 1 slashing damage.

Bolt. *Ranged Weapon Attack:* +3 to hit, range 600 ft., one target. *Hit:* 2 piercing damage.

Repair. Regain 1 hit point.

Centaurs

Centaurs are cheaper and faster than most fantastic units. They kite their opponents with short bow attacks.

Centaurs

Elf, fantastic

Armor Class 12
Hit Points 4
Speed 500 ft.

Initiative 17
Morale +2
Weight 4

Lore DC 13
Cost 38 gp
Requires garden, grove

Forester. Centaurs treat forest as normal terrain. If any portion of them are in forest, they add +2 to their AC against ranged attacks.

Mobile. Centaurs can rotate twice a turn.

Pivot. Centaurs can rotate for 50 feet of movement.

Actions

Multiattack. Centaurs make two shortbow attacks.

Spear. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage.

Short Bow. *Ranged Weapon Attack:* +3 to hit, range 200 ft., one target. *Hit:* 1 piercing damage.

Drow Elves

Drow live underground and worship the goddess Lolth, who has blessed them with summonable demons.

Attribute Score Increase. Your Magic score increases by 1.

Darkness Affinity. When drow fight battles in their settlements, their units add +1 to their melee attack rolls.

Underdark. Your settlements exist as entryways that lead underground. If one of your armies starts their turn at one of your settlements, it can use its full movement to travel to any other settlement in your home realm. You can use this ability once per turn.

Drow Units

Drow excel by capitalizing on the foul luck of their opponents.

Shadowblades

Shadowblades are veteran assassins skilled in stealth. Like their ranger counterparts, they move so suddenly that they effectively teleport.

Shadowblades

Drow, light infantry

Armor Class 12
Hit Points 4
Speed 300 ft.

Initiative 13
Morale +2
Weight 2

Recruit DC 11
Cost 10 gp
Requires barracks

Shadow Step. Shadowblades can magically teleport up to 100 feet to an unoccupied area they can see by spending 100 feet of movement. They can use this trait after making a melee attack.

Actions

Shadow Sword. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 necrotic damage.

Hand Crossbow. *Ranged Weapon Attack:* +2 to hit, range 200 ft., one target. *Hit:* 1 piercing damage.

Priestess of Lolth

Nobles blessed by the Spider Queen are given power over the Abyss. Their ability to summon demons is more of an act of sacrifice than one of defensiveness.

Priestess of Lolth

Drow, heavy infantry

Armor Class 14
Hit Points 5
Speed 300 ft.

Initiative 15
Morale +4
Weight 3

Recruit DC 14
Cost 17 gp
Requires temple

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

Actions

Scourge. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 poison damage.

Reactions

Summon Demon. In response to the enemy rolling an unmodified attack roll of 1 against an ally, the priestess can use her reaction to summon a protective demon that gives that ally 2 temporary hit points.

Arachnomancers

Arachnomancers use their abilities to stymie the movement of the enemy.

Arachnomancers

Drow, ranged

Armor Class 13
Hit Points 4
Speed 300 ft.

Initiative 14
Morale +2
Weight 2

Recruit DC 12
Cost 13 gp
Requires library, spring

Spider Climb. Arachnomancers can climb impassable surfaces as if they were normal terrain.

Actions

Poisonous Touch. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 poison damage.

Web. *Ranged Weapon Attack:* +3 to hit, range 150 ft., one target. *Hit:* the target must succeed on a Magic save (DC 15) or it cannot move or take actions on its next turn.

Driders

Driders are a horrific combination of elf and spider. Their mobility allows them to more easily flank opponents.

Driders

Drow, mounted

Armor Class 13
Hit Points 5
Speed 400 ft.

Initiative 17
Morale +3
Weight 3

Recruit DC 13
Cost 20 gp
Requires abbey, armory

Mobile. Driders can rotate twice a turn.

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Longbow. *Melee Weapon Attack:* +3 to hit, range 300 ft., one target. *Hit:* 1 piercing damage.

Yochlols

Drawn from the Abyss, these Handmaidens of Lolth can vaporize into a poisonous mist.

Yochlols

Drow, siege

Armor Class 14
Hit Points 5
Speed 300 ft.

Initiative 7
Morale +4
Weight 4

Recruit DC 16
Cost 27 gp
Requires elder stones, herbalist

Magic Resistance. Yochlols have advantage on saving throws against spells and other magical effects.

Spider Climb. The yochlols can climb impassable surfaces as if they were normal terrain.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 bludgeoning damage and 1 poison damage.

Mist Form. At the start of their turn, yochlols can transform into a toxic mist. In this form, they treat all terrain and units as normal terrain and cannot be targeted by attacks of opportunity. When the yochlols pass through an enemy, that enemy must make a Magic save (DC 14) or it takes 1 poison damage. This mist form ends at the end of the yochlols' turn.

Matron Mother

The matrons of noble drow houses protect their homes the best way the know how – by destroying their enemies quickly and with fire.

Matron Mother

Drow, fantastic

Armor Class 16
Hit Points 8
Speed 300 ft.

Initiative 16
Morale +3
Weight 5

Lore DC 18
Cost 55 gp
Requires garden, monastery

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

Proud. Only one mother can be in an army. Critical hits against the mother count as normal hits.

Actions

Demon Staff. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 bludgeoning and 1 psychic damage.

Divine Flame. *Melee Weapon Attack:* +4 to hit, 150 ft. range, one target. *Hit:* 1 fire damage and 1 radiant damage.

Reactions

Summon Servant. In response to the enemy rolling an unmodified attack roll of 1 against an ally, the priestess can use its reaction to summon a raging demon that deals 1 necrotic damage to that ally's attacker.

Firbolg

Firbolgs are one with the natural environment, both eschewing the trappings of civilization for the natural order and taking great pains to ensure their presence is rarely if ever known.

Attribute Score Increase. Your Population score increases by 1 and your Magic score increases by 2.

Firbolg Alliance. The congenial attitude of the firbolg lends to natural alliances. Firbolg get advantage on Diplomacy (Trade) checks to recruit mercenary units.

Forest Walkers. When a firbolg army begins a turn in forest, it can move up to twice its normal movement.

Nature Affinity. Firbolg know their own land intimately, as well as the forests of others. Firbolg gain proficiency in Lore.

Firbolg Units

Firbolg family clan and druid units can harness their innate magical abilities. Once per battle, these units can cast a level 1 spell that you know as if you had spent 1 mana.

Myconids

More grown rather than recruited, a row of myconids, in addition to spitting poisonous spores at short distance, are capable of entangling the enemy unit, preventing them from disengaging or safely retreating when they break.

Myconids
Firbolg, militia

Armor Class 9
Hit Points 3
Speed 200 ft.

Initiative 9
Morale +1
Weight 1

Recruit DC 13
Cost 0 gp
Requires herbalist

Forester. Myconids treat forest as normal terrain. If any portion of them are in forest, they add +2 to their AC against ranged attacks.

Pin. Enemies cannot take the Disengage action when adjacent to the myconids' front.

Actions

Thorns. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 piercing damage.

Spores. *Ranged Weapon Attack:* +1 to hit, range 100 ft., one target. *Hit:* 1 poison damage.

Tortles

The gentle tortles make an exception when their firbolg allies are threatened, taking up tridents and using their protective shells to form a defensive wall that protects other tortles.

Tortles
Firbolg, light infantry

Armor Class 13
Hit Points 5
Speed 300 ft.

Initiative 13
Morale +3
Weight 2

Recruit DC 18
Cost 6 gp
Requires spring

Phalanx. Tortles add +2 to their AC when adjacent to an allied instance of the same unit.

Actions

Trident. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage.

Family Clan

One of the few units in the firbolg army that is composed entirely of firbolgs is the family clans, a tight-knit group of related firbolgs who gather to protect their forest when the threat is too great to handle using allied creatures.

Family Clan
Firbolg, heavy infantry

Armor Class 13
Hit Points 7
Speed 300 ft.

Initiative 12
Morale +4
Weight 3

Recruit DC 20
Cost 13 gp
Requires barracks

Forester. The family treats forest as normal terrain. If any portion of them are in forest, they add +2 to their AC against ranged attacks.

Actions

Greatclub. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Cantrip. Once per battle, the family can cast a level 1 battle spell your realm knows as though you had spent 1 mana.

Druids

Trained in the ways of forest magic from the safety of their groves, firbolg druids are relatively cheap units that can consistently hurl acid spheres at their enemies and, with limited use, draw upon great magical powers to cast a spell with the same force as your realm's greatest sorcerers.

Druids

Firbolg, ranged

Armor Class 12
Hit Points 4
Speed 300 ft.

Initiative 14
Morale +3
Weight 2

Recruit DC 17
Cost 8 gp
Requires grove

Forester. Druids treats forest as normal terrain. If any portion of them are in forest, they add +2 to their AC against ranged attacks.

Actions

Staff. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Acid Sphere. *Ranged Weapon Attack:* +4 to hit, range 250 ft., one target. *Hit:* 1 acid damage.

Cantrip. Once per battle, druids can cast a level 1 battle spell your realm knows as though you had spent 1 mana.

Auroch Riders

The auroch riders develop a symbiotic relationship with their mounts with such strength that the pairing becomes attuned to both the forest and the wizardry of your realm. When the army uses magic, residual energies are absorbed, healing the pair.

Auroch Riders

Firbolg, mounted

Armor Class 13
Hit Points 5
Speed 350 ft.

Initiative 17
Morale +3
Weight 3

Recruit DC 19
Cost 16 gp
Requires blacksmith, stable

Attuned. When your army casts a spell, the riders regain 1 hit point and remove the broken status if currently afflicted.

Charge. If the riders move at least 50 feet toward a target and then hit with a melee attack, the target takes an extra 1 piercing damage. The target is then pushed back 50 feet.

Actions

Spear. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 250 ft., one target. *Hit:* 1 piercing damage.

Shambling Mounds

Not easily controlled, the shambling mound is a ravenously hungry clump of brambles, vines, and plant matter. Not only do these formidable creatures absorb lightning, but they also are capable of engulfing enemy soldiers and preventing them from moving.

Shambling Mounds

Firbolg, siege

Armor Class 15
Hit Points 5
Speed 200 ft.

Initiative 11
Morale +3
Weight 3

Recruit DC 19
Cost 20 gp
Requires magic shop, market

Lightning Absorption. When mounds are subjected to lightning damage, they take no damage and regain a number of hit points equal to the lightning damage dealt.

Actions

Multiattack. When the mounds hit a target larger than one square with Slam, the mounds then use Engulf on that target.

Slam. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Engulf. The target must succeed on a Rally save or the mounds engulf the target and it cannot move. The target can repeat the save at the end of its turn. If the target succeeds its Rally save, it can move. While engulfed, the target takes 1 bludgeoning damage at the start of its turn. The mounds' movement is reduced to 0 feet while it has a unit engulfed and the mounds can only have one unit engulfed at a time.

Guardian Nagas

Nagas that have allied themselves with the fortunes of the firbolgs not only provide a large and versatile fantastic unit with both a ranged and melee attack, but they also alleviate the need to recruit additional naga units as they have the ability to rejuvenate after dying.

Guardian Nagas

Firbolg, fantastic

Armor Class 18
Hit Points 6
Speed 350 ft.

Initiative 16
Morale +4
Weight 6

Lore DC 22
Cost 47 gp
Requires elder stones

Rejuvenation. If the nagas are destroyed, make a Magic (Lore) check after the battle (DC 21). If you succeed, you may recruit a new guardian nagas unit without paying the cost.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 2 piercing damage.

Poison Spit. *Ranged Weapon Attack:* +3 to hit, range 100 ft., one target. *Hit:* 1 poison damage.

Gith

After revolting against their mind flayer oppressors, the gith went to war with each other over how best to settle into their new roles.

Attribute Score Increase. Your Order score increases by 2.

Subrace. Two main subraces of gith are githyanki and githzerai.

Githyanki

The Githyanki are a warrior-race who serve the lich-queen Vlaakith, who resides on the Astral Plane.

Attribute Score Increase. Your Culture score increases by 1.

Deadly Standards. Raised from hatchlings to become warriors, githyanki soldiers who do not live up to the level of martial skill set by Vlaakith are killed. As a result, githyanki have no militia unit. Any feature that refers to militia can be applied to their light infantry units.

Merciless Marauders. You gain proficiency with Raiding.

Silver Smiths. You start with a silver resource.

Sky Terror. If you pay 1 mana, you can create a small fleet of astral skiffs, brigs, and planar riders that can double an army's movement for a turn. While transported in this way, the army flies and ignores difficult terrain but it must land on solid ground at the end of its movement.

Githyanki Units

Unlike other subraces, githyanki have their own set of recruitable units that are exclusive to them and not recruitable by githzerai.

Warriors

Githyanki warriors have no interest in taking prisoners and will pin their enemies with fierce melee, preventing those enemies from safely disengaging and fleeing when they break.

Warriors
Githyanki, light infantry

Armor Class 14
Hit Points 4
Speed 300 ft.
Initiative 14
Morale +3
Weight 2

Recruit DC 12
Cost 11 gp
Requires none

Pin. Enemies cannot take the Disengage action when adjacent to the warriors' front.

Actions

Greatsword. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Knights

Knights are aggressive tacticians and relentless melee warriors who maneuver into an enemy's flank and deal significant damage.

Knights
Githyanki, heavy infantry

Armor Class 16
Hit Points 5
Speed 300 ft.
Initiative 15
Morale +4
Weight 3

Recruit DC 16
Cost 20 gp
Requires guard watch

Gouge. Add +1 slashing damage when making a melee attack against an enemy's side or rear.

Actions

Silver Greatsword. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 slashing damage.

Gish

Gish wizards are rare and difficult to recruit. They require regular communication with their elders on the Astral Plane to be trained as terrifying mages. They shrug off the effects of many spells while returning those effects throughout the battlefield.

Gish

Githyanki, ranged

Armor Class 17
Hit Points 4
Speed 300 ft.

Initiative 13
Morale +4
Weight 2

Recruit DC 15
Cost 17 gp
Requires elder stones

Magic Resistance. Gish have advantage on saving throws against spells and other magical effects.

Proud. Only one gish can be in an army. Critical hits against the gish count as normal hits.

Actions

Longsword. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Magic Missile. An enemy you choose within 150 feet takes 1 force damage. Gish cannot use this action if they are adjacent to an enemy's front side.

> The wizardry of a gish is always a safe bet.

Kith'Rak

Githyanki who show promise upholding the queen's law are promoted to kith'rak, who use their superior greatsword skills to defend themselves in battle while using their leadership qualities to maintain discipline within their allies.

Kith'Rak

Githyanki, mounted

Armor Class 16
Hit Points 6
Speed 300 ft.

Initiative 7
Morale +5
Weight 3

Recruit DC 16
Cost 20 gp
Requires arena, courthouse

Alert. Kith'rak add their Morale modifier to adjacent allies when they make Magic saving throws.

Actions

Silver Greatsword. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 slashing damage.

Reactions

Parry. Kith'rak can use their reaction to add their Morale modifier to their AC before an enemy makes a melee attack roll against them.

Githyanki General

The lone githyanki general, powerful, experienced, and deadly with a silver greatsword, can hold its own against multiple combatants as it coordinates the attacks of its allies.

Githyanki General

Githyanki, siege

Armor Class 17
Hit Points 5
Speed 300 ft.

Initiative 11
Morale +6
Weight 5

Recruit DC 18
Cost 31 gp
Requires academy

Inspire. As a bonus action, until the end of your next turn, an ally the general chooses has advantage on its next attack roll.

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

Proud. Only one general can be in an army. Critical hits against the general count as normal hits.

Actions

Silver Greatsword. *Melee Weapon Attack:* +6 to hit, one target touching front. *Hit:* 2 slashing damage.

Adult Red Dragon

The pride of any githyanki army, their alliance with red dragons causes many armies to rethink the cost of victory. Like all dragons, their maneuverability via flight and their fearsome breath weapon can increase destruction by an order of magnitude.

Red Dragon, Adult

Githyanki, fantastic

Armor Class 19
Hit Points 9
Speed 400 ft.

Initiative 10
Morale +8
Weight 6

Lore DC 23
Cost 70 gp
Requires chapel, monument

Fire Immunity. The dragon is immune to fire damage.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

Actions

Claw. *Melee Weapon Attack:* +7 to hit, one target touching front. *Hit:* 2 slashing damage.

Breath Weapon (Recharge 5–6). *Melee Weapon Attack:* +7 to hit, range 150 ft. in a straight line, make an attack roll for each unit affected. *Hit:* 1 fire damage.

Githzerai

The githzerai have developed intense psionic abilities to cope with the chaos of living in Limbo.

Attribute Score Increase. Your Magic score increases by 1.

Effective Teachers. You have proficiency in Training.

Self-Sufficient Citadels. You begin with a shrine.

Teleportation. Relying on their supreme psionic abilities to bend space and gravity, many githzerai can teleport to their destination. As such, they have little need for and cannot build ranged units. Any feature referring to ranged units can be applied to their light infantry units.

Githzerai Units

Unlike other subraces, githzerai have their own set of recruitable units that are exclusive to them and not recruitable by githyanki.

Acolytes

A githzerai acolyte has just begun its path toward meditative enlightenment and unlike other militia units, they can be trained via an Order (Training) check. They are fresh in terms of martial prowess, but have still developed an immunity to psychic damage.

Acolytes

Githzerai, militia

Armor Class 9
Hit Points 3
Speed 300 ft.

Initiative 16
Morale +3
Weight 1

Recruit DC 8
Cost 0 gp
Requires none

Student. Acolytes can be improved through Order (Training) checks as though they were not militia.

Psychic Immunity. Acolytes are immune to psychic damage.

Actions

Unarmed Strike. *Melee Weapon Attack:* +0 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Monks

Once acolytes reach a certain level of aptitude, they are considered a full monk, capable of moving with their mind and using their body to greater effect on the battlefield.

Monks

Githzerai, light infantry

Armor Class 12
Hit Points 3
Speed 300 ft.

Initiative 13
Morale +4
Weight 2

Recruit DC 10
Cost 9 gp
Requires shrine

Psychic Immunity. Monks are immune to psychic damage.

Teleport. The monks magically teleport up to 200 feet to an unoccupied area by spending 200 feet of movement.

Actions

Unarmed Strike. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Zerths

Advanced monks graduate into zerth when they have proven themselves capable of great feats of mental discipline. These mendicants study not only their body, but their mind in order to perfect their fighting abilities.

Zerths

Githzerai, heavy infantry

Armor Class 14
Hit Points 4
Speed 300 ft.

Initiative 17
Morale +6
Weight 3

Recruit DC 14
Cost 18 gp
Requires library

Proud. Only one unit of zerths can be in an army. Critical hits against the zerths count as normal hits.

Psychic Immunity. Zerths are immune to psychic damage.

Stalwart. Zerths can rally while adjacent to an enemy.

Teleport. Zerths magically teleport up to 200 feet to an unoccupied area by spending 200 feet of movement.

Actions

Zerth Strike. Deal 1 psychic damage to an enemy that is adjacent to the zerths' front.

Reactions

Rebound. In response to taking melee damage, the zerths can use their reaction to make a Rally check.

Chaos Dragons

In response to the githyanki alliance with red dragons, githzerai began a somewhat failed attempt to add chaos dragons to their forces. Those who ride these unpredictable creatures often find their resolve wanes when the battle turns against them.

Chaos Dragons

Githzerai, mounted

Armor Class 14
Hit Points 4
Speed 600 ft.

Initiative 14
Morale +2
Weight 3

Recruit DC 14
Cost 18 gp
Requires stable, summoning circle

Fly. The dragons ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 piercing damage.

Force Breath. *Melee Weapon Attack:* +2 to hit, range 100 ft. in a straight line, make an attack roll for each unit affected. *Hit:* 1 force damage.

Enlightened

Only the most talented zerths can become an enlightened, whose psychic talents make them capable of absorbing the pain and wounds of their damaged brethren through intense psionic concentration.

Enlightened

Githzerai, siege

Armor Class 12
Hit Points 6
Speed 300 ft.

Initiative 5
Morale +8
Weight 3

Recruit DC 12
Cost 21 gp
Requires arena, temple

Psychic Immunity. The enlightened are immune to psychic damage.

Teleport. The enlightened magically teleport up to 200 feet to an unoccupied area by spending 200 feet of movement.

Actions

Unarmed Strike. *Melee Weapon Attack:* +0 to hit, one target touching front. *Hit:* 1 psychic damage.

Reactions

Meditative Transposition. If an ally within 200 feet takes damage, enlightened can use their reaction to take that instance of damage instead.

Anarch

Anarchs are the most powerful githzerai and often reside in Limbo. With significant effort, however, they can be convinced to attend to matters on the Material Plane. Their presence on the battlefield can alter the flow of time to reverse defeat or even death.

Anarch

Githzerai, fantastic

Armor Class 20
Hit Points 6
Speed 350 ft.

Initiative 8
Morale +7
Weight 6

Lore DC 20
Cost 59 gp
Requires monastery, monument

Psychic Immunity. The anarch is immune to psychic damage.

Teleport. The anarch magically teleports up to 200 feet to an unoccupied area spending 200 feet of movement.

Actions

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 bludgeoning damage and 1 psychic damage.

Temporal Warp. Once per battle, the anarch can perform a feat of limited time travel. Choose one allied unit of 3 weight or less that may have previously retreated or been destroyed. Redeploy that unit in your army's starting area with full hit points.

Gnoll

The hyena-like worshippers of Yeenoghu follow their master's one and only command: kill.

Attribute Score Increase. Your Order score increases by 3.

Blessing of Yeenoghu. You can cause the starvation condition in another realm with a successful Influence check (DC 20). You cannot target the same realm more than once per year with this ability.

Curse of Yeenoghu. Whenever a clankeepers unit is destroyed, you can recruit a witherlings unit automatically after the battle.

Trappers. You start with a monsters resource.

Gnoll Units

Gnolls are all primed for killing as Yeenoghu commands. Their rampage ability allows them to set up chains of attacks to run down and destroy all their enemies.

Witherings

Created from dark rituals of starvation, the witherlings are as stubborn in death as they were in life.

Witherlings

Gnoll, militia

Armor Class 12
Hit Points 2
Speed 300 ft.

Initiative 5
Morale +0
Weight 1

Recruit DC 11
Cost 0 gp
Requires none

Rampage. When the witherlings destroy a unit a with a melee attack on their turn, they can take a bonus action to move half their speed and make a club attack.

Unbreakable. The witherlings do not break when they drops to 0 hit points.

Undead. When the witherlings start a turn with 0 hit points, they regain 1 hit point. If radiant damage drops them to 0 hit points, they are destroyed.

Actions

Club. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Reactions

Vengeful Strike. In response to being reduced to 0 hit points, the witherlings can use their reaction to make a melee attack.

Clankeepers

The standard gnoll fighter is trained to capitalize on a kill with a demoralizing howl.

Clankeepers

Gnoll, light infantry

Armor Class 12
Hit Points 4
Speed 300 ft.

Initiative 14
Morale +2
Weight 2

Recruit DC 12
Cost 11 gp
Requires guard watch

Rampage. When the gnolls destroy a unit a with a melee attack on their turn, they can take a bonus action to move half their speed and make a spear attack.

Actions

Spear. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage.

Flesh Gnawers

The gnawers are the most feral of the gnolls, capable of sprinting great distances in pursuit of their prey.

Flesh Gnawers

Gnoll, heavy infantry

Armor Class 15
Hit Points 5
Speed 300 ft.

Initiative 15
Morale +4
Weight 3

Recruit DC 16
Cost 19 gp
Requires armory, barracks

Rampage. When the gnawers destroy a unit a with a melee attack on their turn, they can take a bonus action to move half their speed and make a shortsword attack.

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 slashing damage.

Sudden Rush. Until the end of their turn, the gnawers' speed increases by 600 feet and they don't provoke opportunity attacks.

Hunters

The role of the hunter in a gnoll war band is meant to weaken an enemy to set up a future kill from their more aggressive packmates.

Hunters

Gnoll, ranged

Armor Class 13
Hit Points 3
Speed 300 ft.

Initiative 16
Morale +2
Weight 2

Recruit DC 12
Cost 14 gp
Requires bowyer

Rampage. When the hunters destroy a unit a with a melee attack on their turn, they can take a bonus action to move half their speed and make a spear attack.

Actions

Spear. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 300 ft., one target. *Hit:* 1 piercing damage.

Leucrottas

The leucrottas are clever beasts that are capable of chasing down fleeing enemies after a battle and ensuring victorious gnolls have their supper plans set.

Leucrottas

Gnoll, mounted

Armor Class 12
Hit Points 4
Speed 600 ft.

Initiative 19
Morale +3
Weight 3

Recruit DC 13
Cost 20 gp
Requires blacksmith, stable

Nimble. The leucrottas can disengage as a bonus action and move through allies as though they were normal terrain.

Pursuer. You have advantage when rolling to capture prisoners of war if the leucrottas are alive after the battle.

Rampage. When the leucrottas destroy a unit a with a melee attack on their turn, they can take a bonus action to move half their speed and make a hooves attack.

Actions

Hooves. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Fangs of Yeenoghu

The chosen of Yeenoghu are responsible for an increase in the gnoll population when wandering hyenas feast on their slain enemies and are transformed by dark magics.

Fangs of Yeenoghu

Gnoll, siege

Armor Class 14
Hit Points 5
Speed 300 ft.

Initiative 12
Morale +4
Weight 4

Recruit DC 16
Cost 27 gp
Requires arena, shrine

Rampage. When the fangs destroy a unit a with a melee attack on their turn, they can take a bonus action to move half their speed and make a claw attack.

Relentless. If the fangs take 2 or more damage in a single attack, the damage is reduced by 1.

Actions

Multiattack. The fangs make two claw attacks.

Claw. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Flind

As the undisputed, demonically gifted leader of a warband, a flind is the first to engage in battle and often the last to leave.

Flind

Gnoll, fantastic

Armor Class 17
Hit Points 7
Speed 300 ft.

Initiative 18
Morale +5
Weight 5

Lore DC 19
Cost 56 gp
Requires elder stones

Proud. Only one flind can be in an army at a time. Critical hits against the flind count as normal hits.

Actions

Flail of Madness. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 bludgeoning damage and 1 psychic damage.

Screaming Spear. *Ranged Weapon Attack:* +3 to hit, range 150 ft., one target. *Hit:* 1 piercing damage.

Aura of Blood Thirst. All adjacent allies with Rampage can use their reaction to make a melee attack.

Gnome

Gnomes are inquisitive and studious lovers of all things mechanical. They field armies of hand-built soldiers, machines, and rudimentary robots.

Attribute Score Increase. Your Order and Magic scores increase by 1.

Automatons. At level 1, you know the *Magliore's massive mending* spell and can cast it for free once per battle.

Hesitant. Gnomes have no light infantry unit. Any feature that refers to light infantry can be applied to their militia. Gnomes can still hire light infantry as mercenaries.

Inventors. When you make a Population (Recruitment) or Magic (Lore) check to create a unit, you can use your Alchemy skill for the roll.

Subrace. Three main subraces of gnomes are forest, rock, and svirfneblin gnomes.

Forest Gnome

Forest gnomes love nature and use their innate magical talents to create entertaining and defensive illusions.

Attribute Score Increase. Your Culture score increases by 1.

Obsessive. Your people are easily entertained by their own pursuits. You have advantage on Order (Administration) saving throws involving realm conditions.

Resourceful. You begin with a workshop.

Rock Gnome

Rock gnomes are industrious inventors filled with innovative ideas which result in wild experiments.

Attribute Score Increase. Your Economy score increases by 1.

Artificer's Lore. You have advantage on the first Magic (Alchemy) check you make each turn.

Tinker. As crafters of the esoteric, rock gnomes begin with 2 instances of a unique resource called trinkets. When trinkets are included in a trade agreement, the total value is increased by +3 gp. These resources do not count toward your realm's total capacity.

Svirfneblin Gnome

The svirfneblin are deeply protective of their own and deeply distrustful of others.

Attribute Score Increase. Your Population score increases by 1.

Mountain-footed. Your armies treat mountain terrain as normal terrain.

Underdark. Your settlements exist as entryways that lead underground. If one of your armies starts the turn at one of your settlements, it can use its full movement to travel to any other settlement in your home realm. You can use this ability once per turn.

Underdark Living. You start with one resource of clay, fish, quartz, or salt.

Gnome Units

To avoid physical threat, gnome armies consist of devices built from scratch. These constructed units have advantage on saving throws against the effects of magic.

Bronze Scouts

Bronze scouts are the only militia that cost gold to produce. They can sacrifice themselves by overloading their batteries, causing small bursts of electrical flares.

Bronze Scouts

Gnome, militia

Armor Class 9
Hit Points 3
Speed 300 ft.

Initiative 12
Morale +0
Weight 1

Recruit DC 4
Cost 5 gp
Requires alchemist

Construct. Scouts cannot take the Rally action. When they drop to 0 hit points, they are destroyed.

Magic Resistance. Scouts have advantage on saving throws against spells and other magical effects.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 lightning damage.

Lightning Flare. The scouts deal 1 lightning damage to an adjacent enemy and then the scouts take 1 lightning damage that cannot be reduced or prevented in any way.

Iron Cobras

Like other gnome units, the cobras are easy to build if you have the right parts (and gold) on hand. These small cobras can weave through enemy units and are often used to chase down and harass retreating forces.

Iron Cobras

Gnome, heavy infantry

Armor Class 13
Hit Points 4
Speed 300 ft.

Initiative 14
Morale +0
Weight 2

Recruit DC 7
Cost 20 gp
Requires exotic artisan

Construct. Cobras cannot take the Rally action. When they drop to 0 hit points, they are destroyed.

Magic Resistance. Cobras have advantage on saving throws against spells and other magical effects.

Slither. Cobras never trigger opportunity attacks and can move through enemy units as though they were normal terrain.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage.

Oaken Bolters

Bolters are smaller versions of automated ballistae. They have a significantly shorter range than ballistae, but they trade range to move into position faster and boast an increased rate of fire and an armored frame.

Oaken Bolters

Gnome, ranged

Armor Class 12
Hit Points 4
Speed 300 ft.

Initiative 15
Morale +0
Weight 3

Recruit DC 8
Cost 19 gp
Requires sawmill

Construct. The bolters cannot take the Rally action. When they drop to 0 hit points, they are destroyed.

Magic Resistance. Bolters have advantage on saving throws against spells and other magical effects.

Actions

Multiattack. Bolters make two lancing bolt attacks.

Slam. *Melee Weapon Attack:* +0 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Lancing Bolt. *Ranged Weapon Attack:* +3 to hit, range 200 ft., one target. *Hit:* 1 piercing damage.

Stone Defenders

As their name implies, the defenders excel at protecting allies by using their massive shield-arms to deflect incoming attacks.

Stone Defenders

Gnome, mounted

Armor Class 14
Hit Points 6
Speed 300 ft.

Initiative 16
Morale +0
Weight 3

Recruit DC 10
Cost 27 gp
Requires workshop

Construct. Defenders cannot take the Rally action. When they drop to 0 hit points, they are destroyed.

Magic Resistance. Defenders have advantage on saving throws against spells and other magical effects.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Reactions

Defend. As a reaction to an adjacent ally being hit by an attack roll, the stone defenders give that ally a +3 bonus to its AC, potentially causing a miss.

Shield Guardians

Shield guardians redirect magic toward themselves by activating a spell reflection field. This often causes the guardians additional damage as they take the brunt of the enemy's magical attacks, but they make up for this with the ability to repair on the fly.

Shield Guardians

Gnome, siege

Armor Class 18
Hit Points 6
Speed 300 ft.

Initiative 10
Morale +0
Weight 4

Recruit DC 12
Cost 34 gp
Requires blacksmith, library

Construct. Guardians cannot take the Rally action. When they drop to 0 hit points, they are destroyed.

Magic Resistance. Guardians have advantage on saving throws against spells and other magical effects.

Actions

Fist. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Repair. Regain 1 hit point.

Reactions

Spell Reflection. When an opponent casts a spell targeting a shield guardians' ally, the guardians use their reaction to redirect that spell's target to the shield guardians.

> THE BLUEPRINTS ARE AVAILABLE AND THEY NEVER CHANGE. YOU GIVE ENOUGH GNOMES HIGH-QUALITY PARTS, A STRONG CUP OF BRITTLE BEAN BREW, AND AN UNDISTURBED EVENING AND THEY CAN MAKE YOU AN ARMY OVERNIGHT. AND IF YOU GIVE THEM TWO CUPS, THERE'S A GOOD CHANCE THAT ARMY WON'T EXPLODE WHEN IT'S SWITCHED ON.
>
> - PROFESSOR IGGLEBITS
> DEAN OF THE IGGLEBITS ACADEMY

Steel Predators

These panther-like machines can unleash a hideous sonic blast that stuns their opponents, which they follow with devastating claw attacks.

Steel Predators

Gnome, fantastic

Armor Class 18
Hit Points 6
Speed 450 ft.

Initiative 18
Morale +0
Weight 5

Lore DC 13
Cost 58 gp
Requires foundry, university

Construct. Predators cannot take the Rally action. When they drop to 0 hit points, they are destroyed.

Magic Resistance. Predators have advantage on saving throws against spells and other magical effects.

Actions

Claw. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 2 slashing damage.

Stunning Roar. The steel predator emits a roar affecting enemies adjacent to the predators' front. Each unit affected must make a Rally save. On a failed save, that unit takes 1 thunder damage and cannot move or take actions on its next turn.

Goliath

Goliaths are honorable giantkind who believe that the harshness of life provides the best teacher. Their martial code prohibits them from attacking a fleeing opponent.

Attribute Score Increase. Your Population score increases by 1 and your Order score increases by 2.

Competitive. Goliaths believe combat is only valuable when conducted in a balanced match. Most goliath units get +2 to hit if they have fewer hit points than their target, and they cannot attack a broken unit.

Grounded. Goliaths have no mounted unit. Any feature that refers to mounted units can be applied to their heavy infantry. Goliaths can still hire mounted mercenaries.

Mountain-footed. Goliath armies treat mountain terrain as normal terrain.

Noble Spirit. Goliaths cannot execute prisoners of war.

Under the Sky. Goliaths have advantage on their checks when constructing farms, mines, quarries, sawmills, walls, and watchtowers.

Goliath Units

Goliaths boast an impressive endurance and are imposing physical specimens bred for fighting who can shrug off damage. This ability is reflected in their units' increased hit point values compared to other races.

Young

Young goliaths are eager to prove themselves amongst their tribe. As militia, they cost nothing to recruit, and create a lasting front line that can withstand direct punishment longer than most armies.

Young

Goliath, militia

Armor Class 10
Hit Points 4
Speed 300 ft.

Initiative 12
Morale +2
Weight 1

Recruit DC 10
Cost 0 gp
Requires none

Reckless. At the start of their turn, young can gain advantage on all melee attack rolls they make during that turn, but attack rolls against them have advantage until the start of their next turn.

Actions

Battleaxe. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Adults

Those goliaths strong enough to make it to adulthood are all the more willing to crash into battle to earn added glory for their community.

Adults

Goliath, light infantry

Armor Class 12
Hit Points 6
Speed 300 ft.

Initiative 11
Morale +3
Weight 2

Recruit DC 13
Cost 12 gp
Requires barracks

Boastful. Gain 1 XP when adults score a critical hit.

Competitive. Adults add a +2 bonus to their attack rolls when they have fewer hit points than their target. Adults cannot attack a broken unit.

Actions

Warhammer. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Elders

Elder goliaths stomp across the battlefield with impressive two-handed greatswords. Only the strongest fighters live to become elders and these warriors are often the last standing once the dust settles. When cornered, these battle-worn elders shine at the moment when it counts most.

Elders

Goliath, heavy infantry

Armor Class 14
Hit Points 7
Speed 350 ft.

Initiative 14
Morale +4
Weight 3

Recruit DC 16
Cost 19 gp
Requires academy, armory

Competitive. Elders add a +2 bonus to their attack rolls when they have fewer hit points than their target. Elders cannot attack a broken unit.

Under Pressure. The elders need to roll one less on a melee attack roll to score a critical hit for each enemy adjacent to them.

Actions

Greatsword. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 slashing damage.

Guardians

Part druid, part berserker, a goliath guardian is capable of inflicting damage from afar with pairs of throwing axes. These goliaths are protected from magic by using an enchanted paste that is crafted at the herbalist.

Guardians

Goliath, ranged

Armor Class 12
Hit Points 6
Speed 300 ft.

Initiative 17
Morale +3
Weight 3

Recruit DC 14
Cost 15 gp
Requires grove, herbalist

Competitive. Guardians add a +2 bonus to their attack rolls when they have fewer hit points than their target. Guardians cannot attack a broken unit.

Magic Resistance. Guardians have advantage on saving throws against spells and other magical effects.

Actions

Multiattack. Guardians make two throwing axe attacks.

Longsword. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Throwing Axe. *Ranged Weapon Attack:* +2 to hit, range 200 ft., one target. *Hit:* 1 slashing damage.

Drumbox

The drummers of a goliath army support their allies with the steady beat of battle. With drums made from the bones and hides of their hunts, often mammoths and other large prey, the drumbox keeps your already stalwart fighters from fleeing the field or succumbing to their wounds.

Drumbox

Goliath, siege

Armor Class 14
Hit Points 6
Speed 150 ft.

Initiative 10
Morale +8
Weight 3

Recruit DC 14
Cost 25 gp
Requires exotic artisan foundry

Competitive. The drumbox adds a +2 bonus to its attack rolls when it has fewer hit points than its target. The drumbox cannot attack a broken unit.

Actions

Club. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Drums. Make a Rally save. If the drumbox succeeds, an ally of your choice rallies instead.

Dreamwalkers

When proper offerings are made, the dreamwalker giants join forces with the goliaths, adding their powerful crushing legs to an already oversized force. Sure to create fear in all but the strongest opponents, a dreamwalker can paralyze lesser units with an awe-inspiring charm.

Dreamwalkers

Goliath, fantastic

Armor Class 15
Hit Points 6
Speed 300 ft.

Initiative 13
Morale +3
Weight 6

Lore DC 16
Cost 47 gp
Requires elder stones

Crush. Once per turn, dreamwalkers can move through one enemy larger than 1 square as if that enemy were difficult terrain. That enemy takes 1 bludgeoning damage. This movement does not trigger opportunity attacks.

Actions

Greatclub. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 2 bludgeoning damage.

Rock. *Ranged Weapon Attack:* +2 to hit, 250 ft. range, one target. *Hit:* 2 bludgeoning damage.

Charm. Each enemy adjacent to the dreamwalkers must make a Rally save. On a failed save, that enemy cannot attack or target the dreamwalkers on its next turn.

Halfling

Halflings are an amiable and gregarious race who avoid combat, but are prepared for the worst. Their instinct toward self-preservation has led to a reliance on ranged attacks as a strategy to avoid direct combat.

Attribute Score Increase. Your Population score increases by 2.

Nimble. Halfling units with the nimble trait are able to move through allied units as though they were normal terrain. Their natural dexterity allows them to disengage as a bonus action.

Farmers. Halflings are industrious food producers and begin with 2 farms.

Guerilla Tactics. Halflings have no ranged unit. Any feature that refers to ranged can be applied to their light infantry units. Halflings can still hire ranged mercenary units.

Subrace. The two subraces of halflings are lightfoot and stout.

Lightfoot Halflings

Lightfoot halflings stay true to their name and prefer wandering, exploring, and discovering all that the world has to offer.

Attribute Score Increase. Your Diplomacy score increases by 1.

Hungry. Lightfoots are ravenous gourmands and start with two resources from cattle, mushrooms, nutmeg, pepper, sheep, and vegetables.

Scouts. Lightfoots are prone to wanderlust and often find what others miss. You are proficient in Economy (Exploration) checks.

Stout Halflings

Stout halflings are sturdier than their lightfoot counterparts, possibly due to a shared lineage with dwarves.

Attribute Score Increase. Your Order score increases by 1.

Resist Fear. Your units are immune to any ability, feature, or spell that would cause them to break.

Resilience. Your shortstacks, slingsingers, burglars, bulldogins, and buggerbusses are immune to poison damage.

Halfling Units

Whether by unseen skill or divine providence, halflings are preternaturally lucky and when most of their units roll a 1, it is treated as if they had rolled a natural 20.

Shortstacks

Composed of chefs, line cooks, pub owners, and drinking champions, a group of shortstacks are a cheap way to distract the enemy until the real action arrives.

Shortstacks
Halfling, militia

Armor Class 8 | **Initiative** 13
Hit Points 3 | **Morale** +3
Speed 250 ft. | **Weight** 1

Recruit DC 9
Cost 0 gp
Requires none

Lucky. When shortstacks roll a 1, treat it as if they had rolled a 20.

Actions

Dagger. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 slashing damage.

Dart. *Ranged Weapon Attack:* +2 to hit, range 200 ft., one target. *Hit:* 1 piercing damage.

Slingsingers

When a few dozen slingers whip their weapons through the air to build momentum before a strike, the sound is often compared to a symphony of morning birds. Those on the receiving end, however, are often too busy seeking cover to appreciate it.

Slingsingers
Halfling, light infantry

Armor Class 12 | **Initiative** 14
Hit Points 4 | **Morale** +4
Speed 300 ft. | **Weight** 2

Recruit DC 12
Cost 11 gp
Requires bowyer, inn

Lucky. When singsingers roll a 1, treat it as if they had rolled a 20.

Nimble. Slingsingers can disengage as a bonus action and move through allies as if they were normal terrain.

Actions

Dagger. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Sling. *Ranged Weapon Attack:* +3 to hit, range 250 ft., one target. *Hit:* 1 piercing damage.

"Earn your second supper!"
~ Halfling motivational cry

Burglars

Competent with a crossbow in a pinch, the burglars are also adequately trained in melee combat and can hold their own against most comparable units.

Burglars

Halfling, heavy infantry

Armor Class 14
Hit Points 5
Speed 300 ft.

Initiative 15
Morale +3
Weight 3

Recruit DC 14
Cost 17 gp
Requires thieves' guild

Lucky. When burglars roll a 1, treat it as if they had rolled a 20.

Nimble. Burglars can disengage as a bonus action and move through allies as if they were normal terrain.

Scavenger. When burglars destroy an enemy with a melee attack, you gain gold equal to that destroyed enemy's weight.

Actions

Shortsword. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +2 to hit, range 200 ft., one target. *Hit:* 1 piercing damage.

Bulldoggins

Riding giant mastiffs, the bulldoggins' appearance belies their danger on the battlefield. Shrewd commanders will time their charge so that they can fire a volley from their crossbows in the turn before crashing into the enemy with spears.

Bulldoggins

Halfling, mounted

Armor Class 12
Hit Points 5
Speed 400 ft.

Initiative 16
Morale +3
Weight 3

Recruit DC 14
Cost 20 gp
Requires butcher, stable

Charge. If bulldoggins move at least 50 feet toward a target and then hit with a melee attack, the target takes an extra 1 piercing damage. The target is then pushed back 50 feet.

Lucky. When bulldoggins roll a 1, treat it as if they had rolled a 20.

Actions

Spear. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +2 to hit, range 200 ft., one target. *Hit:* 1 piercing damage.

Blunderbus

The blunderbus is a wooden wagon packed with enough halflings and rudimentary firearms to turn any battlefield into a shooting range.

Blunderbus

Halfling, siege

Armor Class 15
Hit Points 5
Speed 550 ft.

Initiative 9
Morale +3
Weight 4

Recruit DC 15
Cost 25 gp
Requires foundry, workshop

Lucky. When the blunderbus rolls a 1, treat it as if it had rolled a 20.

Speed. If the blunderbus bus spends all of its movement in a turn without reentering any of the same squares, it adds +4 to its AC until the start of its next turn.

Actions

Multiattack. The blunderbus makes two blunderbuss attacks.

Wheels. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Blunderbuss. *Ranged Weapon Attack:* +2 to hit, range 150 ft., one target. *Hit:* 1 piercing damage.

Treants

Treants happily lend their limbs to the halfling cause. These living forests throw enormous stones, sweep soldiers from the field with their great hands, and can absorb residual magical energy to heal themselves when your army casts spells.

Treants

Halfling, fantastic

Armor Class 16
Hit Points 7
Speed 250 ft.

Initiative 11
Morale +3
Weight 4

Lore DC 18
Cost 54 gp
Requires elder stones, spring

Attuned. When your army casts a spell, treants regain 1 hit point and remove the broken status if currently afflicted.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Rock. *Ranged Weapon Attack:* +2 to hit, range 150 ft., one target. *Hit:* 2 bludgeoning damage.

Hobgoblin

Hobgoblins pride themselves on their physical strength and martial prowess above all else. Resilient and relentless, they strike hard and strike fast.

Attribute Score Increase. Your Order score increases by 2 and your Economy score increases by 1.

Fey Passage. Each turn, you can choose one of your armies to ignore the stability loss from border transgressions.

Fortune of the Many. Once per battle, you can turn a missed attack roll into a hit.

Martial Training. You start with a mustering grounds building.

Saving Face. Once per year, if your realm suffers stability damage from any source, you can halve that damage.

Tactical Defense. Hobgoblins have no mounted unit. Any feature that refers to mounted can be applied to their heavy infantry. Hobgoblins can still hire mounted mercenary units.

Hobgoblin Units

The general strategy of the hobgoblins is to quickly wound their opponents in an opening blitz and then focus on the weakest of what remains.

Carrion Crawlers

Scavengers from the underbellies of hobgoblin settlements are trained to dish out their poison against unsuspecting enemies.

Carrion Crawlers

Hobgoblin, militia

Armor Class 11
Hit Points 3
Speed 300 ft.

Initiative 19
Morale +1
Weight 1

Recruit DC 10
Cost 0 gp
Requires none

Spider Climb. The crawlers can climb impassable surfaces as if they were normal terrain.

Actions

Tentacles. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 poison damage and the target must make a Magic save (DC 13). On a failed save, the target takes an additional 1 poison damage.

Auxiliaries

The core hobgoblin is trained to deliver a devastating opening gambit of melee or ranged attacks.

Auxiliaries

Hobgoblin, light infantry

Armor Class 14
Hit Points 3
Speed 300 ft.

Initiative 15
Morale +2
Weight 2

Recruit DC 12
Cost 11 gp
Requires barracks, bowyer

Martial Advantage. Auxiliaries deal +1 damage if their target is at full hit points and that target is adjacent to an ally with Martial Advantage.

Actions

Longsword. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Longbow. *Ranged Weapon Attack:* +2 to hit, range 250 ft., one target. *Hit:* 1 piercing damage.

Iron Shadows

Trained by all manner of seedy societies, the iron shadows are an elite assassin group.

Iron Shadows

Hobgoblin, heavy infantry

Armor Class 15
Hit Points 5
Speed 400 ft.

Initiative 18
Morale +4
Weight 3

Recruit DC 16
Cost 19 gp
Requires assassin's guild, thieves' guild

Martial Advantage. Shadows deal +1 damage if their target is at full hit points and that target is adjacent to an ally with Martial Advantage.

Shadow Step. Shadows can magically teleport up to 100 feet to an unoccupied area by spending 100 feet of movement. The shadows can use this trait after making a melee attack.

Actions

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Dart. *Ranged Weapon Attack:* +4 to hit, range 100 ft., one target. *Hit:* 1 poison damage.

Devastators

Hobgoblin mages know they can't compete with the natural talent of elves and firbolgs and so they train themselves for magical defense rather than attack.

Devastators

Hobgoblin, ranged

Armor Class 13
Hit Points 4
Speed 300 ft.

Initiative 20
Morale +3
Weight 2

Recruit DC 13
Cost 15 gp
Requires blacksmith, library

Army Arcana. Devastators and their adjacent allies are immune to any damage or negative magical effects caused by spells cast by their army.

Martial Advantage. Devastators deal +1 damage if their target is at full hit points and that target is adjacent to an ally with Martial Advantage.

Actions

Quarterstaff. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Ice Storm. *Ranged Weapon Attack:* +3 to hit, range 200 ft., one target. *Hit:* 1 cold damage.

Reactions

Counterspell. In response to an enemy using a Cantrip action, the devastators can use their reaction to force the casting player to make a Magic saving throw (DC 15). On a failure, the devastators cancel the spell and ignore its effects.

Warlord

Hobgoblins of keen strategic mind ascend the ranks of the legion, eventually achieving the honorarium of warlord, whose abilities on the field become legendary among lesser hobgoblins.

Warlord

Hobgoblin, fantastic

Armor Class 20
Hit Points 7
Speed 300 ft.

Initiative 17
Morale +4
Weight 5

Lore DC 21
Cost 63 gp
Requires academy, courthouse

Martial Advantage. The warlord deals +1 damage if its target is at full hit points and that target is adjacent to an ally with Martial Advantage.

Actions

Longsword. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 2 slashing damage.

Javelin. *Ranged Weapon Attack:* +3 to hit, range 150 ft., one target. *Hit:* 1 piercing damage.

Reactions

Parry. The warlord can use its reaction to add its Morale modifier to its AC before an enemy makes a melee attack roll against them.

Clay Golems

Manifested from enchanted feywild soil, the hobgoblin clay golems only get more effective as the battle rages.

Clay Golems

Hobgoblin, siege

Armor Class 14
Hit Points 6
Speed 200 ft.

Initiative 16
Morale +3
Weight 5

Recruit DC 17
Cost 29 gp
Requires alchemist, quarry

Acid Absorption. When golems are subjected to acid damage, they take no damage and regain that number of hit points.

Berserk. When the golems start a turn with 3 or fewer hit points, they can make a slam attack as a bonus action. If this bonus slam hits, it deals 1 bludgeoning damage.

Construct. The golems cannot take the Rally action. When they drop to 0 hit points, they are destroyed.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 2 bludgeoning damage.

Human

Humans are the most plentiful, versatile, dangerous, and surprising race in D&D. Their mounted cavalry units are unsurpassed.

Attribute Score Increase. All of your attribute scores increase by 1

Expert Farmers. Humans have a natural ability to tame the land to sustain themselves. You start with a farm and one rice or wheat resource.

Mundane. Humans have no fantastic unit. Any feature that refers to fantastic units can be applied to their mounted units. Humans can still hire other fantastic mercenary units.

Human Units

Human units as a whole provide a versatile standard of point/counterpoint tactics that lets them easily adjust their strategy against a range of enemy tactics.

> They may have dragons, giant birds, liquid soldiers, sentient piles of goo, and the living dead, but nothing, and I mean absolutely nothing, beats strong leadership. That, and a nearly limitless supply of well-fed cannon fodder.
>
> ~Junius Verdes, Legionnaire of the Opal Empire

Peasants

As the prototypical militia, peasants are untrained farmers who have been conscripted into service or joined willingly to protect their homes. Inexperienced they may be, when peasants work together, they can cause enough hassle to allow their allies to gain the upper hand.

Peasants
Human, militia

Armor Class 9
Hit Points 3
Speed 300 ft.

Initiative 8
Morale +1
Weight 1

Recruit DC 8
Cost 0 gp
Requires farm

Distraction. Allied units have advantage on melee attack rolls if peasants are adjacent to their target.

Actions

Pitchfork. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 piercing damage.

Pikes

Pike-equipped soldiers are built to withstand the charge of a mounted unit. The pike's reach also creates problems for retreating or breaking units.

Pikes
Human, light infantry

Armor Class 13
Hit Points 4
Speed 300 ft.

Initiative 11
Morale +2
Weight 2

Recruit DC 12
Cost 11 gp
Requires barracks

Pin. Enemies cannot take the Disengage action when adjacent to pikes' front.

Actions

Pike. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage.

Reactions

Brace. When attacked with the Charge trait, the pikes can use their reaction to make one melee weapon attack roll with advantage against their attacker.

Swordmasters

Swordmasters are composed of the standard fighter-class soldier. Their shields let them withstand incoming arrows as they position themselves to outflank an enemy and deal additional damage.

Swordmasters
Human, heavy infantry

Armor Class 14
Hit Points 5
Speed 300 ft.

Initiative 15
Morale +4
Weight 3

Recruit DC 14
Cost 17 gp
Requires armory, blacksmith

Gouge. Add +1 slashing damage when making a melee attack against an enemy's side or rear.

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Reactions

Shielded. Swordmasters can add their Morale modifier to their AC as a reaction against ranged attacks.

Bows

Human archers are not as talented as their elven counterparts, but when adequately supported by the front line, they can cause great hurt to the enemy when left to properly aim.

Bows

Human, ranged

Armor Class 12
Hit Points 4
Speed 300 ft.

Initiative 12
Morale +4
Weight 2

Recruit DC 12
Cost 13 gp
Requires bowyer

Aim. If archers do not move this turn and are not adjacent to another unit, their ranged attack rolls have advantage.

Actions

Shortsword. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 slashing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 350 ft., one target. *Hit:* 1 piercing damage.

Cavalry

Humans have the strongest, best armored, and most competent mounted units. Their simple but effective attack strategy consists of charging the enemy, pushing them back and breaking through defenses, and repeating the charge on subsequent turns.

Cavalry

Human, mounted

Armor Class 16
Hit Points 6
Speed 500 ft.

Initiative 16
Morale +5
Weight 4

Recruit DC 17
Cost 26 gp
Requires academy, stable

Charge. If cavalry move at least 50 feet toward a target and then hit with a melee attack, the target takes an extra 1 piercing damage. The target is then pushed back 50 feet.

Actions

Lance. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 piercing damage.

Catapults

The human answer to the ballista, a row of catapults requires a mathematically-inclined crew and only a spot of luck to ruin the enemy commander's day. These catapult's crews are very vulnerable when engaged in melee.

Catapults

Human, siege

Armor Class 10
Hit Points 4
Speed 150 ft.

Initiative 9
Morale +3
Weight 3

Recruit DC 12
Cost 21 gp
Requires sawmill, library

Aim. If catapults do not move this turn and are not adjacent to another unit, their ranged attack rolls have advantage.

Actions

Dagger. *Melee Weapon Attack:* +0 to hit, one target touching front. *Hit:* 1 slashing damage.

Boulder. *Ranged Weapon Attack:* +3 to hit, range 450 ft., one target. *Hit:* 2 bludgeoning damage.

> I fell from my mother into the saddle, and hunched until my lance opened bellies. When I died, the priest pulled a horseshow from my skull. It is sweet and fitting to die for the Emperor!
>
> ~Owen Jarrell
> Cavalry Captain

Illithid

Though small in number, the illithid rely on transforming the indigenous populations of their realms into their own mind flaying horrors.

Attribute Score Improvement. Your Magic score increases by 2 and your Order score increases by 1.

Cerebral Reliance. Illithids have no ranged unit. Any feature that refers to ranged can be applied to their light infantry. Illithids can still hire ranged mercenaries.

Colony Development. When one of your armies has uncontested control of an enemy realm's settlement, you have advantage on checks to recruit mind flayers and ulitharids.

Sense Thoughts. When other realms attempt Intelligence and Sabotage checks against you, they do so with disadvantage.

Telepathy. When at war, you choose when your armies move in the initiative order, or by DM roll if multiple illithid realms exist.

Illithid Units

Illithid armies are centered around the protection of an elder brain, that controls and coordinates illithid units to peak efficiency.

Kruthiks

Trained kruthiks serve to disrupt the enemy by burrowing behind the line and impeding the advance of maneuvering formations.

Kruthiks

Illithid, militia

Armor Class 14
Hit Points 2
Speed 400 ft.

Initiative 17
Morale +1
Weight 1

Recruit DC 11
Cost 0 gp
Requires mine

Burrower. Kruthiks can burrow 100 feet through the ground and reappear in an unoccupied space facing any direction.

Pack Tactics. The kruthiks have advantage on melee attack rolls against a target if at least one of their unbroken allies is adjacent to the target.

Actions

Stab. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage.

> The illithids are good. The illithids seek only to coexist with us. Won't you open your heart to the joy of illithid friendship?
>
> ~Framer Hibbert, Innkeeper at the Golden Sky

Mindwitness

A beautiful mix of beholder and mind flayer, the mindwitness shares similarities with both creatures and serves to force the enemy into exploitable positions.

Mindwitness

Illithid, light infantry

Armor Class 15
Hit Points 4
Speed 200 ft.

Initiative 5
Morale +3
Weight 2

Recruit DC 13
Cost 11 gp
Requires magic shop, library

Fly. The mindwitness ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Telepathic Hub. The mind witness has a telepathic link to any elder brains in the battle.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage.

Aversion Ray. *Ranged Weapon Attack:* +3 to hit, range 150 ft., one target. *Hit:* the target cannot rotate on its next turn.

Telekinetic Ray. *Ranged Weapon Attack:* +3 to hit, range 150 ft., one target. *Hit:* the mindwitness pushes the target 50 feet into an open space.

Mind Flayer

The most common illithid is a dangerous psionicist capable of extracting brains for the future population of the colony.

Mind Flayer

Illithid, heavy infantry

Armor Class 15
Hit Points 5
Speed 300 ft.

Initiative 12
Morale +4
Weight 3

Recruit DC 15
Cost 18 gp
Requires university

Extract Brain. If the flayer destroys a unit of equal or lesser weight, you pay no gold for the next mind flayer unit you recruit.

Telepathic Hub. The mind flayer has a telepathic link to any elder brains in the battle.

Actions

Tentacles. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 psychic damage.

Mind Blast. *Melee Weapon Attack:* +3 to hit, range 100 ft. in a straight line, make an attack roll for each unit affected. *Hit:* 1 psychic damage.

Ulitharid

Slightly stronger than a mind flayer, the ulitharid becomes a guard for the elder brain, serving their master until such time when the ulitharid sacrifices themselves to feed the elder brain.

Ulitharid

Illithid, mounted

Armor Class 17
Hit Points 7
Speed 350 ft.

Initiative 13
Morale +5
Weight 4

Recruit DC 17
Cost 26 gp
Requires exotic artisan, summoning circle

Creature Sense. All attack rolls made against the ulitharid have disadvantage.

Telepathic Hub. The ulitharid has a telepathic link to any elder brains in the battle.

Actions

Tentacles. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 psychic damage.

Reactions

Favored Servant. When an allied elder brain is about to take damage, the ulitharid can use its reaction to take that damage instead.

Neothelid

Though most neothelids are uncontrollable and hunted by illithid society as a failure to increase the colony's population, their uses to further illithid goals cannot be overlooked.

Neothelid

Illithid, siege

Armor Class 15
Hit Points 7
Speed 250 ft.

Initiative 3
Morale +5
Weight 5

Recruit DC 19
Cost 33 gp
Requires alchemist, black market

Telepathic Hub. The neothelid has a telepathic link to any elder brains in the battle.

Actions

Multiattack. When the neothelid hits a target no bigger than one square with tentacles, the neothelid then uses Swallow on that target.

Tentacles. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 bludgeoning and 1 psychic damage.

Swallow. The target must succeed on a Rally save or the neothelid swallows the target and it cannot move. The target can repeat the save at the end of its turn. If the target succeeds its Rally save, it can move. While engulfed, the target takes 1 acid damage at the start of its turn. The neothelid's movement is reduced to 0 feet while it has a unit swallowed and the neothelid can only have one unit swallowed at a time.

Elder Brain

Though fragile on its own, the elder brain is a force multiplier when it comes to improving the effectiveness of an illithid army.

Elder Brain

Illithid, fantastic

Armor Class 10
Hit Points 7
Speed 50 ft.

Initiative 1
Morale +9
Weight 5

Lore DC 17
Cost 50 gp
Requires elder stones

Magic Immunity. The brain can choose to succeed on a saving throw against spells and other magical effects.

Telepathic Link. As a bonus action, the elder brain can take control of an unbroken ally with Telepathic Hub. That ally can then use its reaction to make a melee or ranged attack or take the Rally action. If the unit rallies, it uses the brain's Morale modifier.

Actions

Tentacles. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 psychic damage.

Psychic Pulse. The brain targets an ally with Telepathic Hub. That ally and all adjacent enemies take 1 psychic damage.

Reactions

Disrupt Concentration. The elder brain can use its reaction to attempt to cancel a spell as it is being cast. If the brain succeeds on a Magic contest with the caster, the spell fails and has no effect, and no mana is spent.

Kenku

Kenku are a scrappy race of flightless birdlike humanoids who live in smaller, secretive flocks of rogues, assassins, and professional vagabonds.

Attribute Score Increase. Your Economy score increases by 2 and your Magic score increases by 1.

Hopeless Plagiarists. Kenku have no dedicated heavy infantry unit and rely on mimicking others. They can recruit any race's heavy infantry unit in this chapter as though it were listed as their own by making a Culture (Intelligence) check against that unit's Recruit DC. Any government feature for you that refers to heavy infantry applies to kenku's light infantry instead.

Kenku Forgery. Kenku are proficient in your choice of two of the following skills: Intelligence, Influence, Sabotage, Raiding.

Underbelly Living. Kenku start with a thieves' guild.

Kenku Units

Kenku strength tends to rely on their mobility rather than their size or ability to exert areas of control. Kenku units are generally smaller in size to reflect this.

Vagrants

Conscripted from the most resourceful scavengers, vagrants are a temporary stopgap that allows the more adequately-protected troops to engage.

Vagrants
Kenku, militia

Armor Class 10
Hit Points 3
Speed 300 ft.

Initiative 12
Morale +1
Weight 1

Recruit DC 9
Cost 0 gp
Requires none

Expendable. You take no stability damage when vagrants are destroyed.

Pickpocket. Gain 1 gold when you recruit vagrants.

Actions

Dagger. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage.

> Nothing is more pleasing to a kenku commander than watching the look on their enemy's face when they suddenly realize they have underestimated their opposition.
>
> -Ghanni al Swani, Author of "A Guide to Governance"

Twin Hooks

These troops are adequately trained rogues who work best, intuitively enough, in pairs. One unit pins the enemy while the other moves to outflank and land terrible damage.

Twin Hooks
Kenku, light infantry

Armor Class 11
Hit Points 3
Speed 350 ft.

Initiative 15
Morale +2
Weight 2

Recruit DC 10
Cost 9 gp
Requires assassin's guild

Gouge. Add +1 piercing damage when making a melee attack against an enemy's side or rear.

Pin. Enemies cannot take the Disengage action when adjacent to this units' front.

Actions

Hook. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 piercing damage.

Blue Breath

Wielding poisonous darts that explode on contact into a cloud of particles, the kenku ranged unit spends its days mixing toxins and poisons. Unsuspecting enemies unfamiliar with these poisons soon learn a dangerous lesson if they don't keep a safe distance from their allies.

Blue Breath
Kenku, ranged

Armor Class 11
Hit Points 4
Speed 300 ft.

Initiative 13
Morale +2
Weight 2

Recruit DC 11
Cost 12 gp
Requires alchemist, herbalist

Plague. When the blue breath deal poison damage to an enemy, that enemy's adjacent allies take 1 poison damage.

Actions

Dagger. *Melee Weapon Attack:* +0 to hit, one target touching front. *Hit:* 1 slashing damage.

Blowgun. *Ranged Weapon Attack:* +2 to hit, range 250 ft., one target. *Hit:* 1 poison damage.

Phase Spider Riders

When Kenku can use magic to create a sustainable source of phase spiders, they can be trained as teleporting mounted units. Although they give up the ability to charge, their mobility allows them to appear exactly where they're needed.

Phase Spider Riders

Kenku, mounted

Armor Class 14
Hit Points 5
Speed 500 ft.

Initiative 17
Morale +4
Weight 3

Recruit DC 14
Cost 20 gp
Requires magic shop, stable

Nimble. The riders can disengage as a bonus action and move through allies as if they were normal terrain.

Teleport. The riders magically teleport up to 200 feet to an unoccupied area they can see by spending 200 feet of movement.

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Thunder Rumbler

A thunder rumbler is a well-armored steam wagon operated by a small contingent of kenku who wield caliver firearms. But what makes the Rumbler so useful is its centrally-mounted thunder cannon, capable of blasting a sonic wave with enough concussive force to shove a unit.

Thunder Rumbler

Kenku, siege

Armor Class 16
Hit Points 5
Speed 350 ft.

Initiative 7
Morale +3
Weight 3

Recruit DC 15
Cost 25 gp
Requires foundry, workshop

Construct. The rumbler cannot take the Rally action. When it drops to 0 HP, it is destroyed instead of broken.

Actions

Wheels. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Buckshot. *Ranged Weapon Attack:* +3 to hit, range 150 ft., one target. *Hit:* 1 piercing damage.

Thunder Cannon. *Ranged Weapon Attack:* +2 to hit, range 400 ft., one target. *Hit:* the target is pushed 50 feet.

Repair. Regain 1 hit point.

Roc

Having lost the ability to fly, the kenku show great respect for those avian creatures who still can. Courting the services of a Roc becomes an expensive but rewarding project.

Roc

Kenku, fantastic

Armor Class 15
Hit Points 7
Speed 800 ft.

Initiative 14
Morale +3
Weight 6

Lore DC 19
Cost 56 gp
Requires grove, spring

Charge. If the roc moves at least 50 feet toward a target and then hits with a melee attack, the target takes an extra 1 piercing damage. The target is then pushed back 50 feet.

Fly. The roc ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Actions

Talon. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 2 piercing damage.

Kobold

Kobolds have a draconic ancestry lost to time, yet they still worship these ancestors with fervor. Clever, but weak, they know their true strength is in each other.

Attribute Score Increase. Your Population score increases by 3.

Strength in Numbers. When any of your units are destroyed by the Horde trait, you can pick one after the battle to automatically recruit without paying its gold cost.

Tunnelers and Builders. The tunnels connecting your settlements allow for quick reinforcement. You start with a foundry.

Duty-Bound to a Dragon. Whether or not they have an alliance with dragonborn, githyanki, githzerai, or tritons, a kobold realm can always hire adult dragons, red adult dragons, chaos dragons, or dragon turtle units as mercenaries and they have advantage on those Trade checks.

Kobold Units

Kobolds' might relies on attacking in seemingly unending waves. To facilitate this, most kobolds are adequately trained to perform in most types of units when the tide of battle shifts.

Underlings

The lowly kobold, superior to none but the xvart, often knows not what it has signed up for and finds itself running from more battles than it celebrates.

Underlings

Kobold, militia

Armor Class 13
Hit Points 2
Speed 300 ft.

Initiative 9
Morale +0
Weight 1

Recruit DC 6
Cost 0 gp
Requires none

Expendable. You take no stability damage when underlings are destroyed.

Horde. When an adjacent ally with the Horde trait breaks or is destroyed, underlings can absorb that unit and gain 2 temporary hit points. Broken allies absorbed in this way are considered destroyed.

Pack Tactics. Underlings have advantage on melee attack rolls against a target if at least one of your unbroken allies is adjacent to that target.

Actions

Shortsword. *Melee Weapon Attack:* +0 to hit, one target touching front. *Hit:* 1 slashing damage.

Dragonshields

Those kobolds who have survived (or at least not retreated from) a fight are tasked with protecting a dragon's eggs. This honor gives them the courage to resist what other kobolds, or other soldiers anywhere else for that matter, could not withstand.

Dragonshields

Kobold, light infantry

Armor Class 16
Hit Points 3
Speed 250 ft.

Initiative 10
Morale +3
Weight 2

Recruit DC 13
Cost 11 gp
Requires garden

Heart of the Dragon. Dragonshields have advantage on all saving throws, including Rally and Magic saves.

Horde. When an adjacent ally with the Horde trait breaks or is destroyed, dragonshields can absorb that unit and gain 2 temporary hit points. Broken allies absorbed in this way are considered destroyed.

Pack Tactics. The dragonshields have advantage on melee attack rolls against a target if at least one of their unbroken allies is adjacent to the target.

Actions

Spear. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage.

Scale Sorcerers

Kobolds blessed with the innate magic that comes with their dragon blood are given training in the arcane art of magic.

Scale Sorcerers

Kobold, heavy infantry

Armor Class 16
Hit Points 3
Speed 300 ft.

Initiative 11
Morale +3
Weight 3

Recruit DC 14
Cost 17 gp
Requires university

Horde. When an adjacent ally with the Horde trait breaks or is destroyed, sorcerers can absorb that unit and gain 2 temporary hit points. Broken allies absorbed in this way are considered destroyed.

Pack Tactics. Sorcerers have advantage on melee attack rolls against a target if at least one of your unbroken allies is adjacent to that target.

Sneaky Sorcery. The sorcerers deal +1 damage on melee attack rolls if they are granted advantage from Pack Tactics.

Actions

Scorching Ray. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 fire damage.

Inventors

Entirely unpredictable, kobold inventors take the simplest items and turn them into terrifying weapons of mass destruction—at least a quarter of the time.

Inventors

Kobold, ranged

Armor Class 12
Hit Points 3
Speed 300 ft.

Initiative 14
Morale +2
Weight 2

Recruit DC 12
Cost 14 gp
Requires alchemist

Expendable. You take no stability damage when inventors are destroyed.

Horde. When an adjacent ally with the Horde trait breaks or is destroyed, inventors can absorb that unit and gain 2 temporary hit points. Broken allies absorbed in this way are considered destroyed.

Actions

Dagger. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 piercing damage.

Weapon Invention. *Ranged Weapon Attack:* +4 to hit, range 200 ft., one target. *Hit:* roll a d4 and apply the result.

1. *Skunks in Cages.* The target must make a Magic save (DC 10) or it breaks.
2. *Alchemist's Fire.* The target takes 1 fire damage and must make a Magic save (DC 10) or it takes an additional 1 fire damage.
3. *Baskets of Centipedes.* The target takes 1 piercing damage and must make a Magic save (DC 10) or it cannot move on its next turn.
4. *Green Slime Pots.* The target takes 1 acid damage and must make a Magic save (DC 10) or it cannot make an attack on its next turn.

Winged Kobolds

Those kobolds blessed with flight use it to their advantage, dropping killing stones from above their enemies as they emulate the dragons they so admire.

Winged Kobolds

Kobold, mounted

Armor Class 14
Hit Points 3
Speed 450 ft.

Initiative 13
Morale +3
Weight 3

Recruit DC 14
Cost 20 gp
Requires chapel, inn

Bombardier. The kobolds can make a ranged attack as they fly over a unit. These ranged attack rolls always have advantage.

Fly. The kobolds ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Horde. When an adjacent ally with the Horde trait breaks or is destroyed, kobolds can absorb that unit and gain 2 temporary hit points. Broken allies absorbed in this way are considered destroyed.

Actions

Dagger. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Dropped Rock. *Ranged Weapon Attack:* +4 to hit, one target underneath. *Hit:* 2 bludgeoning damage.

Trapapult

The pinnacle of kobold mischievous engineering hurls spiked explosives that shred enemies to pieces.

Trapapult

Kobold, siege

Armor Class 10
Hit Points 4
Speed 200 ft.

Initiative 12
Morale +3
Weight 3

Recruit DC 11
Cost 20 gp
Requires foundry, thieves' guild

Horde. When an adjacent ally with the Horde trait breaks or is destroyed, the trapapult can absorb that unit and gain 2 temporary hit points. Broken allies absorbed in this way are considered destroyed.

It's a Trap! Before deployment when you have been attacked, you can designate up to 3 empty squares outside the enemy's deployment zone as having explosive traps. When any portion of a unit enters these squares, they take 1 piercing damage.

Actions

Dagger. *Melee Weapon Attack:* +0 to hit, one target touching front. *Hit:* 1 slashing damage.

Caltrop Slingshot. *Ranged Weapon Attack:* +4 to hit, range 450 ft., one target. *Hit:* 1 piercing damage.

Caltrop Trap Flop. A target empty square within 450 feet is trapped with an explosive caltrop. When any portion of a unit enters that square, it takes 1 piercing damage.

Wyverns

Every kobold knows how expensive it is to keep a dragon entertained. When those funds are unavailable, some turn to wyverns, the kobolds of dragons.

Wyvern

Kobold, fantastic

Armor Class 13
Hit Points 5
Speed 600 ft.

Initiative 15
Morale +3
Weight 4

Lore DC 16
Cost 47 gp
Requires herbalist, magic shop

Charge. If the wyverns moves at least 50 feet toward a target and then hits with a melee attack, the target takes an extra 1 piercing damage. The target is then pushed back 50 feet.

Fly. The wyvern ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Actions

Stinger. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 piercing damage and the target must succeed on a Magic save (DC 15) or take 1 poison damage.

Lizardfolk

Lizardfolk are a cold-blooded swamp-dwelling people who treat other races as potential meals.

Attribute Score Increase. Your Population score increases by 2 and your Culture score increases by 1.

Bloodthirsty. Lizardfolk are invigorated by the thought of consuming their victims. When a machetes, Semuanya's kin, or shaman unit breaks or destroy an enemy, all allied machetes, Semuanya's kin, and shaman units add +2 to their attack rolls until the end of their next turn. Only one Bloodthirsty bonus can be active at a time.

Cunning Artisan. Lizardfolk are adept at using the parts of their defeated foes to create useful tools. When a lizardfolk army wins a battle, the cost of the next building they construct is reduced by half.

Natural Hunters. Lizardfolk have advantage on Exploration, Raiding, and Scouting checks in swamp terrain.

Swampfooted. Lizardfolk armies treat swamp as normal terrain.

Lizardfolk Units

Lizardfolk units are generally larger in size. Machetes, Semuanya's kin, and shaman units have extended front sides that allow them to attack and move from their flanks.

Bullywugs

Though small, a coordinated contingent of bullywugs can plant their spears and take an incoming charge as well as any medium or large-sized contingent.

Bullywugs

Lizardfolk, militia

Armor Class 10
Hit Points 3
Speed 200 ft.

Initiative 10
Morale +1
Weight 1

Recruit DC 9
Cost 0 gp
Requires none

Pin. Enemies cannot take the Disengage action when adjacent to the bullywugs' front.

Actions

Spear. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 piercing damage.

Reactions

Brace. When attacked with the Charge trait, the bullywugs can use their reaction to make one melee weapon attack roll with advantage against their attacker.

Machetes

The standard lizardfolk unit becomes frenzied at the thought of victory when they see an enemy unit defeated. Capitalizing on this momentum is the key to lizardfolk victories.

Machetes

Lizardfolk, light infantry

Armor Class 12
Hit Points 4
Speed 300 ft.

Initiative 13
Morale +2
Weight 2

Recruit DC 12
Cost 11 gp
Requires blacksmith

Bloodthirsty. When an enemy unit breaks or is destroyed, allied units with Bloodthirsty have a +2 bonus when making attack rolls until the end of their next turn.

Actions

Machete. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Doubletime. Machetes can move 300 ft.

Semuanya's Kin

Those who prove themselves capable of protecting themselves and increasing the ranks of the people are considered kin of the lizardfolk's god of survival, who is concerned only with maintaining existence.

Semuanya's Kin

Lizardfolk, heavy infantry

Armor Class 15
Hit Points 6
Speed 300 ft.

Initiative 14
Morale +3
Weight 3

Recruit DC 15
Cost 19 gp
Requires armory, grove

Bloodthirsty. When an enemy unit breaks or is destroyed, allied units with Bloodthirsty have a +2 bonus when making attack rolls until the end of their next turn.

Brutal. When kin drop an enemy to 0 hit points, that enemy is destroyed.

Scavenger. When kin destroy an enemy with a melee attack, you gain gold equal to that destroyed enemy's weight.

Actions

Greatclub. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Shaman

When trained with basic magics at an herbalist, the lizardfolk shamans cause a spreading poisonous devastation.

Shaman

Lizardfolk, ranged

Armor Class 12
Hit Points 4
Speed 300 ft.

Initiative 15
Morale +3
Weight 2

Recruit DC 11
Cost 12 gp
Requires herbalist

Bloodthirsty. When an enemy unit breaks or is destroyed, allied units with Bloodthirsty have a +2 bonus when making attack rolls until the end of their next turn.

Toxins. When shaman deal poison damage to an enemy, that enemy breaks if it is adjacent to a broken ally.

Actions

Quarterstaff. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Blowgun. *Ranged Weapon Attack:* +2 to hit, range 250 ft., one target. *Hit:* 1 poison damage.

Catoblepases

The rotten swamp buffalo exert such an overwhelming stench that it's difficult for most soldiers to close the distance to effectively melee.

Catoblepases

Lizardfolk, mounted

Armor Class 13
Hit Points 6
Speed 300 ft.

Initiative 11
Morale +3
Weight 3

Recruit DC 14
Cost 21 gp
Requires elder stones, graveyard

Stench. The first melee attack roll made against catoblepases each turn has disadvantage.

Actions

Hoof. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

If you can hear them screaming, you still have a chance. Once they go quiet, that's the time to reconsider a retreat. Because that is when they start frothing at the mouth imagining all the spices they're going to add to the stew you'll be cooked in.

~ Chief Faisal al'Gasan

Froghemoth

Brought forth from the ocean depths, the froghemoth is a slow but hungry fighter that is used to deal finishing blows to wounded soldiers.

Froghemoth

Lizardfolk, siege

Armor Class 14
Hit Points 7
Speed 250 ft.

Initiative 8
Morale +3
Weight 4

Recruit DC 16
Cost 28 gp
Requires fishery, summoning circle

Brutal. When froghemoth drops an enemy to 0 hit points, that enemy is destroyed.

Ravenous. If froghemoth destroys an enemy, it gains 2 temporary hit points.

Actions

Tentacle. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Hydra

A hydra, once adequately compelled with a monument and properly housed in a stable, is a ruthless warrior who refuses to leave the battlefield and only gets stronger when wounded.

Hydra

Lizardfolk, fantastic

Armor Class 15
Hit Points 7
Speed 300 ft.

Initiative 9
Morale +5
Weight 6

Lore DC 18
Cost 53 gp
Requires monument, stable

Multiheaded. Enemy melee attack rolls against the hydra do not benefit from advantage.

Regeneration. Hydra doubles its Morale modifier when taking the Rally action.

Stalwart. Hydra can Rally while adjacent to an enemy.

Actions

Multiattack. The hydra makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 piercing damage.

Orc

Orcs are an irascible and warlike race who rarely shy away from a fight and delight in seeing their enemies fall.

Attribute Score Increase. Your Population score increases by 2 and your Economy score increases by 1.

Relentless Endurance. Once per battle, when one of your units drops to 0 hit points and breaks, you can choose to immediately drop the broken condition and have that unit regain 3 HP.

Untapped Wealth. Orcs choose two of the following resources: coal, jade, oil, salt, sulfur, and tin.

Warrior Culture. Orcs view war as a natural extension of the diplomatic process. When you make a major declaration of war on an NPC realm, you only take half stability damage.

Orc Units

Many orc units are incensed when faced with defeat. These units gain a +2 bonus to their attack rolls when they have less than full hit points.

Goblins

Despite their size, goblins make for effective meat shields. When they break and scatter, they can glob on to a nearby goblin unit and reinforce their numbers.

Goblins

Orc, militia

Armor Class 8
Hit Points 3
Speed 300 ft.

Initiative 14
Morale +1
Weight 1

Recruit DC 8
Cost 0 gp
Requires none

Horde. When an adjacent ally with the Horde trait breaks or is destroyed, the goblins can absorb that unit and gain 2 temporary hit points. Broken allies absorbed in this way are considered destroyed.

Nimble. Goblins can disengage as a bonus action and move through allies as if they were normal terrain.

Actions

Shortsword. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 slashing damage.

Eyes of Gruumsh

The foot soldier of the orc army is a devoted follower of Gruumsh, hoping to one day pluck out an eye in devotion to the orc god.

Eyes of Gruumsh

Orc, light infantry

Armor Class 12
Hit Points 4
Speed 300 ft.

Initiative 10
Morale +2
Weight 2

Recruit DC 11
Cost 10 gp
Requires blacksmith

Gruumsh's Fury. When eyes of Gruumsh destroy an enemy, you gain gold equal to that enemy's weight and that enemy's realm loses up to an equal amount of gold.

Vicious. Add +2 to eyes of Gruumsh's attack rolls if they have less than full hit points.

Actions

Spear. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage.

Blades of Ilneval

The heavy infantry worship Ilneval, the orc god of strategy and war. Their sword work and superior strength make them devoted followers as they hack through their enemies.

Blades of Ilneval

Orc, heavy infantry

Armor Class 14
Hit Points 5
Speed 300 ft.

Initiative 13
Morale +4
Weight 3

Recruit DC 14
Cost 18 gp
Requires arena

Vicious. Add +2 to blades of Ilneval's attack rolls if they have less than full hit points.

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 slashing damage.

Ilneval's Command. Choose an ally. That ally can use its reaction to move up to its movement allowance and make one melee weapon attack.

Fangs of Shargaas

The fangs worship Shargaas, the orc god of stealth and shadow. They use their poisoned arrows to attack at range while other orc units distract the enemy at melee range.

Fangs of Shargaas

Orc, ranged

Armor Class 11
Hit Points 3
Speed 300 ft.

Initiative 15
Morale +2
Weight 2

Recruit DC 10
Cost 11 gp
Requires exotic artisan, herbalist

Veil of Shargaas. Ranged attack rolls made against fangs of Shargaas and their adjacent allies have disadvantage.

Vicious. Add +2 to fangs of Shargaas's attack rolls when they have less than full hit points.

Actions

Scimitar. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Shortbow. *Ranged Weapon Attack:* +2 to hit, range 300 ft., one target. *Hit:* 1 piercing damage.

Claws of Luthic

The claws of Luthic worship the matron goddess of orcs, riding huge war boars and swinging massive battleaxes.

Claws of Luthic

Orc, mounted

Armor Class 14
Hit Points 5
Speed 300 ft.

Initiative 16
Morale +3
Weight 3

Recruit DC 14
Cost 21 gp
Requires armory, stable

Charge. If claws of Luthic move at least 50 feet tward a target and then hit with a melee attack, the target takes an extra 1 slashing damage. The target is then pushed back 50 feet.

Vicious. Add +2 to claws of Luthic's attack rolls if they have less than full hit points.

Actions

Claw. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 slashing damage.

> If you hear someone call us "savage" or "uncivilized," you tell them that orcs first thought to build a house stuffed with goblins on an ogre's back. If that doesn't get their respect, kill them.
>
> ~Boss Grasso

Ogre Howdahs

A synergy between large and small, an ogre howdah has a small treehouse strapped on its back which is then filled with goblins wielding shortbows. This makes howdahs unique melee siege units that have a ranged attack as a literal backup.

Ogre Howdahs

Orc, siege

Armor Class 12
Hit Points 6
Speed 300 ft.

Initiative 9
Morale +4
Weight 4

Recruit DC 15
Cost 27 gp
Requires sawmill, quarry

Close Range. Being adjacent to an enemy does not impose disadvantage on the howdahs' ranged weapon attack rolls.

Horde. When an adjacent ally with the Horde trait breaks or is destroyed, the howdahs can absorb that unit and gain 2 temporary hit points. Broken allies absorbed in this way are considered destroyed.

Actions

Multiattack. The howdahs makes two attacks: one with its greatclub and one with its shortbow.

Greatclub. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Shortbow. *Ranged Weapon Attack:* +2 to hit, range 250 ft., one target. *Hit:* 1 piercing damage.

Tanarukks

Blessed by Baphomet, a tanarukk is a feral orc taken over by demonic enhancement. Orc tribes must keep tanarukks imprisoned to control their ferocity.

Tanarukks

Orc, fantastic

Armor Class 14
Hit Points 6
Speed 300 ft.

Initiative 11
Morale +5
Weight 6

Lore DC 16
Cost 48 gp
Requires courthouse, elder stones

Vicious. Add +2 to tanarukks' attack rolls if they have less than full hit points.

Actions

Greatsword. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 2 slashing damage.

Reactions

Unbridled Fury. In response to being hit by a melee attack, the tanarukks can use their reaction to make one melee attack with advantage against the attacker.

Tabaxi

Tabaxi are a clan-based cat-like people with an insatiable curiosity and a dexterous set of combat skills.

Attribute Score Increase. Your Diplomacy score increases by 2 and your Economy score increases by 1.

Fortunate Curiosity. Although they are not materialistic, the tabaxi are always looking for interesting goods to add to their growing lore. Tabaxi gain proficiency in Trade.

Impatient. Tabaxi have no siege unit. Any feature that refers to siege units can be applied to their ranged units. Tabaxi can still hire siege mercenaries.

Ready for Contact. Tabaxi begin with a market and a town square.

Tabaxi Units

Tabaxi units are so agile and so quick to shift formation in the face of a coming threat that many of their units have no flank or rear sides.

Casteless

Made up of the vagabonds and unattached scoundrels of the realm, the casteless are nonetheless quick on their feet and have learned how to survive.

Casteless

Tabaxi, militia

Armor Class 10
Hit Points 3
Speed 300 ft.

Initiative 18
Morale +1
Weight 1

Recruit DC 9
Cost 0 gp
Requires none

Hidden Potential. If casteless become veterans, in addition to adding 1 to their maximum hit points, they also gain 2 to AC, +100 feet to their movement, and +2 to their attack rolls.

Actions

Claw. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Troubadours

Initially trained as performers, the troubadours boost morale of nearby soldiers by showering them with bardic magics.

Troubadours

Tabaxi, light infantry

Armor Class 12
Hit Points 3
Speed 300 ft.

Initiative 13
Morale +2
Weight 2

Recruit DC 10
Cost 9 gp
Requires bard college, embassy

Inspire. As a bonus action, an ally the troubadours choose gains advantage on their next attack roll. Only one ally can be inspired at a time.

Performance. When troubadours destroy an enemy, you gain 1 XP.

Actions

Rapier. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Hand Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100 ft., one target. *Hit:* 1 piercing damage.

Gloomstalkers

Trained to be the pinnacle of tabaxi violence, the gloomstalkers are armed with spiked clubs which they use when hurling themselves into battle.

Gloomstalkers

Tabaxi, heavy infantry

Armor Class 15
Hit Points 6
Speed 300 ft.

Initiative 17
Morale +4
Weight 3

Recruit DC 15
Cost 19 gp
Requires arena

Nimble. Gloomstalkers can disengage as a bonus action and move through allies as if they were normal terrain.

Pin. Enemies cannot take the Disengage action when adjacent to the gloomstalkers' front.

Actions

Maca. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 slashing damage.

Slayers

Exceptionally curious tabaxi who have proven their worth to the community are recruited as slayers, whose skill with a bow up close is unmatched.

Slayers

Tabaxi, ranged

Armor Class 12
Hit Points 4
Speed 300 ft.

Initiative 15
Morale +3
Weight 2

Recruit DC 13
Cost 14 gp
Requires black market, bowyer

Close Range. Being adjacent to an enemy doesn't impose disadvantage on the slayers' ranged weapon attack rolls.

Actions

Dagger. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 slashing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 350 ft., one target. *Hit:* 1 piercing damage.

Displacer Beasts

The displacer beast may not share a lineage with the tabaxi, but they certainly share their maneuverability and reflexes. In larger numbers, their illusory effect makes them challenging targets.

Displacer beasts

Tabaxi, mounted

Armor Class 13
Hit Points 4
Speed 350 ft.

Initiative 20
Morale +4
Weight 3

Recruit DC 12
Cost 19 gp
Requires magic shop, stable

Charge. If the beasts move at least 50 feet toward a target and then hit with a melee attack, the target takes an extra 1 slashing damage. The target is then pushed back 50 feet.

Displacement. At the start of each round, melee attack rolls against the beasts have disadvantage until they take damage. This trait is disabled while the beasts are broken.

Actions

Claw. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Phoenix

The tabaxi have been known to call upon the powers of a phoenix, who are not easily swayed to the service of others. Once a phoenix has agreed to protect a realm's interests, however, leaders find their purchase price return to them three-fold as the same destroyed fantastic bird rejuvenates back battle after battle.

Phoenix

Tabaxi, fantastic

Armor Class 18
Hit Points 8
Speed 800 ft.

Initiative 19
Morale +5
Weight 6

Lore DC 20
Cost 60 gp
Requires elder stones, summoning circle

Death Throes. The phoenix explodes when it dies and deals 3 fire damage to each adjacent unit.

Fly. The phoenix ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one phoenix can be in an army. Critical hits against the phoenix count as normal hits.

Rejuvenation. If the phoenix is destroyed, make a Magic (Lore) check (DC 20) after the battle. If you succeed, you may recruit a new phoenix without paying its cost.

Actions

Talon. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 slashing damage and 1 fire damage.

Tiefling

Tieflings are touched by the fiendish planes. They use this connection to the Abyss and the Nine Hells to recruit powerful allies.

Attribute Score Increase. Your Magic score increases by +2 and your Culture score increases by +1.

Hellfire Pact. Once per year, before a battle begins in one of your settlements, you can deal 1 fire damage to each unit in an enemy army.

Sheep's Clothing. Despite their noticeable appearance, tieflings are adept at infiltrating themselves into the underbellies of a society. You gain proficiency with Sabotage.

Otherworldly. To represent the infernal/fiendish powers that connect you to the Material Plane, tiefling realms begin with a religious building of their choice: chapel, graveyard, or shrine.

Tiefling Units

As relatives or direct inhabitants of the Nine Hells and the Abyss, many tiefling units can shrug off fire damage, which is represented by the Fire Immunity trait.

Imps

Raised as familiars and intensely loyal to their masters, imps are tiny, dangerous distractions.

Imps

Tiefling, militia

Armor Class 10
Hit Points 3
Speed 400 ft.

Initiative 12
Morale +1
Weight 1

Recruit DC 9
Cost 0 gp
Requires none

Fly. The imps ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Nimble. The imps can disengage as a bonus action and can move through allies as though they were normal terrain.

Actions

Sting. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 piercing.

Twice-Cursed

The only tiefling unit composed of actual tieflings, the twice-cursed have made bargains with those in other realms to support the infernal armies, even at the cost of their lives.

Twice-Cursed

Tiefling, light infantry

Armor Class 12
Hit Points 3
Speed 300 ft.

Initiative 12
Morale +2
Weight 2

Recruit DC 10
Cost 9 gp
Requires barracks

Blood Pact. Twice-cursed can destroy themselves as an action. If they do, one ally regains 1 hit point.

Dark Pact. When twice-cursed retreat or are destroyed, you gain 1 mana that is lost after this battle if not used.

Fire Immunity. Twice-cursed are immune to fire damage.

Actions

Khopesh. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Minotaurs

Tieflings cooperation with minotaurs pays off handsomely as these battle-hardened fighters crash into opposing forces as effectively as mounted units.

Minotaurs

Tiefling, heavy infantry

Armor Class 15
Hit Points 5
Speed 350 ft.

Initiative 15
Morale +3
Weight 3

Recruit DC 14
Cost 18 gp
Requires blacksmith

Charge. If minotaurs move at least 50 feet toward a target and then hit with a melee attack, the target takes an extra 1 slashing damage. The target is then pushed back 50 feet.

Reckless. At the start of their turn, minotaurs can gain advantage on all melee attack rolls they make during that turn, but attack rolls against them have advantage until the start of their next turn.

Actions

Battleaxe. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

> It's true, my skin houses the blood of devils. At no point am I unaware of the malice clawing to get out, but I keep that evil inside. What then, your Grace, is your excuse?
>
> ~Ambassador Kittering before signing the Treaty of Harbor Pines

Barbed Devils

Once a deeper connection to the Nine Hells has been established through religious devotions, barbed devils will lend their services to a tiefling realm, using their innate ability to create fire as a short range attack.

Barbed Devils

Tiefling, ranged

Armor Class 14
Hit Points 4
Speed 300 ft.

Initiative 13
Morale +3
Weight 2

Recruit DC 13
Cost 14 gp
Requires abbey, shrine

Fire Immunity. The devils are immune to fire damage.

Explosive. When the devils drop to 0 hit points, they are destroyed, explode, and deal 1 fire damage to each adjacent unit.

Magic Resistance. The devils have advantage on saving throws against spells and other magical effects.

Actions

Claw. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Hurl Flame. *Ranged Weapon Attack:* +3 to hit, range 200 ft., one target. *Hit:* 1 fire damage.

Devil's Due. The devils deal 1 fire damage to an enemy within 200 feet and then the devils take 1 necrotic damage that cannot be reduced or prevented in any way.

Cambions

These demons have no mounts, but the terror they inspire exerts a zone of control similar to that of mounted soldiers.

Cambions

Tiefling, mounted

Armor Class 13
Hit Points 4
Speed 500 ft.

Initiative 17
Morale +3
Weight 3

Recruit DC 13
Cost 19 gp
Requires alchemist, temple

Charge. If cambions move at least 50 feet toward a target and then hit with a melee attack, the target takes an extra 1 piercing damage. The target is then pushed back 50 feet.

Fire Immunity. Cambions are immune to fire damage.

Fly. Cambions ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Actions

Spear. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 piercing damage.

Fire Ray. *Ranged Weapon Attack:* +2 to hit, range 100 ft., one target. *Hit:* 1 fire damage.

Hellfire Engine

Infused with the souls of the damned, a hellfire engine packs a deadly punch in a short-range rolling tank.

Hellfire Engine

Tiefling, siege

Armor Class 16
Hit Points 6
Speed 300 ft.

Initiative 11
Morale +1
Weight 5

Recruit DC 17
Cost 29 gp
Requires chapel, graveyard

Crush. Once per turn, the engine can move through one enemy larger than 1 square as if that enemy were difficult terrain. That enemy takes 1 bludgeoning damage. This movement does not trigger opportunity attacks.

Fire Immunity. The engine is immune to fire damage.

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

Actions

Stride. *Melee Weapon Attack:* +0 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Bonemelt Sprayer. *Ranged Weapon Attack:* +4 to hit, range 300 ft., one target. *Hit:* 2 fire damage.

Balor

The pinnacle of demonic might, a balor is an expensive investment in resources and time, but once it arrives, it commands the battlefield even in death as it explodes in a fantastic eruption.

Balor

Tiefling, fantastic

Armor Class 19
Hit Points 8
Speed 250 ft.

Initiative 14
Morale +5
Weight 6

Lore DC 20
Cost 61 gp
Requires cathedral, summoning circle

Death Throes. When the balor drops to 0 hit points, it is destroyed, explodes, and deals 3 fire damage to each adjacent unit.

Fire Immunity. The balor is immune to fire damage.

Proud. Only one balor can be in an army. Critical hits against the balor count as normal hits.

Teleport. The balor magically teleports up to 200 feet to an unoccupied area it can see by spending 200 feet of movement.

Actions

Longsword. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 slashing damage and 1 lightning damage.

Triton

Tritons are a haughty race of sea-dwellers who view themselves as defenders of the water. They often arrogantly believe their ocean-domains to be exclusively important compared to land-dwelling realms, much the same way that land-realms ignore the politics of the sea.

Attribute Score Increase. Your Population, Economy, and Diplomacy scores increase by +1.

Aquatic Riches. With less competition for undersea resources, you have access to one of the following: adamantine, crystals, mithral, obsidian, or pearls.

Ocean Dwellers. Your forces are capable of traversing long ocean distances without the need for wooden ships. Your armies can move across water without the need for a fleet and they can end their turn at sea.

Undersea Realms. Tritons live under the sea. Most of their realm consists of ocean, but they also establish archipelago trade hubs, magical towers, and military outposts to deal with overland realms. Your capital and city settlements, however, are considered underwater and cannot be attacked by opposing armies without a magical means of movement and breathing.

Triton Units

As undersea dwellers, your merfolk, tapals, javelineers, and nobles are undisturbed by extremely cold temperatures and are immune to cold damage.

Merfolk

The tritons can rely on the merfolk to provide a nearly endless supply of soldiers capable of forming a front line to withstand an oncoming charge.

Merfolk

Triton, militia

Armor Class 14
Hit Points 2
Speed 200 ft.

Initiative 16
Morale +2
Weight 1

Recruit DC 10
Cost 0 gp
Requires none

Precision Strike. If merfolk do not move this turn and are not adjacent to any allied unit, their melee attack rolls have advantage.

Swimmer. Merfolk are immune to cold damage and treat water as normal terrain.

Actions

Trident. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 piercing damage.

Tidal Rush. Merfolk move up to 200 feet and treat allies as though they were normal terrain during this movement.

Reactions

Brace. When attacked with the Charge trait, the merfolk can use their reaction to make one melee weapon attack roll with advantage against their attacker.

Tapals

The training tapal-fighters receive with armor-rending crystalline blades transfers adequately enough on land, as these infantry soldiers form the backbone of a triton army.

Tapals

Triton, light infantry

Armor Class 15
Hit Points 3
Speed 200 ft.

Initiative 12
Morale +3
Weight 2

Recruit DC 12
Cost 11 gp
Requires barracks

Crystalline Edge. Tapals have a +1 bonus to slashing damage if their target is at full hit points.

Swimmer. Tapals are immune to cold damage and treat water as normal terrain.

Actions

Tapal. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Tidal Rush. Tapals move up to 200 feet and treat allies as though they were normal terrain during this movement.

Water Myrmidons

Stronger than simple water elementals, the myrmidons exhibit greater tactical prowess and are equipped with tridents that can deal freezing damage.

Water Myrmidons

Triton, heavy infantry

Armor Class 17
Hit Points 6
Speed 100 ft.

Initiative 17
Morale +3
Weight 3

Recruit DC 17
Cost 22 gp
Requires shipyard, spring

Freezing Strike. The myrmidons score a critical hit on a roll of 18-20.

Generate Water. Allies adjacent to the myrmidons have advantage on Rally checks.

Swimmer. The myrmidons are immune to cold damage and treat water as normal terrain.

Actions

Trident. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 cold damage.

Tidal Rush. The myrmidons move up to 200 feet and treat allies as though they were normal terrain during this movement.

Reactions

Brace. When attacked with the Charge trait, the myrmidons can use their reaction to make one melee weapon attack roll with advantage against their attacker.

Javelineers

With one of the few ranged weapons that work underwater, javelin throwers excel at making closer range attacks.

Javelineers

Triton, ranged

Armor Class 16
Hit Points 3
Speed 250 ft.

Initiative 15
Morale +3
Weight 2

Recruit DC 13
Cost 14 gp
Requires foundry

Nimble. Javelineers can Disengage as a bonus action and move through allies as if they were normal terrain.

Swimmer. Javelineers are immune to cold damage and treat water as normal terrain.

Actions

Javelin. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage.

Javelin. *Ranged Weapon Attack:* +3 to hit, range 200 ft. one target. *Hit:* 1 piercing damage.

Tidal Rush. Javelineers move up to 200 feet and treat allies as though they were normal terrain during this movement.

Nobles

Triton nobility have been known to ride hippocampuses, crocodiles, giant snakes, or other amphibious creatures. Unlike the nobility of many realms, tritons feel obligated to take to the field and defend their interests first-hand.

Nobles

Triton, mounted

Armor Class 16
Hit Points 6
Speed 300 ft.

Initiative 13
Morale +4
Weight 3

Recruit DC 16
Cost 24 gp
Requires shrine

Cold Immunity. Nobles are immune to cold damage.

Inspire. As a bonus action, an ally the nobles choose gains advantage on their next attack roll. Only one ally can be inspired at a time.

Proud. Only one nobles unit can be in an army. Critical hits against the nobles count as normal hits.

Swimmer. Nobles are immune to cold damage and treat water as normal terrain.

Actions

Stingray Whip. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 slashing damage.

Tidal Rush. The nobles move up to 200 feet and treat allies as though they were normal terrain during this movement.

Morkoth

Lured by the promise of treasures and trinkets, a morkoth can be employed by a triton army to slither its way across a battle and devastate multiple units with a chain lightning attack.

Morkoth

Triton, siege

Armor Class 16
Hit Points 6
Speed 100 ft.

Initiative 14
Morale +4
Weight 4

Recruit DC 17
Cost 29 gp
Requires market, temple

Proud. Only one morkoth can be in an army. Critical hits against the morkoth count as normal hits.

Swimmer. The morkoth is immune to cold damage and treats water as normal terrain.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 piercing damage.

Chain Lightning. *Ranged Weapon Attack:* +4 to hit, range 200 ft., one target. *Hit:* 1 lightning damage and a new target you choose within 200 ft. of that target also takes 1 lightning damage.

Tidal Rush. The mokoth can move up to 200 feet and treats allies as though they were normal terrain during this movement.

Dragon Turtle

A lumbering, tank, the dragon turtle rises from the deepest oceans to exact vengeance on triton enemies with its powerful jaw and steam breath weapon.

Dragon Turtle

Triton, fantastic

Armor Class 20
Hit Points 10
Speed 200 ft.

Initiative 5
Morale +4
Weight 6

Lore DC 23
Cost 70 gp
Requires fishery, monument

Fire Immunity. The turtle is immune to fire damage.

Proud. Only one turtle can be in an army. Critical hits against the turtle count as normal hits.

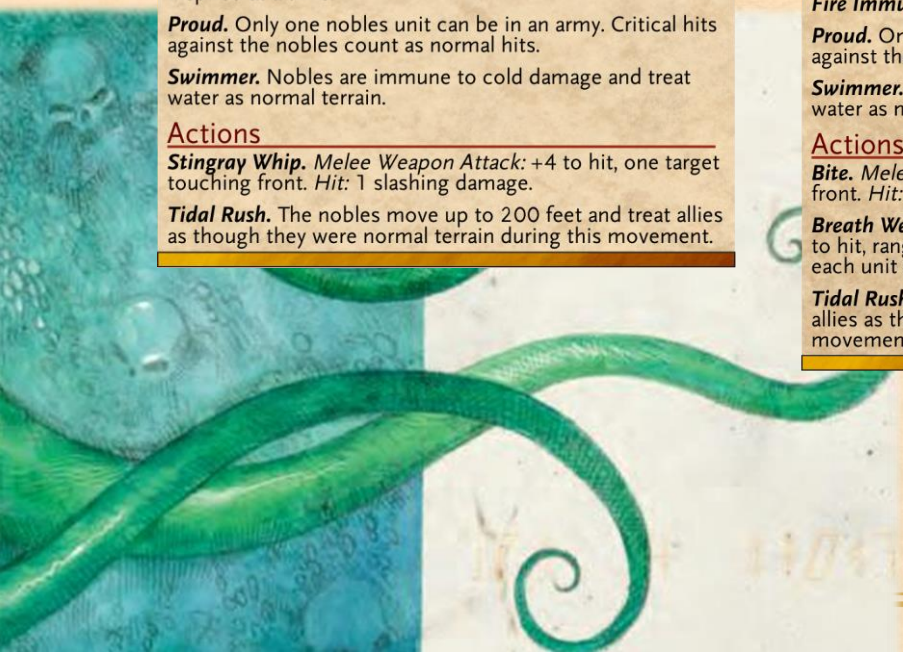
Swimmer. The turtle is immune to cold damage and treats water as normal terrain.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 2 piercing damage.

Breath Weapon (Recharge 5–6). *Melee Weapon Attack:* +5 to hit, range 150 ft. in a straight line, make an attack roll for each unit affected. *Hit:* 1 fire damage.

Tidal Rush. The turtle moves up to 200 feet and treats allies as though they were normal terrain during this movement.



Undead

The citizens of an undead realm may consist of peaceful zombies, hordes of violent avenging corpses, or simple oppressed humans eking out a miserable existence under the thumb of a lich, vampire, mummy lord, etc.

Attribute Score Increase. Your Magic score is increased by +3.

Dark Energies. Your undead units can be recruited using your Magic (Lore) skill instead of your Population (Recruitment) skill.

Land of the Dead. You start with 2 graveyards.

Omnipresent Necromancy. Whenever you destroy at least one unit in a battle that is larger than one square, you can automatically recruit one zombies unit after the battle (see Chapter 9).

Unsteady Hands. Undead have no ranged unit. Any feature that refers to ranged units can be applied to their light infantry. Undead can still hire other ranged mercenary units.

Undead Units

The undead have no reason to fear and they never break. When they take "wounds" that would fell a living creature, they continue on and always obey their commanders.

Skeletons

Raising skeletons is one of the first spells necromancers learn in their bid for immortality.

Skeletons

Undead, militia

Armor Class 9
Hit Points 3
Speed 250 ft.

Initiative 10
Morale +0
Weight 1

Recruit DC 8
Cost 0 gp
Requires graveyard

Unbreakable. Skeletons do not break when they drop to 0 hit points

Undead. When skeletons start a turn with 0 hit points, they regain 1 hit point. If radiant damage drops them to 0 hit points, they are destroyed.

Actions

Shortsword. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 slashing damage.

Shortbow. *Ranged Weapon Attack:* +1 to hit, range 200 ft., one target. *Hit:* 1 piercing damage.

When negotiating with the Undead, it's important to remember brevity in your messaging. A grunt, a moan, some drool; these can go as far as a rehearsed declamation.

-Ghanni al Swani, author of "A Guide to Governance"

Ghouls

Cursed to feed on the living, ghouls are a fast-moving melee unit that consumes the flesh of their enemies to temporarily sate their unending hunger.

Ghouls

Undead, light infantry

Armor Class 12
Hit Points 4
Speed 400 ft.

Initiative 14
Morale +2
Weight 2

Recruit DC 12
Cost 11 gp
Requires abbey, butcher

Nimble. Ghouls can disengage as a bonus action and can move through allies as though they were normal terrain.

Ravenous. Ghouls regain 1 hit point when they destroy an enemy.

Unbreakable. Ghouls do not break when they drop to 0 hit points.

Actions

Withering Touch. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 necrotic damage.

Banshees

The tormented spirits of those wronged in life have a life draining shriek that forces the enemy to focus on eliminating them or face a foe that refuses to die again.

Banshees

Undead, heavy infantry

Armor Class 15
Hit Points 3
Speed 500 ft.

Initiative 16
Morale +0
Weight 3

Recruit DC 13
Cost 16 gp
Requires chapel

Fly. Banshees ignores difficult terrain and can move over other units. They must ends their turn on the ground in an empty space.

Life Drain. When banshees damage a unit using a melee attack, they regain 1 hit point.

Unbreakable. Banshees do not break when they drop to 0 hit points.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 necrotic damage.

Death Knights

The most dangerous soldiers in life become death knights if they are forced to suffer an indignity or heartache beyond human comprehension. They now use their powers and martial prowess for the dead.

Death Knights

Undead, mounted

Armor Class 18
Hit Points 5
Speed 400 ft.

Initiative 15
Morale +0
Weight 4

Recruit DC 17
Cost 26 gp
Requires blacksmith, temple

Charge. If the knights move at least 50 feet toward a target and then hit with a melee attack, the target takes an extra 1 slashing damage. The target is then pushed back 50 feet.

Unbreakable. The knights do not break when they drop to 0 hit points.

Undead. When the knights start a turn with 0 hit points, they regain 1 hit point. If radiant damage drops them to 0 hit points, they are destroyed.

Actions

Longsword. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 slashing damage.

Hellfire Orb. *Ranged Weapon Attack:* +4 to hit, range 150 ft., one target. *Hit:* 1 necrotic damage.

Boneclaws

The clawed arms of these giants have an extraordinary reach that forces enemies to think twice about initiating melee. Boneclaws can be used to defend chokepoints, gates, and narrow valleys.

Boneclaws

Undead, siege

Armor Class 16
Hit Points 6
Speed 300 ft.

Initiative 12
Morale +0
Weight 4

Recruit DC 17
Cost 30 gp
Requires cathedral, magic shop

Unbreakable. Boneclaws do not break when they drop to 0 hit points.

Undead. When boneclaws start a turn with 0 hit points, they regain 1 hit point. If radiant damage drops them to 0 hit points, they are destroyed.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 2 slashing damage.

Reactions

Deadly Reach. In response to an enemy moving adjacent to the boneclaws' front side, the boneclaws can make a slam attack as a reaction.

Lich

Wizards who have succeeded in beating death find it a hollow victory when they are tasked with leading the forces of decay according to another's wishes.

Lich

Undead, fantastic

Armor Class 17
Hit Points 6
Speed 300 ft.

Initiative 7
Morale +7
Weight 6

Lore DC 20
Cost 60 gp
Requires library, monument

Life Drain. When the lich damages a unit using a melee attack, it regains 1 hit point.

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

Unbreakable. The lich does not break when it drops to 0 hit points.

Undead. When the lich starts a turn with 0 hit points, it regains 1 hit point. If radiant damage drops it to 0 hit points, it is destroyed.

Actions

Paralyzing Touch. *Melee Weapon Attack:* +7 to hit, one target touching front. *Hit:* 1 cold damage.

Disrupt Life. *Melee Weapon Attack:* +4 to hit, all adjacent targets. *Hit:* 1 necrotic damage.

Yuan-Ti

Yuan-ti use divine rituals to shed their humanity as a snake sheds skin, emerging pragmatic, calculating, and dangerously diplomatic.

Attribute Score Improvement. Your Economy score increases by 2 and your Diplomacy score increases by 1.

Promises of Glory. You have advantage on Influence checks.

Conditional Worship. You gain double XP when you build shrines, temples, and monasteries.

Born from Magic. Your realm has advantage on saving throws against world spells and other magical effects.

Serpent Empires. The remains of your past glory teem with untapped wealth. You always gain at least 1 gold on an Exploration check, whether you succeed or fail.

Yuan-Ti Units

Those yuan-ti who have succeeded in their serpentine transformations treat the battlefield as their playground and slither between enemies with such speed that they ignore attacks of opportunity.

Purebloods

The lowest-class of yuan-ti only barely resemble snakes, but they are still useful as part of the diplomatic class.

Purebloods

Yuan-Ti, militia

Armor Class 9
Hit Points 3
Speed 300 ft.

Initiative 13
Morale +3
Weight 1

Recruit DC 9
Cost 0 gp
Requires embassy

Magic Resistance. Purebloods have advantage on saving throws against spells and other magical effects.

Actions

Scimitar. *Melee* Weapon Attack: +1 to hit, one target touching front. *Hit:* 1 slashing damage.

Shortbow. *Ranged Weapon Attack:* +1 to hit, range 200 ft., one target. *Hit:* 1 piercing damage.

Broodguards

Tasked with protecting nurseries of eggs, broodguard will often become unhinged when the realm's young are threatened.

Broodguards

Yuan-Ti, light infantry

Armor Class 14
Hit Points 4
Speed 300 ft.

Initiative 10
Morale +3
Weight 2

Recruit DC 13
Cost 11 gp
Requires guard watch

Reckless. At the start of their turn, broodguards can gain advantage on all melee attack rolls they make during that turn, but attack rolls against them have advantage until the start of their next turn.

Actions

Scimitar. *Melee* Weapon Attack: +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Mind Whisperers

As former and current clerics in the worship of Sseth, the mind whisperers are psionically-talented.

Mind Whisperers

Yuan-Ti, heavy infantry

Armor Class 15
Hit Points 6
Speed 300 ft.

Initiative 9
Morale +3
Weight 3

Recruit DC 15
Cost 19 gp
Requires assassin's guild, shrine

Mind Fangs. Once per battle, the whisperers can add +1 psychic damage when they make a successful melee attack.

Actions

Scimitar. *Melee* Weapon Attack: +4 to hit, one target touching front. *Hit:* 1 slashing damage.

Malisons

Malisons prefer to let the pureblood lower class take the brunt of a battle's punishment while engaging at a distance.

Malisons
Yuan-Ti, ranged

Armor Class 11
Hit Points 4
Speed 300 ft.

Initiative 11
Morale +3
Weight 2

Recruit DC 11
Cost 12 gp
Requires bowyer

Constrict. When malisons deal melee damage to an enemy, that enemy cannot move on its next turn.

Slither. Malisons never trigger attacks of opportunity and they can move through enemy units as if they were normal terrain.

Actions

Scimitar. *Melee* Weapon Attack: +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Longbow. *Ranged Weapon Attack:* +2 to hit, range 300 ft., one target. *Hit:* 1 poison damage.

Nightmare Speakers

The speakers are excellent psionicists who grapple their enemies with their coils and then use those enemies' fears to create deadly illusions.

Nightmare Speakers
Yuan-Ti, mounted

Armor Class 14
Hit Points 5
Speed 300 ft.

Initiative 19
Morale +3
Weight 3

Recruit DC 14
Cost 20 gp
Requires library, temple

Constrict. When the speakers deal melee damage to an enemy, that enemy cannot move on its next turn.

Slither. Speakers never trigger attacks of opportunity and they can move through enemy units as if they were normal terrain.

Actions

Scimitar. *Melee* Weapon Attack: +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Invoke Nightmare. The speakers create a dangerous illusion 100 feet away in an empty square adjacent to an enemy. When an enemy starts its turn adjacent to this illusion, that enemy must succeed on a Magic save (DC 13) or it takes 1 psychic damage. The illusion lasts until the start of the speakers' next turn.

Abomination

As a near-complete transformation, abominations are given esteem within yuan-ti society, the least of which is due to their impressive physicality and danger in combat.

Abominations
Yuan-Ti, siege

Armor Class 15
Hit Points 6
Speed 350 ft.

Initiative 17
Morale +3
Weight 4

Recruit DC 16
Cost 28 gp
Requires thieves' guild, town square

Constrict. When malisons deal melee damage to an enemy, that enemy cannot move on its next turn.

Slither. Malisons never trigger attacks of opportunity and they can move through enemy units as if they were normal terrain.

Actions

Scimitar. *Melee* Weapon Attack: +4 to hit, one target touching front. *Hit:* 2 slashing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 200 ft., one target. *Hit:* 1 piercing damage.

Anathema

Abominations that undergo further transformations can become a multiheaded anathema. These are enormous and terrifying monstrosities that most soldiers are too terrified to engage with.

Anathema
Yuan-Ti, fantastic

Armor Class 16
Hit Points 7
Speed 400 ft.

Initiative 5
Morale +3
Weight 6

Recruit DC 18
Cost 54 gp
Requires monument

Constrict. When the anathema deals melee damage to an enemy, that enemy cannot move on its next turn.

Dreadful. An enemy that begins its turn adjacent to the anathema must make a Rally saving throw. On a failed save, that enemy cannot attack the anathema with melee attacks this turn.

Multiheaded. Enemy melee attack rolls made against the anathema do not benefit from advantage.

Slither. Anathema never trigger attacks of opportunity and they can move through enemy units as if they were normal terrain.

Actions

Flurry of Bites. *Melee* Weapon Attack: +5 to hit, one target touching front. *Hit:* 2 slashing damage.

Cantrip. Once per battle, the anathema can cast a level 1 combat spell its realm knows as though that realm had spent 1 mana.

Chapter 3: Governments

Realms are composed of ordinary people who achieve extraordinary goals under competent leadership. You will set the goals of your realm, which may include subjugation, colonizing, protecting your people, improving the standard of living, developing your economy, maintaining normalized relations with other realms, or whatever you can dream. Realms make those dreams real by using the tools provided by the type of government you choose.

Your government changes the way your realm operates and how it interacts with other realms. A monastic realm, for instance, whose abilities reinforce isolation, may view the invading undead army encroaching on their neighbor's borders as none of their concern. A righteous monarchy halfway across the continent, however, may view the same conflict as justification for a crusade.

Your government gives you special features, such as a tribal realm's ability to conscript troops quickly when attacked. As your realm progresses in level, you gain additional features and unlock more powerful bonuses and improvements.

Governments

Government	Description	Stability Die	Primary Attributes
Anarchy	Individuals without any strong institutional or centralized authority that provide for themselves independently	d8	Population & Culture
Collective	A group of indistinguishable people united by an ideology or unseen force who act as one to achieve their goals	d6	Order & Diplomacy
Dictatorship	A single ruler responsible for all decisions who rules over the people and whose authority is never questioned	d4	Population & Order
Gerontocracy	A revered set of wise elders who perfect their magic as they meet regularly to discuss and enact decisions	d6	Magic & Culture
Kleptocracy	A functionally corrupt government that maintains control over the population through fear and occasional overtures that inspire loyalty	d4	Economy & Diplomacy
Magocracy	A realm where magic has supremacy over politics and only magic users are given citizenship or authority to govern	d4	Magic & Diplomacy
Monarchy	A royal head of state, usually installed as ruler by way of bloodlines, whose authority is considered granted by divine right	d8	Population & Diplomacy
Monastic	An isolated and insular group of religious converts dedicated to a cause who use their minds and bodies as weapons	d8	Order & Culture
Nomadic	A common culture of itinerant people who sustainably shepherd livestock and maintain a balance with the land	d8	Economy & Culture
Republic	An elected minister and/or parliament aristocracy that represents the people as part of a union of smaller but similarly-ruled states	d6	Economy & Order
Technocracy	A scientifically-oriented collection of inventors, mathematicians, engineers, and magical mechanics	d6	Economy & Magic
Theocracy	A zealous religious organization whose authority and devotion to a deity or set of laws permeates every aspect of daily life	d4	Order & Magic
Tribal	A loosely connected and occasionally internally belligerent set of large families that are tenuously joined by a common geography	d8	Population & Economy

Anarchy

It was a torrent of splintered wood, blood, and spilled ale. The kraken took to land and ravaged the great mead hall on the archipelago's central island. The attack was unprovoked, leaving dozens of able shipmates mangled and crushed. No time to grieve, however, because there was one thing the Pirates of Calico Bay were certain of—absolutely no offense ever went unpunished. A handful of crews raised anchor to revenge themselves, and neither the merrow nor the merfolk, nor the great leviathan herself could stop those pirates from their intention of fertilizing the sea with kraken bile.

Those who found themselves unmoored after the attack took to rebuilding the hall of their own volition. No arguments, no committees, no deliberations or tax collections, just a fiery drive and a people making their own choices. And when that new hall would be complete, nobody would own it, just as it was before, because the Bay knew how to care for its own without some highborn hand pushing them along.

As they rebuilt and cleared the disaster, someone found a severed kraken tentacle in the wreckage of Captain Maribeth's all-but-scuttled quarters. Turns out the poor beast *was* provoked.

So they strung up the captain and dangled him over the old rope bridge connecting Smithgar and Vrodrick islands. With any luck, the kraken would return for its own revenge, and then the Bay would face the monster on their terms. Provoked or not, one thing was certain—absolutely no offense ever goes unpunished.

No Rules

You are the people who belong to none; you have no centralized leader, no broadly enforced legal structure. There are no city guards beholden to a monarch, and any court system is ad hoc and based on tradition, precedent, or a combination of volume and willpower. Any tax system is voluntary, any construction is done to fill an immediate need when it becomes acknowledged by enough people. Militaries are voluntary and most see self-defense and unified preservation as an ingrained and personal responsibility. Those who are incapable of fighting do not last long. Though these traditions may suggest instability and infighting, the core of your realm draws strength from this fierce independence.

Survival and Responsibility

The ruggedness of your people is more than fodder for boastful song. Only the strongest make it to adulthood and any leaders that stand out are those that have proven themselves most capable, certainly not by some secret ballot. While there may be many rival clans with different subcultures and possibly different races, the guiding thread is that you self-govern, more or less as well as those centralized so-called civilized realms surrounding you. Your ability to exist with enough cooperation and cohesion has forged a strong bond to the land that also manifests as increased stores of magical energy.

Anarchy

Level	Proficiency Bonus	Independence Points	Features	Magic Level	Spells Prepared	Concentration Slots
1st	+2	—	Anarchy Origin, Wanderlust	—	—	—
2nd	+2	2	Self-Sufficiency, Reckless Leader	—	—	—
3rd	+2	3	Liberty Growth, Spellcasting	1	2	1
4th	+2	4	Attribute Score Improvement	1	3	1
5th	+3	5	Blessed by Chaos	1	3	1
6th	+3	6	Anarchy Origin Feature	1	4	2
7th	+3	7	Channeler	2	4	2
8th	+3	8	Attribute Score Improvement	2	5	2
9th	+4	9	Sovereignty	2	5	2
10th	+4	10	Moved by Coin	2	6	2
11th	+4	11	Liberty Growth	2	6	3
12th	+4	12	Attribute Score improvement	2	7	3
13th	+5	13	Anarchy Origin Feature	3	7	3
14th	+5	14	Fierce Independence	3	8	3
15th	+5	15	Heart of Fire	3	8	3
16th	+5	16	Attribute Score Improvement	3	8	4
17th	+6	17	Liberty Growth	3	9	4
18th	+6	18	Anarchy Origin Feature	4	9	4
19th	+6	19	Attribute Score Improvement	4	10	4
20th	+6	20	Raging Rebelliousness	4	10	5

Government Features

As an anarchy realm, you gain the following government features.

Stability Points

Stability Dice: A number of d8s equal to your PB
Stability Points at 1st Level: 8+ your Order modifier
Stability Points at Higher Levels: 1d8 (or 5) + your Order modifier per anarchy level after 1st

Proficiencies

Choose two skills from Exploration, Lore, Raiding, Recruitment, Scouting, and Training

Starting Bonuses

You start with the following military units, in addition to the units granted by your founding:

- (*a*) 4 militia or (*b*) 2 light infantry units
- (*a*) 4 militia or (*b*) 2 ranged units
- (*a*) 1 shipyard or (*b*) 1 town square and 1 arena
- One resource from coffee, ginger, incense, salt, sugar, tobacco
- One resource from camels, cattle, goats, horses, reindeer, sheep, wild game

Commanders

Your commanders' default class is sorcerer.

Anarchy Origin

Choose an origin for your realm that will describe the archetypal model for your people: Pirate Enclave or Wild Folk, both detailed at the end of this government description.

Your choice grants you features when you choose it at 1st level and again at 6th, 13th, and 18th level.

Wanderlust

The ragtag nature of your forces often leads to rebellious commanders who are defiant over territorial claims of other nations. Starting at level 1, you do not require open border agreements for army movements and take no stability damage for border violations.

Self-Sufficiency

At 2nd level, your realm has adapted to the harsh reality that there is no centralized authority that provides or protects. As such, they've learned how to survive by cultivating an intense independence that can manifest in unique ways.

Independence Points

At 2nd level, you have 2 independence points, and you gain more as you reach higher levels, as shown in the Independence Points column of the Anarchy table. You can never have more independence points than shown on the table for your level. You regain all spent independence points at the start of a new year or when you gain a level.

Reckless Leader

At 2nd level, your leaders are anxious to prove themselves in battle. When setting up your forces at the start of a battle, you may spend an independence point to include the reckless leader unit to your army.

You cannot attach your commander to this unit.

Whether this unit is destroyed or not, it is removed from the army after the battle and you suffer no loss in stability points. For each additional independence point you spend, add +1 to one of the reckless leader's attributes: Armor Class, hit points, initiative, Morale modifier, or melee attack rolls. No more than 1 independence point can be spent on an attribute, and no more than 4 independence points can be spent this way.

Reckless Leader

Anarchy, leader

Armor Class 14
Hit Points 4
Speed 250 ft.

Initiative 13
Morale +4
Weight 0

Nimble. The leader can disengage as a bonus action and move through allies as if they were normal terrain.

Proud. Only one leader can be in an army. Critical hits against the leader count as normal hits.

Reckless. At the start of its turn, the leader can gain advantage on all melee attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 slashing damage.

Liberty Growth

At 2nd level, you gain two abilities from the list below. You gain another ability from this list at 3rd, 11th, and 17th level.

Attuned Populace

When you cast a world spell, you can spend 1 independence point to regain d6 Stability Points.

Chaotic Spirit

When you attempt two or more tasks in a turn that require an ability or skill check, you can spend 1 independence point to switch one task's roll for another.

Foragers and Hunters

With no dedicated farming class, your people have grown accustomed to being responsible for providing their own food. You can spend 1 independence point to fully supply an army until the start of the next year.

Fury of Fire

While in battle, after one of your units succeeds on a melee attack roll, you can spend 1 independence point to add +1 fire damage to the attack. You can only spend 1 point in this way.

Hidden Allies

If a battle is about to begin in one of your home provinces, you can spend 2 independence points to make a Magic (Lore) check to recruit a fantastic unit from your race's unit list and set its weight to 0. If you succeed, add one of these units to your army without paying the gold cost. On a failure, you may add one of your heavy infantry units from your race's unit list without paying the gold cost and set its weight to 0. This unit is removed after the battle.

Tempered Revenge

When you lose Stability Points from a battle, you can spend 1 independence point to deal 1d6 Stability Point damage to your opponent. You can only spend 1 point in this way.

Resourcefulness

Your people have a knack for making do with what's available, even if it's not ideal. When you or another realm are constructing a building or unit but don't meet its requirements, you can spend 1 independence point to have advantage on that check.

Tempest Touched

Before a battle, you can spend 1 independence point to change all piercing, bludgeoning, and slashing damage done by your units into lighting damage for the duration of that battle.

Wild Magics

When you cast a spell that deals damage, you can spend 1 independence point to choose the type of damage: acid, cold, fire, force, lightning, necrotic, piercing, poison, psychic, radiant, or thunder.

Spellcasting

By the time you reach 3rd level, your people have incorporated magic somewhat into their daily lives to compensate for the harshness of life without the traditional comforts of civilization.

Magic Level

The Anarchy table shows the highest level of spell you can research, the highest level of artifact you can create, how many spells you can have prepared at any one time, and how many concentration slots you can devote to maintain spells.

Spellcasting Ability

Magic is your spellcasting attribute for your spells. You use your Magic modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Magic modifier

Spell attack modifier = your proficiency bonus + your Magic modifier

Attribute Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one attribute score of your choice by 2, or you can increase two attribute scores of your choice by 1. As normal, you can't increase an attribute score above 20 using this feature. If your attribute modifier increases, you can add a corresponding settlement (village, town, castle, tower, city, or fort) to your realm, either in an existing province, or by splitting a province to accommodate the new settlement.

Blessed by Chaos

At 5th level, you can reroll a d20 that you rolled, either in or out of battle. You can use this feature once per season.

Channeler

At level 7, you can convert any number of your independence points into an equal amount of mana.

Sovereignty

By 9th level, your people recognize no international community or formal treaties. You take no stability damage from issuing declarations of war. You also cut enforced peace lengths in half (round down).

Moved by Coin

At 10th level, when you fail a Population (Recruitment) check to recruit a militia, light infantry, heavy infantry, or ranged unit, for each gold you spend, you can add +1 to the roll to make up the difference and count it as a success.

Fierce Independence

At 14th level, you can add your Culture modifier when making a Population (Recruitment) check.

Heart of Fire

At 15th level, you can convert mana into independence points at a rate of 2:1. You cannot use this ability to gain more independence points than your maximum.

Raging Rebelliousness

At 20th level, you regain 1 independence point per turn.

Anarchy Origins

The basis for your realm's origins can be based on years of rebelliousness or on incompetent governance that led to a reliance on the self. The two versions available to your realm cover an affinity for the sea or the land.

Pirate Enclave

Your people choose to live the majority of their lives on the water. Whether through sails, longboats, magically-powered steam ships, or barges infused with water elementals, etc., your people have found their freedom from the confines of solid ground.

Seafarers

When you choose pirate enclave at 1st level, your armies double their movement when travelling by water, and if they end their turn at sea, they are considered in supply.

Sea Haven

At 6th level, your shipyards now generate one mana at the start of a new season.

Sea Legs

At 13th level, you can recruit water elementals as heavy infantry. Add this unit to your race's list to recruit.

Water Elementals

Pirate Enclave, heavy infantry

Armor Class 14
Hit Points 6
Speed 300 ft.

Initiative 12
Morale +3
Weight 3

Recruit DC 14
Cost 18 gp
Requires magic shop, spring

Attuned. When your army casts a spell, the elementals regain 1 hit point and remove the broken status if currently afflicted.

Nimble. The elementals can disengage as a bonus action and move through allies as if they were normal terrain.

Pin. Enemies cannot take the Disengage action when adjacent to the elementals' front.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Natural Plunder

At 18th level, when you win a battle, you gain gold equal to the highest cost defeated unit in the losing army.

Wild Folk

Living in uninhabitable, or at the very least, inhospitable lands, your people live by no authority save for survival. Niceties, formality, and social constructs have no place for you, all that remains is a harsh but sustainable existence.

Determined March

When you select wild folk at 1st level, your armies get double movement when they begin the turn inside a home province.

Inner Fire

At 6th level, your capital now generates one mana at the start of a new season.

Wilderness Affinity

At 13th level, you can recruit stone giants as a siege unit. Add this unit to your race's list to recruit.

Stone Giants

Wild Folk, siege

Armor Class 17
Hit Points 7
Speed 400 ft.

Initiative 6
Morale +3
Weight 5

Recruit DC 18
Cost 31 gp
Requires quarry

Crush. Once per turn, giants can move through one enemy larger than 1 square as if that enemy were difficult terrain. That enemy takes 1 bludgeoning damage. This movement does not trigger opportunity attacks.

Actions

Multiattack. The giants make two greatclub attacks.

Greatclub. *Melee* Weapon Attack: +3 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Rock. *Ranged Weapon Attack:* +3 to hit, range 250 ft., one target. *Hit:* 1 bludgeoning damage.

Victory Reveries

At 18th level, when you win a battle, you regain independence points equal the highest weighted unit in the losing army.

Collective

Gilgup was patient. Gilgup was observant. After the fourth penilune eon, the music began. Its messengers performed small miracles—a village's cistern suddenly restored, a misplaced gold purse now recovered. Then a nonbeliever's loom crumbled, a competing farm's crops would wither, a corrupt town guard gone missing. And through it all, those that accepted Gilgup became synonymous with good fortune. The messengers grew in number, the godless, the desperate, the hapless, the insane, each a note, each one adding to a symphony.

Other instruments joined, another village, and another, now a city, and soon the capital. Those who refused to hear the music found themselves the victim of unfortunate luck, inexplicable circumstances. Then the Prince regent publicly denounced Gilgup and its mad followers, calling for the erasure of its mark. The people thought the matter settled. And then the Prince fell from his horse while on a foxhunt and lost the use of his legs. The kingdom took notice.

One day Gilgup saw what its music had created. Miles of land resonated with harmony. Bought at a price, but harmony nonetheless. The music was as holy a devotion as any other, but something was missing. The world needed this music, and Gilgup and its followers could hear the world quietly begging for an encore.

Greater Good

Collective governments have achieved the most difficult step of cohesive rulership—they have agreed to a definition of the greater good upon which to build foundational principles. Once those principles have been determined, and with enough people in support, achieving them is merely academic. Collective realms are able to make sudden changes in policy in the form of edicts, which are temporary laws and prohibitions that go into effect immediately and typically last one turn.

Unwavering Cooperation

The collective ideology can take the form of an unwavering drive toward equality, equity, and justice. It could also be the result of a charismatic leader or unseen entity who has gone farther than any other in unifying the people. This leader has bonded their thoughts to a greater patron entity or ethos, resulting in an unwavering cooperation that can appear to outsiders as a cult following. This cooperation also lends itself to great feats of magic as a harmonious population is capable of coordinating their energies en masse.

Collective

Level	Proficiency Bonus	Features	Edicts Issued	Magic Level	Spells Prepared	Concentration Slots
1st	+2	Spellcasting, Collective Source	—	1	2	—
2nd	+2	Issue Edict	1	1	3	1
3rd	+2	Mutuality	1	1	4	1
4th	+2	Attribute Score Improvement	2	2	5	1
5th	+3	Catalogued Wisdom	2	2	6	2
6th	+3	Source Feature	2	2	7	2
7th	+3	Prime Purpose	3	2	8	2
8th	+3	Attribute Score Improvement	3	3	9	3
9th	+4	Intrinsic Arcana	3	3	10	3
10th	+4	Source Feature	4	3	10	3
11th	+4	Standing Army	4	4	11	3
12th	+4	Attribute Score Improvement	4	4	11	4
13th	+5	For the People	4	4	12	4
14th	+5	Source Feature	5	5	12	4
15th	+5	Standing Army Improvement	5	5	13	5
16th	+5	Attribute Score Improvement	5	5	13	5
17th	+6	Summonable Soldiers	5	5	14	5
18th	+6	Common Strength	6	6	14	6
19th	+6	Attribute Score Improvement	6	6	15	6
20th	+6	Hive Mind	6	6	15	6

Government Features

As a collective realm, you gain the following government features.

Stability Points

Stability Dice: A number of d6s equal to your PB
Stability Points at 1st Level: 6 + your Order modifier
Stability Points at Higher Levels: 1d6 (or 4) + your Order modifier per collective level after 1st

Proficiencies

Choose two skills from Alchemy, Construction, Intelligence, Influence, Lore, and Training

Starting Bonuses

You start with the following military units, in addition to the units granted by your founding:

- (*a*) 4 militia or (*b*) 2 light infantry units
- (*a*) 4 militia or (*b*) 2 ranged units
- A town square
- Two resources from cinnamon, cocoa, cloves, mushrooms, saffron, vegetables, and tea

Commanders

Your commanders' default class is warlock.

Spellcasting

At level 1, the collaboration between your people is already palpable. This manifests in the ability to research, cast, and maintain spells.

Magic Level

The Collective table shows the highest level of spell you can research, the highest level of artifact you can create, how many spells you can have prepared at any one time, and how many concentration slots you can devote to maintain spells.

Spellcasting Ability

Magic is your spellcasting attribute for your spells. You use your Magic modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Magic modifier

Spell attack modifier = your proficiency bonus + your Magic modifier

Collective Source

At first level, you choose Commonwealth or Bonded, described later in this government description. This source provides a unique feature at level 1, and again at levels 6, 10, and 14.

> "Iä! Iä! Cthulhu fhtagn?" Perhaps, but what has Cthulhu ever done to provide for my material needs?
>
> ~Anonymous

Issue Edict

Starting at 2nd level, your realm can issue powerful temporary edicts that grant you special benefits. Edicts last for one turn unless noted and you can only issue as many edicts per turn as listed in the Collective table.

Issuing an edict does not use one of your turn's tasks.

Approved Literature

After successfully researching a spell, you can reduce its gold cost by 1 for each library or university in your realm.

Charismatic Leader

When you successfully end a panic, revolt, or unrest condition in your realm, you can apply that condition to an adjacent realm.

Chest of Seals

You can cast one instance of *encoded runes* without paying mana.

Convincing Case

Your message of unity spreads with supernatural potency. If you win a contested Culture (Influence) check against a neighboring province, your realm is considered in control of one resource of your choice from that province for the rest of the season.

Hasty Resolution

When your realm is afflicted by starvation, heresy, plague, or corruption, you can issue this edict to change that condition to another condition on that list.

Increased Rations

Choose from butchers, farms, or fisheries. You gain 1 gold this turn for each of that building in your realm.

Loaded Footwork

Before a battle begins, you can issue this edict, which adds +50 feet of movement to all of your units for that battle.

Mutual Destruction

When you take more stability damage than your opponent after a battle, you can force your opponent to take at least as much stability damage as you take.

One Thousand Eyes

Until the start of your next turn, any unallied army must end its movement after it crosses a border into one of your provinces.

Omnipresent Source

When negotiations happen between other players, you are able to call upon your patron source to hear the details. You must ask your DM if such a meeting has taken place and your DM will summarize its results.

Peaceful Minds

You can issue this edict to remove a rioting condition in one of your provinces.

Planar Alchemy

You can temporarily summon an artifact for one turn by paying mana equal to its level. That artifact returns to its plane of existence at the end of the turn. You cannot create the same artifact more than once per season and you cannot summon an artifact that currently exists.

Propaganda

When you succeed on Order and Diplomacy checks this turn, you gain an extra +1 XP.

Rigid Conscription

You have advantage on checks to recruit militia units.

Specialist Spell

Choose a spell you have prepared that costs more than 1 mana to cast. You can cast that spell for 1 less mana.

True Accountability

When you issue this edict, if another realm attempts Intelligence or Sabotage against you, they add your proficiency bonus to the DC of their roll.

Union Coalition

When you win a battle against an army that has uncontested control of an ally's settlement, you gain twice the experience points you would normally gain, and your commander gains twice the fame.

Mutuality

At 3rd level, your realm is immune to politicking.

Attribute Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one attribute score of your choice by 2, or you can increase two attribute scores of your choice by 1. As normal, you can't increase an attribute score above 20 using this feature. If your attribute modifier increases, you can add a corresponding settlement (village, town, castle, tower, city, or fort) to your realm, either in an existing province, or by splitting a province to accommodate the new settlement.

Catalogued Wisdom

At 5th level, after failing a task, you can add 1d4 to the next task you attempt this turn. You can use this ability once per turn.

Prime Purpose

At 7th level, choose one army. That army is considered in supply regardless of weight. If that army is destroyed, you may add a new army with a +0 commander at no cost.

Intrinsic Arcana

Starting at 9th level, at the start of each season, you can siphon the mana generated by other realms. You can steal up to your Diplomacy modifier in mana from other realms you choose, but no more than 2 from any one realm.

Standing Army

At 11th level, if you have at least 10 weight worth of units in your reserve forces, you gain 1 mana per season.

For the People

At 13th level, you suffer no Stability Point loss when your militia units are destroyed or sacrificed.

Standing Army Improvement

At 15th level, if you have at least 20 weight worth of units in your reserve forces, you gain advantage on Population (Recruitment) checks when recruiting militia, or light or heavy infantry units.

Summonable Soldiers

At 17th level, when one of your settlements is besieged, you can choose one of your in-supply armies of up to 15 weight to directly teleport inside the settlement. You can use this ability once per year.

Common Strength

At 18th level, when you make an Order (Training) check to improve a light or heavy infantry unit, you double the bonus it receives.

Hive Mind

At 20th level, when one of your units takes the Rally action, it uses the highest Morale modifier among all your unbroken allied units.

Collective Sources

Your unity as a realm is based on either political origins as a commonwealth, or a quasi-religious origin as a bonded realm.

Commonwealth

Communal members contribute what they are able and in return, they are provided for according to their needs.

Mutual Defense

At 1st level, when you have more unbroken militia than your opponent, your militia add +2 to their attack rolls.

Surplus Labor

At 6th level, you generate +1 gold from trade routes when your traded resource has a lower trade value than the resource you are receiving.

Exhaustive Effort

Starting at 10th level, you may sacrifice one of your militia units currently inside your realm to gain advantage on an Economy (Construction) check.

Collective Action

At 14th level, when you fail an Administration, Construction, Recruitment, Trade, or Training check of DC 20 or less, you can choose to succeed that check instead. You can use this ability once per year.

Bonded

A bonded collective shares a single purpose, often centered on the worship of a deity, entity, philosophy, or charismatic leader.

Shared Delusion

At 1st level, choose a food or strategic resource you currently do not possess. Your realm now effectively has one of that resource that does not count toward you're realm's total. This resource cannot be traded. You can change the type of resource at the start of a new year.

Devoted Chants

Starting at 6th level, each of your cities generate 1 mana per season.

Expendable Thralls

Beginning at 10th level, when you successfully research a spell, you may sacrifice a militia unit to pay half (round down) the gold it would normally cost.

Home Portal

At 14th level, you open a portal in your capital that gives you advantage on Magic (Lore) checks when recruiting fantastic units.

Dictatorship

Once Zizel the Bloody claimed the bandit kingdoms as his own, it was only a matter of time before the fur folk of the Grand Forest would kneel like all the others. Pitiful creatures, almost childlike in their appearance, the fur folk were joyful and unassuming. As Zizel's insect cavalry marshalled at the forest's edge, messenger after messenger requested his parlay with Lady Dreamsthyme to avoid the bloodshed, and each was skinned for the insult, their hides now decorating the war tent. Zizel the Bloody did not earn his reputation for slaughter by sitting idly across a table to use words as weapons, and certainly not with some squirrel queen.

"To war!" he cried, and his fire-breathing beetles charged into the forest. In a matter of hours, the beetles had been split, their riders hung by the feet on oak limbs. All that remained of the great ravaging army was Zizel himself, upside-down and face to face with the three-foot tall Lady Dreamsthyme, her preposterously large front teeth nibbling on an oversized walnut as she approached.

"As Supreme Commander, Lord General, and Absolute Matriarch of fur folk and all the wonderful inhabitants of the Grand Forest it is my absolute pleasure to welcome you to our home," she began, "and of course, to accept your unconditional surrender."

Absolute Rule

Dictatorships revolve around a single ruler whose word is immediately law. Whether out of fear, respect, genuine love, or a combination, a dictator's grasp on the seat of power is only ever as strong as their last victory. This fragility places significant pressure on the leader, who must always present a resolute countenance to maintain discipline within the realm.

One way that dictatorships stay in power is to focus the ire of the citizens outward toward an enemy rather than brook any internal strife. Bandits, monsters, a neighboring realm with riches, an unidentifiable mystic threat on the horizon—anything that keeps the people occupied increases the chances of the realm's longevity.

Military Control

To maintain control over the population, the presence of martial forces weaves its way into virtually all aspects of daily life. From banners, songs, and jingoistic displays of patriotism in the streets to praise and vicious condemnation of the realm's enemies in the taverns, the people in a dictatorship are expected to support and if necessary, die for their leader. This cultural ubiquity of the military presence grants a dictatorship the ability to hold its own in battle. Commanders of these realms are often brilliantly trained tacticians who can handle large armies with ad hoc changes in strategy that can swing the tide of battle in a moment's notice.

Dictatorship

Level	Proficiency Bonus	Features	Tactical Points	Strategic Dice
1st	+2	Tactical Points, To War!	2	—
2nd	+2	Efficient Conquerors	2	—
3rd	+2	Strategic Dice, Iron Fist	2	3
4th	+2	Attribute Score Improvement	2	3
5th	+3	Forced March	3	3
6th	+3	Attribute Score Improvement	3	3
7th	+3	Martial Law	3	4
8th	+3	Attribute Score Improvement	3	4
9th	+4	Extraordinary Training	4	4
10th	+4	Strategic Dice Upgrade	4	4
11th	+4	Rousing Speech	4	4
12th	+4	Attribute Score Improvement	4	4
13th	+5	Warrior Code	5	4
14th	+5	Attribute Score Improvement	5	4
15th	+5	Improvised Strategy	5	5
16th	+5	Attribute Score Improvement	5	5
17th	+6	Military Integration	6	5
18th	+6	Strategic Dice Upgrade	6	5
19th	+6	Attribute Score Improvement	6	5
20th	+6	Adaptive Training	6	5

Government Features

As a dictatorship, you gain the following government features.

Stability Points

Stability Dice: A number of d4s equal to your PB
Stability Points at 1st Level: 4 + your Order modifier
Stability Points at Higher Levels: 1d4 (or 3) + your Order modifier per dictatorship level after 1st

Proficiencies

Choose two skills from Administration, Exploration, Raiding, Recruitment, Scouting, Training

Starting Bonuses

You start with the following military units, in addition to the units granted by your founding:

- (*a*) 1 heavy infantry unit or (*b*) 2 light infantry units
- (*a*) 1 mounted unit or (*b*) 2 ranged units
- (*a*) a barracks or (*b*) a guard watch
- Two resources from coal, iron, cattle, and wheat

Commanders

Your commanders' default class is fighter.

Tactical Points

At the start of each battle, your commander receives tactical points equal to your proficiency bonus. These points can be used to boost units under your command.

Focus Fire

Spend 1 point at the start of a turn to add +2 to your army's ranged attack rolls for that turn.

Fortify

Spend 1 point at the start of a turn and choose either militia, light infantry, heavy infantry, ranged, or mounted units. Those units add +2 to their AC this turn.

Press the Advantage

Spend 1 point to allow a unit you choose to make a melee attack as a bonus action this turn.

Flanking Maneuver

Spend 1 point to allow a unit you choose to rotate without spending movement and take the Disengage action as a bonus action.

Agile Defense

Spend 1 point at the start of a turn to target a unit you control. Melee attack rolls made against that unit are made with disadvantage this turn.

Patriotism

Spend 1 point to add your Culture modifier to a target unit's attack rolls this turn.

Vengeful Burst

Spend 2 points to target a unit you control. That unit gets a second full turn this round on initiative count 1.

Chastise Cowardice

Spend 1 point to target a broken unit you control. That unit rallies and regains 1 hit point.

Lucky Break

Spend 1 point to turn an unmodified attack roll of 18-20 into a critical hit. This kind of critical hit ignores the Proud trait.

Identify Weakness

Spend 1 point to give one of your units advantage on attack rolls this turn.

Feint

Spend 1 point to target a unit you control before it makes a melee attack. Move that unit backward 50 feet and then pull its target 50 feet toward you.

Redirect

Spend 1 point before an enemy makes an attack roll to force that enemy to choose a new valid target. You cannot use this if there is no other valid target.

Shock

Spend 1 point after making a melee attack to push the target back 50 feet.

Camaraderie

Spend 1 point before a unit you control makes a Rally saving throw to add the Morale modifiers of all adjacent allies to that roll. If the rally succeeds, the unit regains 3 hit points instead of 1.

Heel Turn

Spend 1 point and target a unit you control. That unit can make one melee attack from its side or rear this turn without rotating.

Rend Armor

Spend 1 point to ignore one enemy unit's damage immunity this turn.

To War!

Starting at level 1, any stability damage you take from declarations of war is halved (round down).

Efficient Conquerors

At 2nd level, when your army has uncontested control of an enemy settlement, you gain access to its resources and add its income to your realm each season, even before a formal surrender treaty would add that province to your realm.

Strategic Dice

Starting at 3rd level, you get three d6s that you can spend to add to the results of a roll you make in battle. The number of strategic dice increases by one at 7th level and one more at 15th level.

At 10th level, these dice improve into d8s and at 18th level, they improve into d10s.

Iron Fist

At 3rd level, you and your allies get advantage on Order saving throws to remove corruption, heresy, panic, revolt, and unrest.

Attribute Score Improvement

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th, you can increase one attribute score of your choice by 2, or you can increase two attribute scores of your choice by 1. As normal, you can't increase an attribute above 20 using this feature. If your attribute modifier increases, you can add a corresponding settlement (village, town, castle, tower, city, or fort) to your realm, either in an existing province, or by splitting a province to accommodate the new settlement.

Forced March

At 5th level, you can double the movement of one of your armies for the turn. Doing so doubles the supply cost for that army.

Martial Law

At 7th level, you can leverage your armies' resources to strongarm the completion of a task and add +2 for each army inside your realm to a task's check result. If the task is successful, you take 1d4 stability damage.

Extraordinary Training

At 9th level, you can train previously trained units a second time in the same category: +2 to attack rolls, +2 to AC, +1 to HP, or +100 feet to movement.

Rousing Speech

At 11th level, your commander can give a motivating speech. When they do, roll a d4. All of your broken units immediately rally and regain that many hit points. You can use this ability once per battle and cannot apply strategic dice to the roll.

Warrior Code

At 13th level, your commanders gain +1 tactical points before a battle starts for each Academy in your realm.

Improvised Strategy

At 15th level, you regain 1 strategic die at the start of a battle's first turn if you have none.

Military Integration

At 17th level, choose one condition from corruption, heresy, panic, revolt, or unrest. Your realm is immune to that condition.

Adaptive Training

At 20th level, your military has merged warfare and art, producing the most fearsome soldiers in the world. When you train a unit, instead of increasing its statistics, you can add a trait to its description. Only one trait can be added to a unit in this way.

Aim. If you do not move this turn and are not adjacent to any unit, your ranged attack rolls have advantage.

Brace. When attacked with the Charge trait, this unit can make one melee weapon attack roll with advantage against its attacker as a reaction.

Close Range. Being adjacent to an enemy does not impose disadvantage on this unit's ranged weapon attack rolls.

Defend. In response to an adjacent ally being hit by an attack roll, this unit can use its reaction to give that ally a +3 bonus to its AC, potentially causing a miss.

Parry. This unit can use its reaction to add its Morale modifier to its AC before an enemy makes a melee attack roll against them.

Phalanx. Add +2 to this unit's AC when it is adjacent to another instance of the same unit.

Pin. Enemies cannot take the Disengage action when adjacent to this unit's front.

Gerontocracy

Word came quickly of the undead incursion. A thousand-fold corpses at varying stages of decay, some on horseback, others on leathery wings, and all of them set to descend upon the underocean. The lich commanding them moved quickly, far too quickly for the Council to decide, and not even the roiling waters of the Brine Rocks would slow them down.

A full week passed before the Council decided to rally the reserve forces, nothing more than a dozen sea-centaurs tasked with reconnaissance. It took another week to decide on the exactness of their mission, what to scout, rules of engagement, when to abort. The elders of the Council were known to take their time, but these discussions seemed impossible.

A horde of death was at the doorstep of the kingdom when the Council, after much posturing and discussion, chose to break for tea. Another three days of discussing the merits of chamomile versus orange rind and it felt like one filibuster after another and all the while, the undead grew ever closer.

A lone topsider hearing the discussion would not be wrong to think these sea elves were suicidal, that they wanted the lich to pass unimpeded. And to some extent, that topsider would be correct, this Council had centuries of experience to sift through in order to find the right course of action.

Centuries of heated debate, arguments, conflicting testimony—every opinion was entertained, every suggestion backed up with the full oral history of similar success and failures.

But what that topsider failed to grasp was that this Council never stopped. And hundreds of years ago, having arrived at the conclusion that they may one day be the target of such an unholy invasion, the Council implemented a series of magical traps, collapsing stones, timed whirlpools, kelp activated bombs lined with alchemist fire, and swallowing sands. As the lich and her army were buried under the ocean floor, the Council came to a resolution: masala chai tea was best.

Connection to the Land

A gerontocracy's strength lies in its collected wisdom, which can be passed through song, drama, poetry, or education. The power of this wisdom may manifest on a personal level through a heightened cultural morality, a refined ethos or philosophy that efficiently guides your daily life. This results in a powerful, sustainable cooperation with the land and its magical energies. Gerontocracies are so attuned to their environment that they can shift the world beneath their feet, reshaping it to not only meet their needs, but also respecting its purpose and caring for the ecology.

Gerontocracy

Level	Proficiency Bonus	Features	Magic Level	Spells Prepared	Concentration Slots
1st	+2	Council Deliberation, Spellcasting	1	2	—
2nd	+2	Geomancy	1	3	1
3rd	+2	Council Hall	2	4	1
4th	+2	Attribute Score Improvement	2	5	2
5th	+3	Charged Borders	3	6	2
6th	+3	Geomancy	3	7	3
7th	+3	Plentiful Bounty	4	8	3
8th	+3	Attribute Score Improvement	4	9	4
9th	+4	Natural Alliance	5	10	4
10th	+4	Geomancy	5	10	5
11th	+4	Attuned Armies	6	11	5
12th	+4	Attribute Score Improvement	6	11	5
13th	+5	Wild Shape	6	12	6
14th	+5	Geomancy	7	12	6
15th	+5	Fantastic Trainers	7	13	6
16th	+5	Attribute Score Improvement	8	13	7
17th	+6	Geopoiesis	8	14	7
18th	+6	Geomancy	8	14	7
19th	+6	Attribute Score Improvement	9	15	8
20th	+6	Natural Order	9	15	8

Government Features

As a gerontocracy realm, you gain the following government features.

Stability Points

Stability Dice: A number of d6s equal to your PB
Stability Points at 1st Level: 6 + your Order modifier
Stability Points at Higher Levels: 1d6 (or 4) + your Order modifier per gerontocracy level after 1st

Proficiencies

Choose two skills from Alchemy, Exploration, Lore, Raiding, Research, and Scouting

Starting Bonuses

You start with the following military units, in addition to the units granted by your founding:

- (*a*) 2 ranged units or (*b*) 1 mounted units
- (*a*) 2 mounted units or (*b*) 4 light infantry units
- An herbalist
- Two resources from camels, cattle, goats, horses, mushrooms, reindeer, sheep, vegetables, and wild game

Commanders

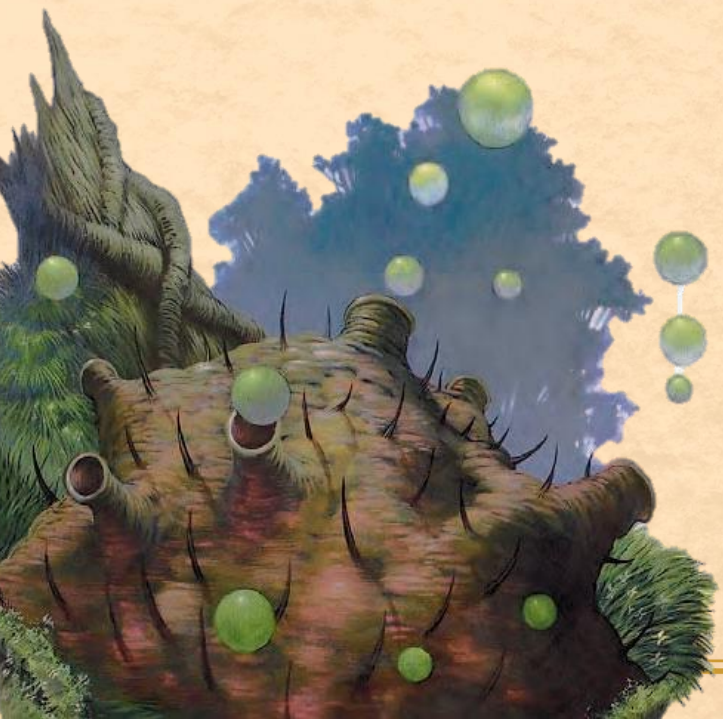
Your commanders' default class is druid.

Spellcasting

At level 1, the guiding principles of your realm, developed over generations, have always kept a special place for magic and the lands that power that magic. You know two level 1 spells at first level.

Magic Level

The Gerontocracy table shows the highest level of spell you can research, the highest level of artifact you can create, how many spells you can have prepared at any one time, and how many concentration slots you can devote to maintain spells.



Spellcasting Ability

Magic is your spellcasting attribute for your spells. You use your Magic modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Magic modifier

Spell attack modifier = your proficiency bonus + your Magic modifier

Council Deliberation

At 1st level, your high council carefully debates and plans a task to guarantee its future completion. You can use this ability on tasks with a DC no greater than 20, including Administration, Alchemy, Construction, Exploration Lore, Raiding, Recruitment, Research, Scouting, Trade, or Training. Using this ability counts as a task for this turn but instead of making a regular attribute check, you roll a d4 and the task is automatically completed in that many turns. You cannot use this ability if you would normally have disadvantage on the DC skill check, and you cannot have more than one planned task running at a time. If the task requires a gold payment, you must pay that amount before you roll the d4.

You gain no XP for these tasks.

Geomancy

At 2nd, 6th, 10th, 14th, and 18th level, you gain a new feature tied to a different type of terrain. When you gain a geomancy feature, choose a terrain from arctic, coastal, desert, forest, grassland, hill, jungle, mountain, swamp, or underdark. When you gain a level, you may change the terrain type(s) associated with your previously unlocked geomancy features.

Silent Eyes

At 2nd level, choose a terrain. When enemy armies are in your realm and occupy that terrain, you know that army's weight, unit composition, commander rating, and class.

Deep Roots

At 6th level, choose a terrain. Buildings you construct in settlements on that terrain type can ignore their requirements when you make their DC skill check.

Flora Logistics

At 10th level, choose a terrain. Enemy armies in your realm that end their turn on that terrain require twice the amount of supply.

Living Land

At 14th level, choose a terrain. When you fight in that terrain, the dirt, rocks, and surrounding vegetation rise up and form facsimile soldiers to fight with you. Before the battle, add three light infantry units from your race's unit list to your army who have the Construct trait and are weight 0. These units return to the land after the battle.

Fleet-Footed

At 18th level, choose a terrain. Your armies spend half movement when moving through that terrain type.

Council Hall

At 3rd level, when constructing a building in your capital that generates mana, which includes cathedrals, elder stones, groves, monasteries, and universities, you don't have to pay the gold cost after succeeding its skill check.

Attribute Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one attribute score of your choice by 2, or you can increase two attribute scores of your choice by 1. As normal, you can't increase an attribute score above 20 using this feature. If your attribute modifier increases, you can add a corresponding settlement (village, town, castle, tower, city, or fort) to your realm, either in an existing province, or by splitting a province to accommodate the new settlement.

Charged Borders

At 5th level, enemy armies cannot enter your realm unless they succeed on a Magic (Lore) contest with you. Once inside, that army no longer needs to make that check unless it leaves your realm.

Plentiful Bounty

Starting at 7th level, you can create one common, rare, or very rare luxury resource that lasts until the end of the year. A trade route with this resource automatically ends at that point at no stability penalty. You can use this feature once per year.

Natural Alliance

At 9th level, you gain advantage on Magic (Lore) checks when recruiting fantastic units from your race's unit list.

Attuned Armies

At 11th level, when you recruit a light infantry, heavy infantry, ranged, mounted, or siege unit, you can pay double its gold cost to give that unit the Attuned trait.

Wild Shape

At 13th level, once per battle, you can transform a unit with full hit points into one of your race's fantastic units. The unit transforms at the start of its turn and keeps its current hit points, but changes its AC, movement, Morale modifier, traits, and list of actions and reactions to that of the fantastic unit. When the transformed unit drops to 0 hit points, it changes back in the nearest empty space.

Fantastic Trainers

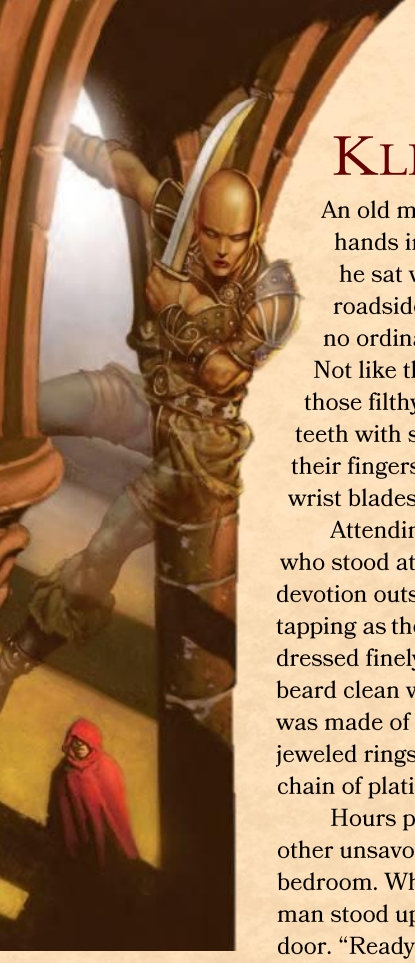
At 15th level, you can use your Lore skill to recruit non—fantastic units or your Recruitment skill to recruit fantastic units.

Geopoiesis

At 17th level, your mastery of the land can now be used to temporarily shape it to your will. Before a battle, you can choose the terrain type of the battlefield. The terrain returns to normal after the battle.

Natural Order

At 20th level, you can recruit other race's fantastic units as though they were your own.



Kleptocracy

An old man sat in a creaky chair with his hands in his lap. The hallway in which he sat was unadorned, as most roadside inns were, but this man was no ordinary patron of this establishment. Not like the other wretches who waited, those filthy criminals scratching their teeth with stilettos, flipping coins between their fingers, and adjusting spring-loaded wrist blades.

Attending the man were two soldiers who stood at attention, their quiet protective devotion outstripping his own nervous foot tapping as the time passed. The man was dressed finely, his boots were spotless, his beard clean with sharp edges, and his cloak was made of fine alpaca. Across his fingers, jeweled rings; around his waist, an inscribed chain of platinum.

Hours passed and the man watched other unsavory types come and go from the bedroom. When his patience exhausted, the man stood up just as a half-ogre opened the door. "Ready for yas," the beast said.

Seated in shadow, the tabaxi boss drew a puff from a long pipe, its smoke further obscuring her face. As the man's bodyguards tried to enter with him, the half-ogre and its three brothers waved a finger.

"It's alright," the man said, and took a seat alone. The tabaxi glared at him until eventually, the man pulled a lumpy pouch from his waist and laid it gently on the tabaxi's table. "Thank you for granting me this audience, Boss Kalopsi."

"The pleasure is mine," she whispered. "Now, what can the syndicate do for the king?"

Organized Lawlessness

On the surface, a kleptocracy may appear as any other government. Those outer presentations of power in the realm are simply a veneer for what happens behind closed doors. A functional kleptocracy has learned how to harness the chaos of crime into a profitable organization. These governments can mirror the abilities of other realms, they can alter trade deals, steal gold from competing interests, and turn loss into success with little effort. On the battlefield, the whispers, greased palms, and expert scouts keep your armies flush with intelligence, leading them to ambush their opponents to devastating effect.

Kleptocracy

Level	Proficiency Bonus	Features	Ambush Weight
1st	+2	Ambush, Specialization	1
2nd	+2	Underworld Contacts	1
3rd	+2	Kleptocracy Backdrop	2
4th	+2	Attribute Score Improvement	2
5th	+3	Shadow Government	3
6th	+3	Specialization	3
7th	+3	Weaponized Corruption	4
8th	+3	Attribute Score Improvement	4
9th	+4	Kleptocracy Feature	5
10th	+4	Shadow Step	5
11th	+4	Amoral Methods	6
12th	+4	Attribute Score Improvement	6
13th	+5	Kleptocracy Feature	7
14th	+5	Underworld Network	7
15th	+5	Plutocratic Plunder	8
16th	+5	Attribute Score Improvement	8
17th	+6	Kleptocracy Feature	9
18th	+6	Bright Idea	9
19th	+6	Attribute Score Improvement	10
20th	+6	Powerful Friends	10

Government Features

As a kleptocracy realm, you gain the following government features.

Stability Points

Stability Dice: A number of d4s equal to your PB
Stability Points at 1st Level: 4 + your Order modifier
Stability Points at Higher Levels: 1d4 (or 3) + your Order modifier per kleptocracy level after 1st

Proficiencies

Choose four skills from Administration, Construction, Intelligence, Exploration, Influence, Raiding, Sabotage, Scouting, Trade

Starting Bonuses

You start with the following military units, in addition to the units granted by your founding:

- (*a*) 2 ranged units or (*b*) 1 heavy infantry unit and 1 militia
- (*a*) 4 militia or (*b*) 1 light infantry and 1 ranged unit
- A thieves' guild and two resources from clay, cotton, fur, resin, nutmeg, and pepper
- One resource from mushrooms, or vegetables

Commanders

Your commanders' default class is rogue.

Specialization

At 1st level, choose two of your skill proficiencies. Your PB is doubled for any attribute check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies to gain this benefit.

Ambush

Beginning at 1st level, your armies have informants and scouts capable of creating a logistical nightmare for an enemy's supply lines. Your army always sets up forces after seeing the opponent's starting positions. If both armies are kleptocracies, this ability is ignored.

Additionally, for non-siege battles, you can stall an amount of enemy weight from being deployed. Before the battle, the enemy chooses units whose weight totals (or exceeds if there are no other options) your Ambush Weight in the Kleptocracy table. Those units arrive 1d4 turns after the battle has started along their side's map edge.

If the ambush weight exceeds the total weight of the army, the enemy chooses half its total weight (round down) to be stalled.

Underworld Contacts

Starting at 2nd level, the first Intelligence, Sabotage, or Scouting task you perform each turn doesn't count toward your turn's total.

Kleptocracy Backdrop

At 3rd level, choose your archetype from Bandit Paradise, Shadow League, or Secret Society, which are detailed at the end of this government description. Your choice gives you features at levels 3, 9, and 17.

Attribute Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one attribute score of your choice by 2, or you can increase two attribute scores of your choice by 1. As normal, you can't increase an attribute score above 20 using this feature. If your attribute modifier increases, you can add a corresponding settlement (village, town, castle, tower, city, or fort) to your realm, either in an existing province, or by splitting a province to accommodate the new settlement.

Shadow Government

At 5th level, once per year, if you fail a skill check that an adjacent realm succeeded on, you can increase your failed roll to that realm's modified roll.

Weaponized Corruption

At 7th level, theft is so thoroughly ingrained in your culture that when you are struck by corruption, you can ignore that effect and instead gain 2d6 gold.

Shadow Step

At 10th level, before a battle begins, your army can automatically retreat to an adjacent unoccupied hex. You can use this ability once per year.

Amoral Methods

By 11th level, you ignore conventional wisdom and use every available means at your disposal to accomplish your goals. Whenever you make an attribute check that lets you add your PB, you can treat a d20 roll of 9 or lower as a 10.

Underworld Network

Starting at 14th level, any Intelligence or Sabotage checks made against you have disadvantage.

Plutocratic Plunder

At 15th level, your wealthiest citizens know how to siphon funds. Once per year, the first time a neighboring realm successfully performs a Construction task, your realm gains that gold payment.

Bright Idea

At 18th level, when your Shadow Government feature is applied to a task that normally requires a gold payment, you pay nothing.

Powerful Friends

By 20th level, you have insinuated yourself in the highest circles of power. Once per turn, if you fail an attribute check, you can treat the d20 roll as a 20. You can use this ability once per season.

Kleptocracy Backdrops

Your government's exercise of power can consist of overt brigands, secretive crime syndicates, or a conspiratorial cabal.

Bandit Paradise

In a bandit paradise, everyone's wealth is yours for the taking. But just because you steal from everyone to make your way in the world doesn't mean you're living in lawless chaos. The realm has rules, it has a code: that which hasn't been taken hasn't been earned.

Restless Spirit

At 3rd level, add Raiding to the list of tasks that can be performed by your Underworld Contacts.

Superior Initiative

At 3rd level, after both sides have set up their forces, your units get a full surprise turn before the first round of battle.

Diligent Reconnaissance

At 9th level, you add +5 to your passive Scouting ability.

Treasure Hunters

At 13th level, you get advantage on Raiding or Sabotage checks when trying to steal another realm's artifacts.

Ruthless Efficiency

At 17th level, when you raid a neighboring province, you take all of the gold income that province would have generated at the start of a new season. You can use this ability once per year.

Shadow League

The veneer of civilization taints your realm. The nobility make their pretty speeches, they entreat the people, they open their palms. But behind the scenes, when the veil of hypocrisy is safely lifted, it's you who they come to for answers, it's you and your family of well-connected rogues, villains, rakes, and assassins who make the problems disappear.

Vow of Silence

At 3rd level when you fail an Intelligence, Raiding, or Sabotage check, your target is not informed that the attempt was made or that you were involved.

Extortion

At 3rd level you can steal 1d6 gold from a province adjacent to your realm without making a Raiding check. You can use this ability once per season.

Embedded Assassins

At 9th level, before a battle begins, you can pull one unit out of your army whose weight does not exceed your PB. Roll a d4, and at the start of that many turns, this unit appears anywhere on the field in an open area.

Informants

At 13th level, you have advantage on Intelligence checks.

Weaponized Rumor

At 17th level, you can build and move two dummy armies on the strategic map that require no supply. This army can operate like a regular army, make Population (Raiding) checks, etc. When it becomes involved in a battle or is successfully discovered by another player, the dummy army is eliminated. Once removed, you can't build another dummy army until the start of a new season.

Secret Society

After years of insinuating yourself at the highest echelons of power, members of your secret society have a hand on every important lever of power. Seemingly nobody but those inducted into the society are aware of your existence, and this is because you understand that to be unseen is to survive.

Arcane Traditions

At 3rd level, you can research spells and use low-level magic.

Secret Society

Kleptocracy Level	Magic Level	Spells Prepared	Concentration Slots
3rd	1	2	—
4th	1	3	1
5th	1	3	1
6th	1	3	2
7th	2	4	2
8th	2	4	2
9th	2	4	3
10th	2	5	3
11th	3	5	3
12th	3	5	3
13th	3	6	4
14th	3	6	4
15th	3	6	4
16th	4	6	4
17th	4	7	5
18th	4	7	5
19th	4	8	5
20th	4	8	5

Magic Level

The Secret Society table shows the highest level of spell you can research, the highest level of artifact you can create, how many spells you can have prepared at any one time, and how many concentration slots you can devote to maintain spells.

Spellcasting Ability

Magic is your spellcasting attribute for your spells. You use your Magic modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Magic modifier

Spell attack modifier = your proficiency bonus + your Magic modifier

Connected Artificers

At 3rd level, you can create artifacts two levels higher than your magic level limit.

Black Market

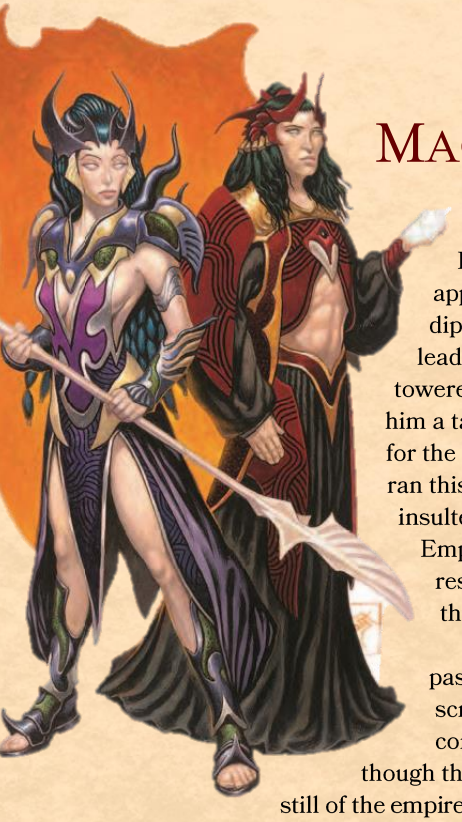
At 9th level, your trade routes generate an additional +1 gold per season.

Puppet Diplomacy

At 13th level, you can add a specific task to another realm's turn. It has to be a task that they could otherwise perform, and you have to clearly articulate what they do. That realm adds it to their total. You can use this ability once per season but no more than once per realm in the same year.

Blackmail

At 17th level, when you fail a task, you can switch your roll with another player who also attempted the same task that turn, which may turn a failure into a success and vice versa. You can use this ability once per season.



Magocracy

"These petty magicians are in for it now," Randalmere thought, as the apprentice checked his diplomat credentials before leading him up the stairs of the towered palace. Randalmere gave him a taste of what was in store for the Prime Athair wizard who ran this rabble of a nation. "You've insulted the empire and used the Emperor's lands as your own research laboratory," he told them.

The apprentice continued past a room with a few lowly scribes arguing over spell components. "Swamplands though they may be, the outskirts are still of the empire and not your domain," Randalmere continued.

The apprentice led him through a foyer where a vibrating globe of fire filled the room as it absorbed the energies cast into it by a class of first-year students. "Nothing to fear," the apprentice said. "Just infusing basic artifacts."

Further along and up another flight of stairs, Randalmere's screed paused as he passed a window. Huge blocks of stone effortlessly rose up and placed themselves in perfect order to form a set of powerful walls surrounding the tower. Further up the tower's seemingly endless stairs and rooms, he regained his focus.

"And the empire will not stand for—" the diplomat paused again as he glimpsed another room. This time, soldiers in rune-adorned armors dipped their swords into a cauldron. When they pulled back their weapons, a black crackling drip of death fused with the steel. A drop of this substance landed on the foot of one of the soldiers and in an instant, he was ash. "Pity," the apprentice said, and stopped at the end of the hallway.

Randalmere entered the Prime Athair's room, furnished with nothing but a table, a sheet of parchment, and a quill. The Prime Athair motioned to the quill.

"Shall we begin the negotiations?" the wizard asked.

Magic Supremacy

Why toil in the fields for days when a wave of a hand can harvest your crops in moments? Why swing that hammer when a spell can make a sword instantly? A magocracy understands that sweat is subservient to mana. The key to solving any problem is harnessing it, controlling it, using it respectfully. A magocracy understands that magic is not simply the most powerful and primal force of nature—it is the only force of nature worth considering. With it, your table is set, your coffers are full, your borders are safe, your people are feared, and your mind is brought that much closer to immortality.

Magocracy

Level	Proficiency Bonus	Features	Magic Level	Spells Prepared	Concentration Slots
1st	+2	Spellcasting, Secluded Towers	1	4	1
2nd	+2	Mana Surge	2	5	1
3rd	+2	School Mastery, Reinforced Towers	2	6	2
4th	+2	Attribute Score Improvement	3	7	2
5th	+3	School Mastery	3	8	3
6th	+3	Nullify Magic	4	9	3
7th	+3	School Mastery	4	10	4
8th	+3	Attribute Score Improvement	5	10	4
9th	+4	School Mastery	5	11	5
10th	+4	Channeling Towers	6	11	5
11th	+4	School Mastery	6	12	6
12th	+4	Attribute Score Improvement	7	12	6
13th	+5	School Mastery	7	13	7
14th	+5	Magic Resistance	8	13	7
15th	+5	School Mastery	8	14	8
16th	+5	Attribute Score Improvement	8	14	8
17th	+6	School Mastery	9	15	9
18th	+6	Overpower	9	15	9
19th	+6	Attribute Score Improvement	9	16	10
20th	+6	Arcane Supremacy	9	16	10

Government Features

As a magocracy realm, you gain the following government features.

Stability Points

Stability Dice: A number of d4s equal to your PB
Stability Points at 1st Level: 4 + your Order modifier
Stability Points at Higher Levels: 1d4 (or 3) + your Order modifier per magocracy level after 1st

Proficiencies

Choose two skills from Alchemy, Intelligence, Lore, Negotiation, Research, and Trade

Starting Bonuses

You start with the following military units, in addition to the units granted by your founding:

- (*a*) 2 ranged units or (*b*) 1 mounted unit
- (*a*) 1 fantastic unit
- (*a*) one fish resource or (*b*) one wheat resource
- (*a*) an alchemist or (*b*) a library
- Two resources from grapes, marble, porcelain, and stone

Commanders

Your commanders' default class is Wizard.

Spellcasting

While not every citizen in your realm may practice magic, it is still a ubiquitous force in their lives. You know four level 1 spells at first level.

Magic Level

The Magocracy table shows the highest level of spell you can research, the highest level of artifact you can create, how many spells you can have prepared at any one time, and how many concentration slots you can devote to maintain spells.

Spellcasting Ability

Magic is your spellcasting attribute for your spells. You use your Magic modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Magic modifier

Spell attack modifier = your proficiency bonus + your Magic modifier

Secluded Towers

At first level, when making a Magic (Research) check, add you double your Magic modifier for the roll.

Mana Surge

At 2nd level, your realm can choose to generate an amount of mana equal to your level. You can use this ability once per year.

Reinforced Towers

At 3rd level, other realms can't target provinces containing your towers with their spells unless that realm pays twice the mana cost of the spell. This includes battle spells cast in those provinces.

Schools of Magic

Starting at 3rd level, and again each time your level feature lists School Mastery, choose a new ability from the list below.

Abjuration

You cast a protective barrier before a battle begins that becomes a pool of 3 temporary hit points for your army. Any unit that takes damage removes hit points from that pool first.

Conjuration

When you fail an Economy (Construction) check, for each mana you pay, you can add +5 to the die roll, possibly turning it into a success.

Divination

Before you attempt three or more tasks in a turn, you can roll a d20 three times and assign the rolls to the tasks you choose. Any remaining tasks you attempt for the turn are rolled normally. You can use this ability once per season.

Enchantment

You can alter the memories of people who wrote a treaty and adjust any numbers in that treaty after it's been signed. Make a Magic check where the DC equals 10 + the difference in the numbers changed. For example, if you want to take a peace treaty that provides gold payments for 8 turns and change it to 12 turns, the DC will be 14. This ability can be used once per year and no more than once per treaty.

Evocation

When you cast a level 3 or lower spell that targets one unit, you can cast that spell on one additional target.

Illusion

You can create an illusion that effectively disguises an army. Devote 1 concentration slot to keep the location of one of your armies immune from scouting attempts and invisible to nonmagical detection.

Necromancy

When you have a unit with the Undead trait in your army, it costs 1 less concentration slot to maintain and they begin battles with +1 HP.

Transmutation

Artifacts you create start with 1 additional charge.

Attribute Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one attribute score of your choice by 2, or you can increase two attribute scores of your choice by 1. As normal, you can't increase an attribute score above 20 using this feature. If your attribute modifier increases, you can add a corresponding settlement (village, town, castle, tower, city, or fort) to your realm, either in an existing province, or by splitting a province to accommodate the new settlement.

Nullify Magic

At 6th level, you can counter any spell as it is being cast by paying twice the mana cost of that spell. You can use this ability once per season.

Channeling Towers

At 11th level, you can convert an unused concentration slot into 1 generated mana at the start of each season. You can convert as many unused slots as you have towers in your realm.

Magic Resistance

At 14th level, your realm and your armies, but not the individual units in those armies, have advantage on saving throws against spells.

Overpower

At 18th level, when you cast a spell with the mana charged option, you can add 1 mana for free.

Arcane Supremacy

At 20th level, your nullify magic ability now only costs an equal amount of mana as the spell being cast.

Monarchy

After the Duchy of Vendermore claimed the settlements of the Ulster Isles, death finally came for the King Undying, the Ancient of Days, Holder of the Arleian Throne. Thrice wed, thrice widowed, he had outlived his children and his children's children. Generations had known no ruler save him. The respectful whispered of his possible immortality. The uncouth among the citizens of Vendermore spoke of canopic jars, blood worms, and royals brought to the undercourt who were never seen again.

Hard gray eyes stared dispassionately at the corpse now slumped across the throne. "Well, Great-Grandfather, you picked an unfortunate time to prove yourself mortal." Caderyn turned to the crowd of murmuring courtiers. "The King Undying is no more. As the oldest son of the oldest son of the oldest son of the king, I claim the kingdom by right of birth."

Any objections by the court were lost in the wake of his next proclamation. "I was born in the Ulster Isles. The Duchy of Vendermore, having shed its veneer of friendship, has forced out any of Our subjects who could not be murdered in the night. Worse still, the duchy has no intention of stopping at Ulster and its avarice will not be sated until it subsumes all of Arleia. Yet, I am now your king and I assume the kingdom's charge as my own. We shall not fall."

Cold fear swept aside the shock of grief among the court. When it passed and the shouting began, Caderyn pulled aside a weeping servant. "Please, have the king taken to his bed and dressed for burial. I am sorry, but war does not defer to death, even for the Ancient of Days."

Primogeniture

Most monarchies use primogeniture to determine the line of succession. When the monarch dies, the eldest child takes their place. This means that leadership carries an enormous burden of responsibility in ensuring the family line is maintained, as well as keeping the honor and integrity of the family name. Because primogeniture posits an inherent blessing of the family name such that the gods favor this bloodline, nothing other than victory and glory will suffice to justify that choice.

Beloved Ruler

Monarchs are chosen from divine providence, public support, or an iron hand. Maintaining their power requires adhering to a code of laws that describe what the realm values, what it tolerates, what it fights for, and who it is at the core of its being.

Sense of Identity

The monarchy offers a codified sense of identity rooted in geography, personage, and community. Your people are no longer strangers busying themselves with their own petty concerns—the crown offers a sense of what connects them as a symbol of a broader ideal to which they belong.

Monarchy

Level	Proficiency Bonus	Features	Magic Level	Spells Prepared	Concentration Slots
1st	+2	Grace's Benevolence	—	—	—
2nd	+2	Military Tradition, Crusade	—	—	—
3rd	+2	Spellcasting, Code of Laws	1	2	1
4th	+2	Attribute Score Improvement	1	3	1
5th	+3	Crown and Country, Honored Alliances	1	3	1
6th	+3	Alliance of Protection	2	4	2
7th	+3	Code of Law Feature	2	5	2
8th	+3	Attribute Score Improvement	2	5	2
9th	+4	Vassalage	3	6	3
10th	+4	Alliance of Loyalty	3	6	3
11th	+4	Titles of Nobility	3	7	3
12th	+4	Attribute Score Improvement	3	7	4
13th	+5	Mounted Gentry	4	8	4
14th	+5	National Resilience	4	8	4
15th	+5	Code of Law Feature	4	8	5
16th	+5	Attribute Score Improvement	4	9	5
17th	+6	Hierarchy of Title	5	9	5
18th	+6	Improved Crusade	5	9	6
19th	+6	Attribute Score Improvement	5	10	6
20th	+6	Code of Law Feature	5	10	6

Government Features

As a monarchy realm, you gain the following government features.

Stability Points

Stability Dice: A number of d8s equal to your PB
Stability Points at 1st Level: 8 + your Order modifier
Stability Points at Higher Levels: 1d8 (or 5) + your Order modifier per monarchy level after 1st

Proficiencies

Choose two skills from Administration, Construction, Intelligence, Influence, Negotiation, Recruitment, and Training

Starting Bonuses

You start with the following military units, in addition to the units granted by your founding:

- (*a*) 2 mounted units or (*b*) 4 light infantry units
- (*a*) 1 heavy infantry units or (*b*) 2 ranged units
- A town square and one resource from dye, jade, oil, or wax
- One food resource from rice, vegetables, or wheat

Commanders

Your commanders' default class is paladin.

Grace's Benevolence

In times of great pain, your monarch can literally heal the nation with a speech. Once per season, you can regain a number of stability points equal to your level × 5.

Alternatively, you can use this ability to restore stability points to any realm with whom you have a formal alliance.

Military Traditions

At 2nd level, your realm favors a type of unit as part of its military tradition. Choose one of the following options.

Militia

Militia units you recruit add +1 to their AC.

Infantry

Light infantry and heavy infantry units you recruit add +50 feet to their movement.

Ranged

Ranged units you recruit add +2 to their Morale modifier.

Siege

Siege units you recruit add +50 feet to the range of their ranged attacks.

Crusade

Starting at 2nd level, when you are at war with another realm, you can declare them the target of a crusade. Until the war is over, you deal an additional 1d6 stability damage when you win a battle against them. Only one realm can be the target of a crusade.

This ability improves at level 18 to 3d6 stability damage.

Spellcasting

By 3rd level, you have attracted enough high-powered magic users to cast spells. You learn two level 1 spells.

Magic Level

The Monarchy table shows the highest level of spell you can research, the highest level of artifact you can create, how many spells you can have prepared at any one time, and how many concentration slots you can devote to maintain spells.

Spellcasting Ability

Magic is your spellcasting attribute for your spells. You use your Magic modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Magic modifier

Spell attack modifier = your proficiency bonus + your Magic modifier

Code of Laws

When you reach 3rd level, your monarch commits the realm to a set of laws that they and the people must follow. Maintaining fidelity to this code grants your realm certain abilities. These codes are detailed later in this government description and provide features at levels 3, 7, 15, and 20

Attribute Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one attribute score of your choice by 2, or you can increase two attribute scores of your choice by 1. As normal, you can't increase an attribute score above 20 using this feature. If your attribute modifier increases, you can add a corresponding settlement (village, town, castle, tower, city, or fort) to your realm, either in an existing province, or by splitting a province to accommodate the new settlement.

Crown and Country

By 5th level, the people's devotion to the crown makes your provinces immune to corruption.

Honored Alliances

At 5th level, when you respond to an ally's call to arms, either to defend that ally or aid in their prosecution of a war pact, you take half damage (round down) from that declaration of war.

Alliance of Protection

Starting at 6th level, your allies can add your Diplomacy modifier (minimum of +1) whenever they need to make an Order saving throw against realm conditions.

Vassalage

At 9th level, your allied NPC realms become your vassals.

At the start of each season, and once per season as a task, you can make a contested Negotiation check with an allied NPC realm. On a success, that realm contributes half of its total income to you.

Alliance of Loyalty

Starting at 10th level, your allies' provinces are immune to the corruption status.

Titles of Nobility

At 11th level, for each militia unit in your armies (not counting your reserves), add +1 gold to your treasury per season up to the maximum of your level.

Mounted Gentry

At 13th level, new armies you build start with a free mounted unit.

National Resilience

Beginning at 14th level, you can rally your realm to keep calm and carry on. Doing so ends one of the following conditions: bankruptcy, corruption, heresy, panic, plague, politicking, poverty, revolt, starvation, or unrest.

You can use this feature a number of times equal to your Diplomacy modifier (a minimum of once). You regain expended uses at the start of a new year.

Hierarchy of Title

At 17th level, when you train new army commanders, they start with 40 fame and a +2 rating.

Law Codes

The basic tenets of your law choices fall into one of three categories – justice, harmony, or dominance.

Code of Justice

You stand as a beacon of justice, fairness, and honesty. These ideals impose laws that you strive to follow.

Duty. You take your alliances as hardened blood pacts and will not dissolve an alliance unless that ally has committed an unforgivably dishonorable act.

Honesty. You strive to deal truthfully with your people and with the leaders of other realms.

Honor. You understand that justice is more than simply punishing the wicked. Honor dictates that those you deal with receive what they deserve, both in war and in peace.

Righteous Fury

At 3rd level, when you fight an army that is occupying another realm's settlement, you can channel your righteousness for one turn. Any enemy damaged by your units on this turn must make a Rally saving throw or be broken. This ability can be used once per battle.

Sacred Alliance

At 7th level, when you answer a call to arms after an ally has been the target of a declaration of war, units in your armies add +1 to their attack rolls when fighting the aggressor for the duration of that war. If your ally makes peace with the aggressor, this bonus is lost.

Alliance of Trust

At 15th level, when you create a trade route with an ally, any Raiding checks you or another realm make against that ally are made with disadvantage.

Arcane Resistance

At 20th level, you and your allies' realms and units have advantage on all Magic saving throws against an enemy that is at war with you or your allies.

Code of Harmony

Your realm has devoted itself to keeping peace and balance in the world.

Fairness. You make your intentions clear regarding declarations of war and avoid making sudden decisions or surprise attacks.

Stability. You strive to maintain the balance of power in your surrounding area. No realm's sphere of influence should be too great, and no smaller realm should be oppressed.

Equality. When dealing with matters of wealth, you avoid taking advantage of a poor realm and resist being taken advantage of by a rich realm.

Armistice

At 3rd level, when an enemy army starts its turn inside your realm or an allies' realm, you can force them to use half that army's movement toward the closest realm border. You can use this ability once per season.

Balanced Forces

At 7th level, before a battle begins, you can raise your or an ally's commander's level to that of the enemy commander temporarily for one battle. You can use this ability once per year.

Rally for the Crown

At 15th level, when an event would drop you or one of your allies to 0 stability, you can choose that realm to drop to 1 stability point instead. You can use this ability once per year.

Coordinated Effort

At 20th level, if you and any of your allies attempt the same task requiring the same skill check, that task doesn't count toward your or your ally's task total for that turn. You can use this ability for one task per turn.

Code of Dominance

You are the swift and unyielding hand of power. You will bring this world under the watchful order of your empire whether the world is willing or not.

Mercilessness. The moment an enemy decides to lift a sword to you, they have doomed themselves to the inevitable. You show no mercy to a weakened foe.

Opportunistic. Your final goal is the defeat of the larger power, but you have no qualms about taking advantage of any opportunity to further your realm's aims.

Self-Serving. The concerns of other realms are merely the means toward your own ends. You never lose sight of the fact that any action that benefits your monarch and the people is considered justified. Victory is a moral good.

Intimidating Influence

At 3rd level, if another realm declares war on you, they must wait 1 full turn before moving any forces into your realm or conducting any wartime effort against you.

Relentless Pursuit

At 7th level, when in battle, broken enemy units subtract 50 feet from their movement.

Sphere of Influence

At 15th level, you have advantage on Culture (Influence) checks, including your vassal realms.

Scorched Earth

At 20th level, when you take a province, you can destroy a building in that province and gain one half of its cost in gold.

Monastic

The dragonborn legion proudly marched through the capital. Suffering acceptable losses, their push into the holy lands was met with minimal resistance. As the soldiers moved toward the palace monastery, they kicked over carts and called out to the citizens asking if any still had pride left. But as the reds and blues marched on, a gentle man simply turned his cart upright. Others peered out of windows, resting their heads on their hands.

They continued through the underground caverns, lighting fires and breaking windows as they got closer to the palace. They were so busy with celebrations of casual violence that they failed to notice that what had begun as a hundred elite dragonborn gladiators was far less than half by the time they reached the river.

"Let them celebrate," the commander said, when his lieutenant tried to raise a concern. After all, it had been a grueling trek through dry sands for weeks, and they had few trophies to show for their efforts other than sore feet and maps that would have to be redrawn. Where was their glory? An arm came from behind a curtain and pulled an unsuspecting soldier from the street.

They rattled doors and toppled statues. They did not notice a dart in the back of a neck here, then a blade through the eye of a looting soldier there. Then an arrow to the heart of a captain, and soon enough, what was a conquering army was a handful of the oblivious wicked.

It was only when the remains of the army reached the palace that they realized they now numbered less than a dozen. And before the commander had time to realize what was happening, the garrote wire was around his throat.

The Way

Monastic governments are similar to theocracies in that both rely on the favor of a deity or deities through dutiful worship. Monastic realms, however, focus their efforts on a strict adherence to a proscribed path of behavior, often referred to as the Way. The Way may guide these monks toward a higher level of consciousness, a purer state of ethics, or the achievement of a perfected physical form. The citizens may not be as dogmatic in comparison to the government's beliefs, whose ruling party represents the strongest proponents of the Way. Typically, the martial forces of a monastic realm are trained well beyond the standards of other military traditions. These soldiers have integrated their beliefs into their training, to excel at one is to excel at the other.

Seclusion

Monastic realms are secluded and isolationist by nature. Adherence to the principles of the Way, for even the most advanced practitioners, requires concentration, quiet, and solitude. The seats of power in a monastic realm are usually held in the castle provinces where the scriptures, guidelines, or dogma are kept by the highest-ranking monks. While the remainder of the population may be concentrated in large cities, they can still show their devotion to the Way with smaller acts such as a vow of poverty, vow of silence, or daily prayer and meditation.

Monastic

Level	Proficiency Bonus	Features	Magic Level	Spells Prepared	Concentration Slots
1st	+2	Spellcasting, Reduced Threat	1	1	1
2nd	+2	Aesthete Armies, Meditative Sense	1	2	1
3rd	+2	Monastery Leadership, Dispassionate Thinkers	1	3	1
4th	+2	Attribute Score Improvement	2	3	2
5th	+3	Thousand Fists, Meditative Peace	2	4	2
6th	+3	Focused Breathing, Shadow Charge	2	5	2
7th	+3	Sideslip Flank	3	6	3
8th	+3	Attribute Score Improvement	3	6	3
9th	+4	Reincarnation	3	7	3
10th	+4	Perfected Breath, Path of Assassination	3	8	4
11th	+4	Vow of Poverty	3	9	4
12th	+4	Attribute Score Improvement	4	9	4
13th	+5	Neutral Mediation	4	10	5
14th	+5	Specialized Luxury	4	11	5
15th	+5	Meditative Sustenance	4	12	5
16th	+5	Attribute Score Improvement	5	12	6
17th	+6	Silent March	5	13	6
18th	+6	Quivering Palm of Death	5	14	6
19th	+6	Attribute Score Improvement	5	14	7
20th	+6	Meditative Barrier	5	14	8

Government Features

As a monastic realm, you gain the following government features.

Stability Points

Stability Dice: A number of d8s equal to your PB
Stability Points at 1st Level: 8 + your Order modifier
Stability Points at Higher Levels: 1d8 (or 5) + your Order modifier per monastic level after 1st

Proficiencies

Choose two skills from Administration, Alchemy, Exploration, Intelligence, Influence, Lore, Negotiation, and Scouting

Starting Bonuses

You start with the following military units, in addition to the units granted by your founding:

- (*a*) 2 militia or (*b*) 1 light infantry unit
- (*a*) 2 light infantry units or (*b*) 2 ranged units
- (*a*) 1 heavy infantry unit
- (*a*) mushrooms or vegetables
- (*a*) rice or wheat
- A shrine and two resources from coffee, flax, ginger, incense, jade, oil, and tobacco
- Any two level 2 artifacts

Commanders

Your commanders' default class is monk.

Spellcasting

At 1st level, your monastic devotion has already begun to empower the magical abilities of your people. You learn two level 1 spells.

Magic Level

The Monastic table shows the highest level of spell you can research, the highest level of artifact you can create, how many spells you can have prepared at any one time, and how many concentration slots you can devote to maintain spells.

Spellcasting Ability

Magic is your spellcasting attribute for your spells. You use your Magic modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Magic modifier

Spell attack modifier = your proficiency bonus + your Magic modifier

Reduced Threat

At 1st level, enemy realms who want to declare war on you must use a task to do so by making a Diplomacy check where the DC = 10 + your PB. On a failure, that realm cannot declare war on you this turn.

Aesthete Armies

At 2nd level, your armies include resourceful soldiers who can survive with fewer creature comforts than most people. Your armies only require half supply (round down).

Meditative Sense

At 2nd level, perfect awareness of your surroundings leads to +5 to your passive Scouting.

Dispassionate Thinkers

Starting at 3rd level, you can add your Culture modifier to your Diplomacy (Negotiation) checks.

Monastery Leadership

At 3rd level, your realm becomes immune to one status of your choice from corruption, panic, politicking, poverty, starvation, and unrest.

Attribute Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one attribute score of your choice by 2, or you can increase two attribute scores of your choice by 1. As normal, you can't increase an attribute score above 20 using this feature. If your attribute modifier increases, you can add a corresponding settlement (village, town, castle, tower, city, or fort) to your realm, either in an existing province, or by splitting a province to accommodate the new settlement.

Meditative Peace

At 5th level, your people can reflect to regain stability points equal to twice your monastic level. You can use this ability once per season.

Thousand Fists

At 5th level, units that your commanders are attached to get a melee attack as a bonus action if they don't already have one.

Shadow Charge

At 6th level, once per battle, one of your militia, light infantry, heavy infantry, ranged, or mounted units can teleport up to their movement and have advantage on the first melee attack roll they make before the end of their turn. If successful, this attack deals +1 force damage.

Focused Breathing

At 6th level, you can add your Culture modifier when making saving throws against Magic spells and effects.

Sideslip Flank

At 7th level, when an enemy army moves into the same hex as yours that would otherwise trigger a battle, your army can instead move to one adjacent province and avoid the battle. You can use this ability once per season.

Reincarnation

At 9th level, your commanders can reincarnate into existing bodies. When an army is destroyed, you can transfer that commander with the same rating and fame to the next army you create.

Path of Shadows

At 10th level, you can make a Diplomacy (Sabotage) check (DC 20) to disrupt the efforts of another realm. Choose a realm and a skill check. On a success, the next time this realm attempts that skill check, it will fail regardless of their roll, abilities, spells, or artifact support.

Healthy Cuisine

At 10th level, the people of your realm are committed to maintaining higher than average standards of hygiene and consuming only foods of exceptional nutritional value. Your realm is immune to natural or magical plagues.

Vow of Poverty

At 11th level, once per season, after successfully recruiting a unit or constructing a building, you can ignore the gold cost of that unit or building.

Neutral Mediation

Starting at 13th level, you can force two warring realms to the negotiation table and attempt to broker a peace. You cannot be allied to or at war with either of the realms. Make a contested Diplomacy (Negotiation) check against the target realms if they are unwilling. If you beat both rolls, those warring realms must immediately come to a ceasefire agreement with a 3-turn enforced peace. You can use this ability once per year.

Specialized Luxury

At 14th level, your monastic order has perfected the production of one additional instance of an indigenous luxury resource in your realm. This instance does not count toward your realm's resource capacity. When you trade this type of resource to other realms, the value of those trade routes is +1 for each monastery in your realm.

Meditative Sustenance

At 15th level, your armies are always considered fully in supply while in your realm. Any army outside your realm can make a Magic (Lore) check with a DC equal to the army's weight. On a success, that army is considered in supply.

Silent March

At 17th level, your armies are only visible on the strategic map if they are adjacent to enemy realms. Only that realm will be informed of your army's location.

Quivering Palm of Death

At 18th level, you can empower one of your unit's melee attacks once per battle to devastating effect. If a unit with less than full HP takes damage from a successful melee attack, it must make a Rally saving throw or be destroyed.

Meditative Barrier

At 20th level, you can create a protective barrier around the borders of your realm that prevents enemy armies from entering without magical means.

Nomadic

Khenbish led them by the stars, as the guides in years past had done. They traveled at night to avoid the sun's punishing stare. Remaining still invited death by agonizing inches when the dry season set in and the few oases and streams dried up. They moved in the cool dark in a long line on their annual trek to the Wetlands. They trusted her, and she would keep them safe. Her faith was like a yoke upon her shoulders.

The journey lasted a month. When the sun peaked, they sheltered in the shade of anything they could find—dunes, tents, small hills—resting themselves and their animals. The herds chivvied their people along, remembering their wild ancestors who made this migration every year of their own accord. Every evening, while the others broke camp, Khenbish looked to the sky to gain her bearings, aware of the cost of any miscalculation. Then she led them on to the next water source until, at last, seemingly endless sand gave way to scrub and then to grassland.

When they sighted the banners streaming at the village's edge, the children cheered and the adults broke into song. The village elders approached and embraced her. She smiled and thanked them, then retired to the tiny cottage kept ready for the guides. Alone at last, she mentally set aside the weight of the journey and, finally, completely relaxed.

On the Move

For nomads, motion is the status quo. They tend to follow the seasons or the life patterns of the animals they have domesticated, following natural migration trails. Some nomadic societies may have permanent or semi-permanent encampments or towns they use for a portion of the year, but their primary residences tend to be mobile. The leaders of a nomadic group become so by proving themselves more capable of navigation than of swordplay.

Often Underestimated

A society dependent on the change of the seasons and without fixed homes tend to be viewed with derision by those with permanent homes, and are often painted as uncivilized, barbaric, or weak. Nomads always prove them wrong. As tightly-knit societies bound together by deeply-rooted traditions, nomads show a strength and resourcefulness uncommon to stationary societies. Generations of travel focus the nomadic use of technology or magic in completely different directions from those of other societies, leading to exciting new developments in weather magic, transportation, and even information storage. Nomads are accustomed to being underestimated by outsiders and this simply brings them closer to together and gives them strength as a people.

Nomadic

Level	Proficiency Bonus	Features	Magic Level	Spells Prepared	Concentration Slots
1st	+2	Lasting Grudge, Wandering Settlements	—	—	—
2nd	+2	Martial Tradition, Spellcasting	1	2	1
3rd	+2	Nomadic Archetype, Pack Animals	1	3	1
4th	+2	Attribute Score Improvement	1	3	1
5th	+3	Curious Explorers	2	4	2
6th	+3	Trained Pack, Lasting Grudge Improvement	2	4	2
7th	+3	Nomadic Archetype	2	5	2
8th	+3	Attribute Score Improvement	2	5	2
9th	+4	Practiced Tradition	3	6	3
10th	+4	Trained Pack, Unending Grudge	3	6	3
11th	+4	Nomadic Archetype	3	7	3
12th	+4	Attribute Score Improvement	3	7	3
13th	+5	Traceless Marching	4	8	4
14th	+5	Trained Pack, Lasting Grudge Improvement	4	8	4
15th	+5	Nomadic Archetype	4	9	4
16th	+5	Attribute Score Improvement	4	9	4
17th	+6	Trapped Terrain	5	9	5
18th	+6	Caravansary	5	10	5
19th	+6	Attribute Score Improvement	5	10	5
20th	+6	Expert Pack	5	10	5

Government Features

As a nomadic realm, you gain the following government features.

Stability Points

Stability Dice: A number of d8s equal to your PB
Stability Dice at 1st Level: 8 + your Order modifier
Stability Dice at Higher Levels: 1d8 (or 5) + your Order modifier per nomadic level after 1st

Proficiencies

Choose two skills from Alchemy, Exploration, Intelligence, Lore, Negotiation, Raiding, Recruitment, Sabotage, Scouting, and Trade

Starting Bonuses

You start with the following military units, in addition to the units granted by your founding:

- (*a*) 1 heavy infantry unit or (*b*) 2 ranged units
- (*a*) 2 ranged units or (*b*) 1 mounted unit
- (*a*) a market or (*b*) a stable
- Two resources from coffee, ginger, incense, salt, sugar, and tobacco
- Two resources from camels, cattle, goats, horses, reindeer, sheep, or wild game

Commanders

Your commanders' default class is ranger.

Lasting Grudge

At 1st level, you begin with a deep grudge against a starting race of your choice.

You have advantage on Scouting checks when tracking their armies and advantage on Intelligence checks against realms of this race.

You can choose an additional grudge against a different race at 6th and 14th level. As your realm gains levels, your choices should reflect your relationships with your adversaries.

Wandering Settlements

At 1st level, your settlements are considered mobile and are not rooted to a particular province. Additionally, you can perform one of the following abilities once per season:

- Swap the settlements in two adjacent provinces you control. Any resources in the province or buildings in the settlement do not move with this swap.
- Hide a settlement for one season, preventing it from being attacked. This represents an effort to conceal strategic locations and protect resources. When hiding a settlement, enemy armies must succeed on a contested Population (Scouting) check with disadvantage to locate the settlement. On a success, the settlement is found and the army can attack. On a failure, the army coexists in the province with the settlement's controller this season.

Martial Tradition

At 2nd level, the itinerant lifestyle of your culture has advanced a particular form of martial prowess. Choose one of the following options:

- Your militia, light infantry, and heavy infantry units add +4 to their initiative.
- Your ranged units add +2 to their ranged attack rolls.
- Your mounted units add +100 feet to their movement.
- Your mounted units gain the following action, where X equals their melee attack bonus: ***Shortbow.*** *Ranged Weapon Attack.* +X to hit, range 250 ft., one target. *Hit:* 1 piercing damage.

Spellcasting

By 2nd level, the wandering mystics of your realm present themselves to your service. This manifests in the ability to research, cast, and maintain spells.

Magic Level

The Nomadic table shows the highest level of spell you can research, the highest level of artifact you can create, how many spells you can have prepared at any one time, and how many concentration slots you can devote to maintain spells.

Spellcasting Ability

Magic is your spellcasting attribute for your spells. You use your Magic modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Magic modifier

Spell attack modifier = your proficiency bonus + your Magic modifier

Pack Animals

At 3rd level, pick an animal to become your realm's herd/pack beast: axe beak, boar, dimetrodon, elk, giant badger, giant centipede, giant frog, giant lizard, giant owl, giant poisonous snake, giant wolf spider, hadrosaurus, mastiff, ox, rothe, stench kow, panther, velociraptor, or wolf. Your armies begin battles with one pack beasts unit.

Pack Beasts

Nomadic, militia

Armor Class 10 **Initiative** 15
Hit Points 3 **Morale** +3
Speed 300 ft. **Weight** 0

Distraction. Allied units have advantage on melee attack rolls if beasts are adjacent to their target.

Actions

Bite *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage.

This stat block is modified based on the pack beast you choose.

- *Axe Beak*. AC 11; Speed 500 feet
- *Boar*. Speed 400 feet ***Charge.*** If boars move at least 50 feet toward a target and then hit with a melee attack, the target takes an extra 1 piercing damage. The target is then pushed back 50 feet.
- *Dimetrodon*. AC 11; Hit Points 4
- *Elk*. Speed 400 feet ***Charge.*** If elk move at least 50 feet toward a target and then hit with a melee attack, the target takes an extra 1 piercing damage. The target is then pushed back 50 feet.
- *Giant Badger*. Morale +5; ***Bite.*** *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage.
- *Giant Centipede*. AC 11; ***Bite.*** *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 poison damage.
- *Giant Frog*. Hit Points 4; Morale +5
- *Giant Lizard*. Hit Points 4; AC 11
- *Giant Owl*. Speed 500 feet; ***Fly.*** Giant owls ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.
- *Giant Poisonous Snake*. ***Bite.*** *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 poison damage.
- *Giant Wolf Spider*. Hit Points 4; ***Bite.*** *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 poison damage.
- *Hadrosaurus*. Speed 400 feet; ***Bite.*** *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage.
- *Mastiff*. Hit Points 4; Speed 400 feet
- *Ox*. Hit Points 5
- *Rothe*. Hit Points 4; ***Charge.*** If rothe move at least 50 feet toward a target and then hit with a melee attack, the target takes an extra 1 piercing damage. The target is then pushed back 50 feet.
- *Stench Kow*. AC 11; ***Stench***. The first melee attack roll made against you each turn has disadvantage.
- *Panther*. Speed 500 feet ***Bite.*** *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage.
- *Velociraptor*. ***Pack Tactics.*** Velociraptors have advantage on melee attack rolls against a target if at least one of your unbroken allies is adjacent to that target. ***Bite.*** *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage.
- *Wolf*. AC 11; ***Pack Tactics.*** Wolves have advantage on melee attack rolls against a target if at least one of your unbroken allies is adjacent to that target.

Nomadic Archetype

At 3rd level, you choose your nomadic archetype, detailed later in this government's description. Your choice gives you one feature at 3rd level, and again at 7th, 11th, and 15th levels.

Attribute Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one attribute score of your choice by 2, or you can increase two attribute scores of your choice by 1. As normal, you can't increase an attribute score above 20 using this feature. If your attribute modifier increases, you can add a corresponding settlement (village, town, castle, tower, city, or fort) to your realm, either in an existing province, or by splitting a province to accommodate the new settlement.

Curious Explorers

At level 5, you gain advantage on Economy (Exploration) checks in provinces outside your realm and when successful, you gain an additional 2d6 gold.

Trained Pack

At 6th level, your animals are bred for combat. You begin battles with 2 pack beasts. Also, choose a permanent bonus that all your beasts gain: +2 to attack rolls, AC +2, Hit Points +1, Speed +50 feet, Morale +2. When you select this bonus again at 10th and 14th level, choose an additional different bonus.

Practiced Tradition

At 9th level, choose a skill you are proficient in. The average citizen is considered an expert in this skill. You may double your PB when making checks with this skill.

Unending Grudge

Starting at level 10, when you declare war on or break a treaty with your grudge race, you suffer no loss in stability points.

Traceless Marching

At 13th level, while your armies are in enemy territory, they can move single file to hide their numbers. This makes detection difficult and imposes disadvantage on any opposing Scouting checks to discover you.

Trapped Terrain

At level 17, your people have created traps throughout your realm that make safe passage for outsiders nearly impossible. These traps may consist of false water sources, misleading signs, hidden pits, magical alarms, targeted rumors, animal attacks, supply raids, traditional magic traps, poisoned food, etc. When an enemy army in your realm is about to engage in a battle, that army must succeed on an Economy (Exploration) contest against you or d6 units chosen by that army's commander are reduced 1 hit point before the battle begins.

Caravansary

Starting at 18th level, city settlements you control that have a market are considered a caravansary trade hub. Those cities earn +1 gold per season for each unique indigenous luxury resource you control.

Expert Pack

At 20th level, your armies begin battles with 3 pack beasts units and those units gain the same bonus as whatever commander class is currently leading the army.

Nomadic Archetypes

When you reach 3rd level, you choose whether your itinerant nature relies on livestock and craftwork, or whether your people came from another plane.

Peripatetic Pastoralist

Your realm is known for its commerce and craftworks just as much as for its ingenious reliance on animals as labor, food, and culture.

Cultural Crafts

At 3rd level, you have access to a unique luxury resource called craftwork, consisting of culturally significant arts, tools, and foods. These resources don't count toward your realm's resource capacity. You have one tradeable instance of craftwork for each in-supply army inside your realm. If an army is destroyed or becomes out of supply, that trade route is cancelled with no stability penalty.

Shepherd's Flock

At level 7, your realm's reliance on meat as a source of food has led to more efficient practices in your consumption. Each separate type of a food resource from alpaca, bison, camel, cattle, goats, horse, pig, reindeer, sheep, and wild game produces 10 extra supply for you. Additionally, the monsters resource now counts as a food resource for you and provides 10 supply.

Itinerant Armies

At level 11, when your armies are outside your realm, they require half supply (round down) if they currently occupy terrain that is shared by your capital's current location.

Mounted Pathfinders

At 15th level, if one of your armies contains at least one mounted unit, that army may double its movement speed when outside your realm.

Otherworldly

Your realm is not from this plane and may be a new colony establishing roots in this world, a banished tribe seeking refuge, or a vanguard of conquest.

Home Support

At 3rd level, when you fail a task, you can immediately reroll that check if you add +5 to the DC. You can use this ability once per turn.

Planar Conjuring

Once per season starting at 7th level, after creating a building, you can lean on the support of your otherworldly home to summon portions of the structure and only pay half that building's cost.

Plane Skipping

At 11th level, your armies move by teleportation and planar portals. The extended range of this teleportation effectively doubles your army movement speed.

Planar Resistance

At 15th level, your connection to your home plane grants your realm advantage on all Magic saving throws. This magic resistance against Magic effects also applies to your fantastic units in battle.

Republic

The city of Yigdramel threw open their windows to the sound of horns. A new parliament had been elected by the mayors and today was the day those servitors would be branded. Artisans, bakers, and tradesmen crowded the square, hoping to catch a glimpse of the commitment ceremony. Those who had seen the previous change knew they were in for some memorable entertainment.

The nobles stood in front of the mage council with forced smiles. They had heard the stories and spoken with the previous parliament, whose runic brands were to be transferred. The ritual could last hours or moments, depending on the virtue of the noble. Those intending to selflessly serve the Republic found the ceremony took only moments, while others could spend hours in excruciating pain.

When it was the House Patrician's turn, the artist delicately applied the ink to his neck and shoulder as the mages swirled their hands and chanted. He had certainly made a strong case for his election, but today was the day the truth behind his character would play out in the open.

Traveling merchants passing through the city that day might have reasonably guessed that a prisoner was being tortured. But the citizens knew better. Every feral scream coming from the Patrician's mouth was nothing more than his soul purging the last remnants of his unconscious corrupt intentions.

Representative Rule

When choosing leaders in a republic, the people decide who they feel is most capable of carrying the burden of governance. These leaders may be chosen by fair and open vote. Or candidates may be forced to compete in a contest of skill and glory. Perhaps an incumbent family is chosen again and again out of some combination of malaise and apathy. Or leaders may be chosen by whichever mercantile establishments have earned the greatest profits. However the leaders are chosen, a republic requires significant faith from the citizens that those elected will act in their best interest.

Coin and Culture

Republics provide broad freedoms. This lack of enforced purpose allows the people to pursue artistic, cultural, scientific, or financial interests with little impediment, often leading to great advances in a society that allows its people to rise within the class structure. However, it can also can lead to a populace so focused on themselves that the realm's greater needs are ignored.

Republics excel at presenting an outward face of a civilized, mature society that the world envies. Whether this is true or not, they have learned the art of manipulating perceptions. Republics maintain that veneer of superiority with their ambassadors—diplomats who travel the world to stick their hooks in everyone's business.

Republic

Level	Proficiency Bonus	Features	Magic Level	Spells Prepared	Concentration Slots
1st	+2	Spellcasting, Skilled Ambassadors	1	2	—
2nd	+2	Liberal Society, Emergency Measures	1	3	1
3rd	+2	Guild Investments, Realm Focus	1	4	1
4th	+2	Attribute Score Improvement	2	4	1
5th	+3	Diplomatic Corps, Daggered Whispers	2	5	2
6th	+3	Focus Feature	2	5	2
7th	+3	Hedged Bets	2	6	2
8th	+3	Attribute Score Improvement	3	6	3
9th	+4	Arcane Diplomats	3	7	3
10th	+4	Focus Feature, Daggered Whispers Improvement	3	7	3
11th	+4	Magical Alliance	4	7	4
12th	+4	Attribute Score Improvement	4	8	4
13th	+5	Shrewd Leverage	4	8	4
14th	+5	Focus feature	5	8	4
15th	+5	Magical Alliance	5	9	5
16th	+5	Attribute Score Improvement	5	9	5
17th	+6	Trusted Partner	5	9	5
18th	+6	Magical Alliance	6	10	5
19th	+6	Attribute Score Improvement	6	10	6
20th	+6	Overwhelming Influence	6	10	6

Government Features

As a republic, you gain the following government features.

Stability Points

Stability Dice: A number of d6s equal to your PB
Stability Points at 1st Level: 6 + your Order modifier
Stability Points at Higher Levels: 1d6 (or 4) + your Order modifier per republic level after 1st

Proficiencies

Choose any three skills

Military

You start with the following military units, in addition to the units granted by your founding:

- (*a*) 3 militia or (*b*) 1 mounted unit
- (*a*) 1 light infantry and 1 ranged unit or (*b*) 1 heavy infantry unit
- (*a*) market or library or (*b*) one gold resource
- One resource of either mushrooms or vegetables
- One resource from fish, rice, or wheat

Commanders

Your commanders' default class is bard.

Spellcasting

At level 1, your republic's diversity includes the presence of magic. You know two level 1 spells at first level.

Magic Level

The Republic table shows the highest level of spell you can research, the highest level of artifact you can create, how many spells you can have prepared at any one time, and how many concentration slots you can devote to maintain spells.

Spellcasting Ability

Magic is your spellcasting attribute for your spells. You use your Magic modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Magic modifier

Spell attack modifier = your proficiency bonus + your Magic modifier

Skilled Ambassadors

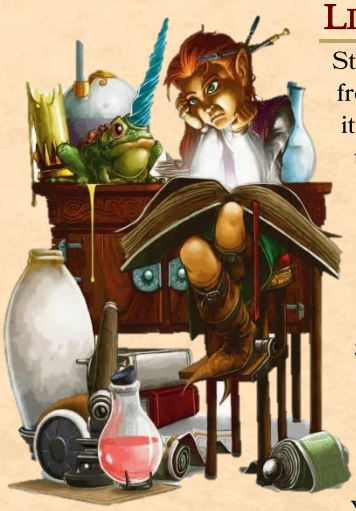
At 1st level, your diplomats are seemingly everywhere. You can leverage these diplomats by choosing another player or NPC to gain one Skilled Ambassador die, a d6.

Once within the next 3 turns, that player can add that d6 to one attribute check. The player can wait until they roll the d20 before deciding to use the Skilled Ambassador die, but must decide before the DM says whether the roll succeeds or fails.

Once a Skilled Ambassador die is spent, it is lost. Only one Skilled Ambassador die can be assigned to a realm at a time.

You can use this feature a number of times equal to your Diplomacy modifier (a minimum of once). You regain any expended uses at the start of a new year.

Your Skilled Ambassador die changes when you reach certain levels of this government. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.



Liberal Society

Starting at 2nd level, the economic freedom offered in your realm makes it easier for people to pursue the life they want. You may add half of your PB (round down) to any skill in which you are not currently proficient.

Emergency Measures

Starting at 2nd level, you can call an emergency meeting of parliament to shift political capital and restore 1d8 stability points immediately after you or an ally takes damage. You can do this once per season.

Guild Investments

At 3rd level, investments you have made in various guilds have paid off. Choose two of your skill proficiencies. Your PB is doubled for any attribute check you make that uses either of the chosen proficiencies.

At 10th level, you can choose another two skill proficiencies to gain this benefit.

Republic Archetype

At 3rd level, your republic has geared itself toward a focus of your choice: Trade Empire or Cultural Beacon, both are detailed later in this government description. Your choice grants you features at 3rd, 6th, and 14th levels.

Attribute Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one attribute score of your choice by 2, or you can increase two attribute scores of your choice by 1. As normal, you can't increase an attribute score above 20 using this feature. If your attribute modifier increases, you can add a corresponding settlement (village, town, castle, tower, city, or fort) to your realm, either in an existing province, or by splitting a province to accommodate the new settlement.

Diplomatic Corps

Beginning when you reach 5th level, you regain one of your expended uses of Skilled Ambassadors at the start of each season.

Daggered Whispers

At 5th level, you can use a Skilled Ambassador offensively to reduce another player's attribute check or saving throw by 1d6.

At 10th level, this die becomes a d8.

Hedged Bets

At 7th level, when you fail a task for the first time in a turn, your careful planning of the possibilities allows you to gain 1d6 gold.

Arcane Diplomats

At 9th level, your magic-users are lifted from the autocratic classes who have been trained in the art of words as much as the art of magic. You can add your Diplomacy bonus to any Magic saving throws.

Magical Alliance

By 10th level, your realm's exploits have attracted the attention of a number of powerful magic-users. Whether these people publicly support you or work in the shadows, they willingly lend their support to your cause. Choose two spells that do not exceed your magic level. You learn those spells and do not have to pay their research cost.

You learn two additional spells at 15th level and again at 18th level.

Shrewd Leverage

At 13th level, at the start of a new season, you can use this ability to double the gold income you would normally receive on all your current trade agreements. You can use this ability once per year.

Trusted Partner

At 17th level, you gain Xd6 gold each season, where X equals your PB.

Overwhelming Influence

At 20th level, when you start a turn with no Skilled Ambassador dice, you regain one use.

Republic Archetypes

When laying out the future of your republic, you can choose between becoming an economic powerhouse as a trade empire or as a versatile diplomacy engine as a cultural beacon.

Trade Empire

A Trade Empire knows that the world spins along the curved edge of a coin. These republics are keenly aware that everyone has a price, and with effective management of limited resources, a poor nation can become wealthy, respected, and untouchable using the simple proposition: buy for 1 gold, sell for 2.

Financial Center

When you choose Trade Empire at 3rd level, select one non-capital settlement in your realm. That settlement doubles its income each season. This bonus is paused if the settlement is besieged or you lose control of that settlement.

Frontier Bonanza

At 6th level, the untouched lands of your realm teem with new possibilities. For each province in your realm that borders another realm, you may choose to immediately add a common (DC 15) resource of your choice.

Merchant Princes

Starting at 14th level, you can use your Skilled Ambassadors on your own attribute checks. Roll a Skilled Ambassador die and add the number rolled to your attribute check, but before the DM tells you whether you succeed or fail.

Cultural Beacon

Republics that focus on culture are more concerned with the arts, literature, music, and the influence they can exert on the nations of the world.

Craftsmanship

When you choose Cultural Beacon at 3rd level, you gain proficiency with three skills of your choice.

Peace Keepers

Starting at 6th level, you gain advantage on checks when negotiating peace, surrender, or ceasefire treaties with NPC realms that you are at war with. You may add 1d4 seasons to the length of an enforced peace condition.

Fast Talkers

Starting at 14th level, you can attempt one task per turn from Intelligence, Negotiation, Influence, Administration, or Trade. This task does not count toward your total for the turn.

Technocracy

Syrelle crept along the stone corridor, drawn by the sound of metal slamming against metal. Her father cautioned her to remain in their suite while he attended the capitol meeting. "We are guests, love, and that means we follow their rules. The Council is depending on us to secure this trade deal. Once that is done, I will take you to ride the Great Wheel." She promised to obey at the time and fully intended to comply. But as the hours dragged on, she grew bored until she noticed a faint, rhythmic pounding. *Surely there is no harm in one little walk*, she reasoned as she tip-toed down the hallway.

The noise increased, reddish-orange light played on the wall, and she saw an opening in the stone. Syrelle crept forward, peeking around the edge of a massive door.

Gnomes in protective leathers and oversized goggles bustled to and fro, wielding an assortment of tools, while a hill giant armed with a massive hammer worked a forge. Several figures scuttled around the room, too far for her to figure out what they were. Heat poured over her, carrying the smell of oil and soot and something metallic.

At the heart of the mayhem stood a figure. Brass gears shone from its interior. Light glinted along curving metal and burnished wood. And at its center a cage of silver stood open and empty. As she watched, a gnome approached the contraption carrying a blue gem in metal tongs.

Just as the gnome prepared to insert the gem into the silverwork cage, one of the scuttling figures spotted Syrelle and approached at high speed. As it neared, she realized it was a spider construct, made of metal and gears with a set of tiny tools strapped to its back. She jumped back when it reached the doorway, but it merely chittered at her disapprovingly as it climbed the wall. The closing of the door, separating the workshop and its incredible contents from her, changed Syrelle's life forever.

Scientific Supremacy

Technocracies build their societies around their scientific advances, incorporating them into every aspect of daily life. Governance is no exception: Any technocrat worth their salt must be willing to accept the data, even if it clearly shows the current election method is botched or the new council's taxation policy is actually starving the citizenry. Unless, of course, starvation followed by mechanical resurrection was the government's goal all along. Whatever the precise mechanics of government, the people demand it be backed by observable metrics.

Technocracy

Level	Proficiency Bonus	Features	Magic Level	Spells Prepared	Concentration Slots
1st	+2	Spellcasting, Innovative Engineers	1	1	1
2nd	+2	Backup Generators, Esoteric Analogs	1	2	1
3rd	+2	Philosopher's Stone, Techno-Specialization	1	3	1
4th	+2	Attribute Score Improvement	1	4	1
5th	+3	Specialization Improvement	2	5	2
6th	+3	Urban Planning	2	6	2
7th	+3	Interchangeable Parts	2	7	2
8th	+3	Attribute Score Improvement	2	8	2
9th	+4	Specialization Improvement	3	8	3
10th	+4	Document Management	3	9	3
11th	+4	Advanced Designs	3	9	3
12th	+4	Attribute Score Improvement	3	9	3
13th	+5	Networked Infrastructure	4	10	4
14th	+5	Reverse Engineering	4	10	4
15th	+5	Specialization Improvement	4	10	4
16th	+5	Attribute Score Improvement	4	11	4
17th	+6	Consumer Goods	5	11	5
18th	+6	Craftwork Arcana	5	11	5
19th	+6	Attribute Score Improvement	5	12	5
20th	+6	Industrial Efficiency	5	12	5

Government Features

As a technocracy realm, you gain the following government features.

Stability Points

Stability Dice: A number of d6s equal to your PB
Stability Points at 1st Level: 6 + your Order modifier
Stability Points at Higher Levels: 1d6 (or 4) + your Order modifier per technocracy level after 1st

Proficiencies

Choose two skills from Administration, Alchemy, Construction, Research, Sabotage, and Trade

Starting Bonuses

You start with the following military units, in addition to the units granted by your founding:

- (*a*) 2 ranged units or (*b*) 2 light infantry units
- (*a*) 1 siege unit
- An alchemist and two resources from coal, copper, gypsum, iron, lead, marble, stone, and tin
- One resource from cattle, goats, mushrooms, sheep, or vegetables

Commanders

Your commanders' default class is artificer.

Spellcasting

Most citizens in your realm have an above-average aptitude for technology, magic, craftwork, invention, or all of the above. You know two level 1 spells at first level.

Magic Level

The Technocracy table shows the highest level of spell you can research, how many spells you can have prepared at any one time, and how many concentration slots you can devote to maintain spells.

Spellcasting Ability

Magic is your spellcasting attribute for your spells. You use your Magic modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Magic modifier

Spell attack modifier = your proficiency bonus + your Magic modifier

Innovative Engineers

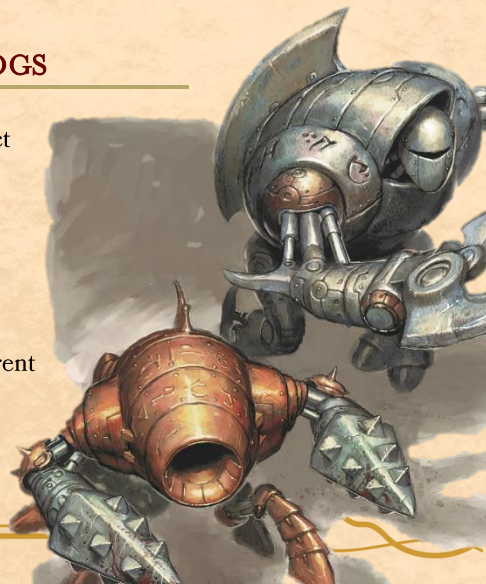
At level 1, you can make artifacts whose level is twice your Magic Level.

Backup Generators

Starting at level 2, if you fail 3 or more task checks in a turn, you gain 1 mana.

Esoteric Analogs

At 2nd level, you can create a copy of an artifact that another realm currently controls, thereby ignoring the one-at-a-time rule for other artifacts. You can only have one copy at a time. Building a copy of a different existing artifact destroys your first copy.



Philosopher's Stone

At 3rd level, your arcanists create a Philosopher's Stone that allows you to either convert 1 point of mana into 1d8 gold or convert 8 gold into 1 mana.

Techno-Specialization

At 3rd level, you choose whether the engineers and alchemists in your realm focus their efforts on developing powerful automated cities or delving deeper into the mysteries and uses of artifacts. These are detailed later in this government description and provide features when you reach 3rd, 5th, 9th, and 15th level.

Attribute Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one attribute score of your choice by 2, or you can increase two attribute scores of your choice by 1. As normal, you can't increase an attribute score above 20 using this feature. If your attribute modifier increases, you can add a corresponding settlement (village, town, castle, tower, city, or fort) to your realm, either in an existing province, or by splitting a province to accommodate the new settlement.

Urban Planning

Starting at level 6, you can construct an additional instance of one building in your capital over your PB limit.

Interchangeable Parts

At 7th level, your metalworkers excel at creating standardized pieces that can be used in multiple projects. Once each turn, you can upgrade one militia to a light infantry unit or one light infantry to a heavy infantry unit by paying the difference between their gold costs.

Document Management

At level 10, any building you control that can store mana can also store a prepared spell.

Advanced Designs

At 11th level, you can train your ranged and siege units a second time in the same improvement category.

Networked Infrastructure

At level 13, you regain 1 stability point each time you cast a spell.

Reverse Engineering

At 14th level, when constructing an artifact that had been previously created (even by you), you gain advantage on the Alchemy check.

Consumer Goods

At level 17, you choose one of the following features: add your Economy bonus to your Alchemy checks or add your Magic bonus to your Construction checks.

Craftwork Arcana

At 18th level, you can build an artifact that acts as a facsimile of any 1st level spell whose duration is instantaneous. The artifact is considered 1st level, is created with 3 charges, and when you spend one of its charges, it functions exactly as if you had cast the spell it is based on.

Industrial Efficiency

At level 20, any of your buildings that produce mana produce an additional +1 mana.

Techno-Specializations

Choose between steampunk metropolis or arcanotech.

Steampunk Metropolis

Your engineers have devoted themselves to making life easier through automation. They've accomplished this through the ingenious use of steam- and mana-powered devices that range from transportation, food distribution, entertainment, and industry, to war.

Tinker Infusions

Starting at level 3, before rolling a task check, you can activate the mechanical helpers of your realm by spending gold. For every 1 gold you spend, you add a +1 bonus to your check. Whether the roll succeeds or fails, this gold is spent. You can use this ability on one task per turn.

Mechanized Armor

At 5th level, your engineers have developed a powerful mechanized suit piloted by your commander. Before a battle begins, you may spend 40 gold to add the mechanized armor unit to your army, which adds its weight to your army's total. You must attach your commander to this unit.

Mechanized Armor

Technocracy, commander

Armor Class 15
Hit Points 6
Speed 350 ft.

Initiative 15
Morale +5
Weight 2

Recruit DC N/A
Cost 40 gp
Requires N/A

Construct. The armor cannot take the Rally action. When it drops to 0 HP, it is destroyed.

Proud. Only one armor can be in an army. Critical hits against the armor count as normal hits.

Actions

Claw. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 slashing damage.

Bombard. *Ranged Weapon Attack:* +5 to hit, range 500 ft., one target. *Hit:* 1 fire damage.

Reactions

Project Defenses. In response to an ally taking damage, you can use your reaction to increase that ally's AC by +2 until the end of that ally's next turn.

Improved Tinker Infusions

At level 9, the automation of your daily life improves. When you use Tinker Infusions and succeed on the roll, you are refunded any gold that you may have overspent.

Salvaged Parts

At 15th level, if your mechanized armor unit survives a battle, you gain 10 gold.

Arcanotech

Your artificers scour the known world for references to artifacts and have amassed a collection of options. Mastering the use of these artifacts has been made possible by other scientific advances in chemistry, rudimentary physics, and mechanical engineering.

Reusable Batteries

At 3rd level, your alchemists have learned how to construct mana-rechargeable batteries. You can pay X mana to add one charge to an artifact you control where X equals the artifact's level.

Alchemical Experimentation

At 5th level, you can pay 1 mana and roll on the Alchemical Experiment table to determining the effect.

Alchemical Experiment

Roll	Effect
1	For this turn only, you gain an untradeable resource of any type you currently don't have (this resource ignores your Economy limit)
2	For this turn only, you gain a tradeable resource of any type that you currently have (this resource ignores your Economy limit)
3	You gain 1 gold for each artifact you control
4	You regain d6 stability points
5	An artifact you control regains 1 charge
6	You gain d4 gold for each of your armies that is in supply

Experienced Alchemists

At 9th level, you can pay 2 mana to choose an effect from the Alchemical Experiment table instead of rolling.

Recycled Artifacts

At level 15, you can sacrifice an artifact that requires charges to operate. For every unused charge in the artifact, you regain 1d4 stability points and gain 1d4 gold.

> We spend our days creating a world of instant communications, calculating the exact frequency of rainfalls, building engines that ostensibly will never cease, and they? They'd rather babble nonsense and spit sparks from their fingertips. How can we take them seriously?
>
> ~Binkle Flibber de Gibbet
> Foreman, South Branch

Theocracy

With the howls of bivouacked soldiers tending wounds mixed with songs of victory behind her, the Mother Anchorite entered her tent and laid her chipped sword beside the reliquary. She opened it and lit a wheel of incense. The lutes began, mendicants and faithful nobles clad in red scraps of armor celebrated their victory against the shadow army. Mother turned to silence them but thought otherwise; they earned their share of grace this evening.

Hours of fighting, a break in the melee, heavy losses, a routed foe, but Mother knew they couldn't keep this up. As she knelt before the makeshift altar, the wisps of smoke circled and carried her away.

Soon the Vicar Adjudicate stood before her, a staircase rising behind him, gleaming in bloody armor reflecting a setting sun. His voice was everywhere, yet only in her mind. "Were my instructions unclear, Supreme Watcher? Is that why you have come to me in supplication rather than in your power? You who lead my vanguard protect, not plead."

"Our troops even now move to meet the enemy, but battlefield intelligence indicates they will face not mercenaries but zealots of the Nightsinger. Our informants believe her incarnation will arrive on the field before the next sun's setting. Adjudicate, I come before you as neither failure nor beggar but as a soldier seeking guidance from a superior officer."

"My guidance, dear Mother, is to win."

She looked up, eyes stony. "I swore an oath to guard those who requested my aid in your name and I will do everything in my power to lead our people to holy victory. But my power alone will not be enough to bring light to the darkness. I will not sacrifice my people—*your* people, who are also sworn to your service—needlessly. Not when I have the ability to ask for more."

Silence fell as he considered. He raised his left hand and the eye inlaid in his gauntlet flashed searing blue. She covered her face, fearing it might blind her.

When she opened her eyes, she was back in her body. The tent was still torn, her bread still stale, the lute player still slightly off-key.

She looked down at the unexpected weight in her hands; her sword, its chips sealed now with a blue light, bore the first scripture that carried her to victory time and again. *This was a sword*, she thought, *of god*.

Gods Above All

In such a world as this, where one might be blessed with a god's magic or saved from certain death by divine favor, it can be impossible to understand how anyone could doubt the gods' existence. After all, history is filled with tales of deities who walked among the people and brought great gifts to those who followed them. For the theocratic, their god's will is the law, and unbelievers are often shunned, pitied, converted, or slain.

Theocracy

Level	Proficiency Bonus	Features	Magic Level	Spells Prepared	Concentration Slots
1st	+2	Spellcasting, Domain Focus	1	1	2
2nd	+2	Divine Intervention, Devotional Prayer	1	2	2
3rd	+2	Pantheon Feature	2	3	2
4th	+2	Attribute Score Improvement	2	3	3
5th	+3	Steadfast Faith	3	4	3
6th	+3	Pantheon Focus	3	5	4
7th	+3	Godly Conduit	4	6	4
8th	+3	Attribute Score Improvement	4	6	4
9th	+4	Pantheon Focus	5	7	5
10th	+4	Plenary Indulgence	5	8	5
11th	+4	Tithe	6	9	5
12th	+4	Attribute Score Improvement	6	9	6
13th	+5	Supplicant Blessing	7	10	6
14th	+5	National Devotion	7	11	6
15th	+5	Holy War	8	12	7
16th	+5	Attribute Score Improvement	8	12	7
17th	+6	Pantheon Focus	9	13	7
18th	+6	Plenary Indulgence Improvement	9	14	8
19th	+6	Attribute Score Improvement	9	14	8
20th	+6	Divine Intervention Improvement	9	14	8

Government Features

As a theocracy realm, you gain the following government features.

Stability Points

Stability Dice: A number of d4s equal to your PB
Stability Points at 1st Level: 4 + your Order modifier
Stability Points at Higher Levels: 1d4 (or 3) + your Order modifier per theocracy level after 1st

Proficiencies

Choose two skills from Administration, Alchemy, Intelligence, Influence, Lore, Negotiation, Research

Starting Bonuses

You start with the following military units, in addition to the units granted by your founding:

- (*a*) 1 ranged unit or (*b*) 2 light infantry units
- (*a*) 1 heavy infantry unit
- (*a*) chapel or (*b*) graveyard or (*c*) herbalist or (*d*) shrine
- One resource from clay, coffee, dye, flax, ginger, incense, jade, oil, salt, sugar, tobacco, wax
- One resource from fish, rice, or wheat

Commanders

Your commanders' default class is cleric.

Spellcasting

Your priesthood knows four level 1 spells at first level.

Magic Level

The Theocracy table shows the highest level of spell you can research, the highest level of artifact you can create, how many spells you can have prepared at any one time, and how many concentration slots you can devote to maintain spells.

Spellcasting Ability

Magic is your spellcasting attribute for your spells. You use your Magic modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Magic modifier

Spell attack modifier = your proficiency bonus + your Magic modifier

Domain Focus

At level 1, choose an overarching domain related to the pantheon, immortal(s), concept(s), force(s), or god(s) that you revere and serve:

- Arcana, Knowledge, and Trickery
- Death, Grave, and Twilight
- Life and Nature
- Order, Peace, and Light
- Forge, Tempest, and War

Each domain provides features at level 1. Your domain also grants additional options at level 2, 6, 9, and 17.

Divine Intervention

Some theocracy features use Divine Intervention, which is an on-demand assistance drawn from your domain. You have a number of Divine Intervention uses equal to your PB and you regain those uses at the start of a new year.

At 20th level, if you begin a new season with no Divine Intervention uses, you regain one use.

Devotional Prayer

At 2nd level, after you fail an attribute check, you can use a Divine Intervention to add 1d6 to the roll, which may turn it into a success. Whether the new total succeeds or fails, you regain stability points equal to your d6 roll.

Attribute Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one attribute score of your choice by 2, or you can increase two attribute scores of your choice by 1. As normal, you can't increase an attribute score above 20 using this feature. If your attribute modifier increases, you can add a corresponding settlement (village, town, castle, tower, city, or fort) to your realm, either in an existing province, or by splitting a province to accommodate the new settlement.

Steadfast Faith

At 5th level, your realm is immune to the heresy condition.

Godly Conduit

At 7th level, you learn and can use a Divine Intervention to cast *divine audience* without paying the mana cost. When using this ability, your domain gods are more receptive to your pleas than they are to other, non-theocratic realms if your realm's actions have appropriately honored your gods and their desires.

Plenary Indulgence

At 10th level, you can pay 1 mana to increase the Devotional Prayer die rolled to a d8. You regain stability points equal to your d8 roll.

At 18th level, this feature improves this die to a d12.

Tithe

Starting at level 11, each of your religious buildings, which include abbeys, cathedrals, chapels, monasteries, shrines, and temples, generate 1 gold at the start of a season.

Supplicant Blessing

At 13th level, you may use a Divine Intervention once per turn to gain half (round down) the usual mana you would normally generate at the start of a new season.

National Devotion

At 14th level, buildings in your capital that produce mana now produce an additional +1 mana.

Holy War

At 15th level, when fighting non-theocratic realms, your units add +1 to their attack rolls.

Arcana, Knowledge, and Trickery

These domains appreciate magic as part of the natural order. They deal with control, maintaining power, and knowing more than your opponents. Knowledge is its own reward, but there's no sense in squandering the power inherent to that reward.

Religious Scholarship

At 1st level, you gain proficiency with Research or Alchemy.

Pilgrim Mission

At 3rd level, you can construct a mission in another realm's capital if you succeed on a Culture (Influence) contested roll with the target realm. The mission adds +2 gold to that capital's income each season and you add +2 to future Influence and Negotiation checks against this realm. Only one mission can be built in a capital and it does not count toward either player's PB building limit. If the mission is ever damaged, it is considered destroyed.

Proselytization

At 6th level, you can use a Divine Intervention to restore stability points to another realm. That realm regains stability points equal to twice your theocracy level and you gain an equal amount of gold. This gold is doubled if you have a mission built in that realm.

Domain Blessing

At 9th level, you can use a Divine Intervention to cast *foresight* or *disrupt concentration* instead of paying mana.

Holy Siphons

At 17th level, when you are at war with another realm, you are able to pull its magical energies toward your own uses. At the start of each season, roll a d6. After your enemy realms generate mana, those realms must give you up to the result of that d6 in mana, if they are able.

Death, Grave, and Twilight

These domains are concerned with the underworld, darkness, poison, decay, and controlling the undead.

Unholy Rot

Once per year starting at level 1, you can afflict a target realm with starvation.

Rebound Disaster

At 2nd level, when you are about to take stability damage, (minimum of 2), you can redirect half of that damage to a realm with which you are currently at war.

Undead Army

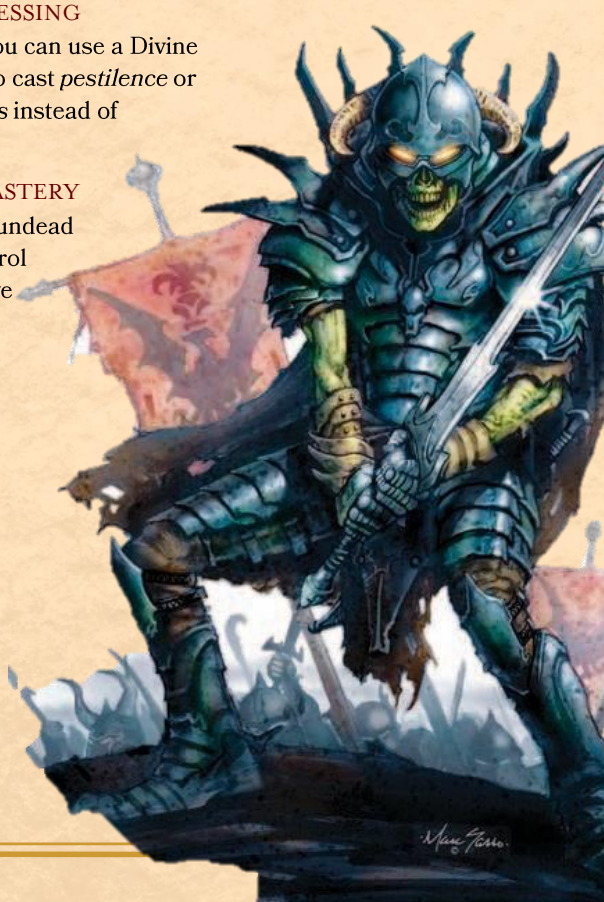
At 6th level, you learn *raise zombies* and can cast it once per battle without paying its mana cost.

Domain Blessing

At 9th level, you can use a Divine Intervention to cast *pestilence* or *raise skeletons* instead of paying mana.

Undead Mastery

At 17th level, undead units you control have advantage when making Magic saving throws.



Life and Nature

Theocracies that worship these domains are concerned with minimizing conflict, healing the sick and injured, and promoting mutual cooperation among world powers when possible.

Earthly Affinity

At 1st level, you gain proficiency in either Lore or Scouting.

Cyclical Emanations

At 2nd level, when an ally is about to take stability damage, you can take half that damage instead and gain 1 mana. You can use this ability once per turn.

Hallowed Battlefield

At 6th level, you can use a Divine Intervention once per battle to force all enemies to make Magic saving throws. Units that fail cannot make melee or ranged attacks on their next turn.

Domain Blessing

At 9th level, you can use a Divine Intervention to cast *living land* or *macravita envigoratus* instead of paying mana.

Sustainable Architecture

Starting at 17th level, when you roll less than 15 on an Economy (Construction) check to construct a building, you can treat the roll as a 15. You can use this ability once per season.

Order, Peace, and Light

These domains focus on maintaining the peace, protecting the innocent, and divinely smiting evil.

Divine Calling

At 1st level, you gain proficiency in either Administration or Negotiation.

Joint Partnership

At 2nd level, you and an ally become proficient in a skill that you both were not proficient in before. This lasts for 3 turns and this ability can be used once per year.

Holy Purpose

At 6th level, you can use your Order modifier instead of your Culture modifier when making Rally saving throws.

Domain Blessing

At 9th level, you can use a Divine Intervention to cast *ancestral nullification* or *crusade* instead of paying mana.

Divine Smite

At 17th level, you can attempt to destroy undead once per battle and force all enemy undead units to make a Magic saving throw. On a failure, that unit takes 2 radiant damage. On a success, that unit takes 1 radiant damage.

Forge, Tempest and War

These domains are concerned with fire, chaos, destruction, and independence from authority.

Martial Machines

At 1st level, you gain proficiency with either Alchemy or Recruitment.

War Spirit

At 2nd level, when you declare a major war, you take half stability damage and only take half damage when breaking alliances.

Front Conjuring

Starting at 6th level, you can use a Divine Intervention to recruit a unit directly into one of your armies in enemy territory.

Domain Blessing

At 9th level, you can use a Divine Intervention to cast *control weather* or *fabricate* instead of paying mana.

Reclamation

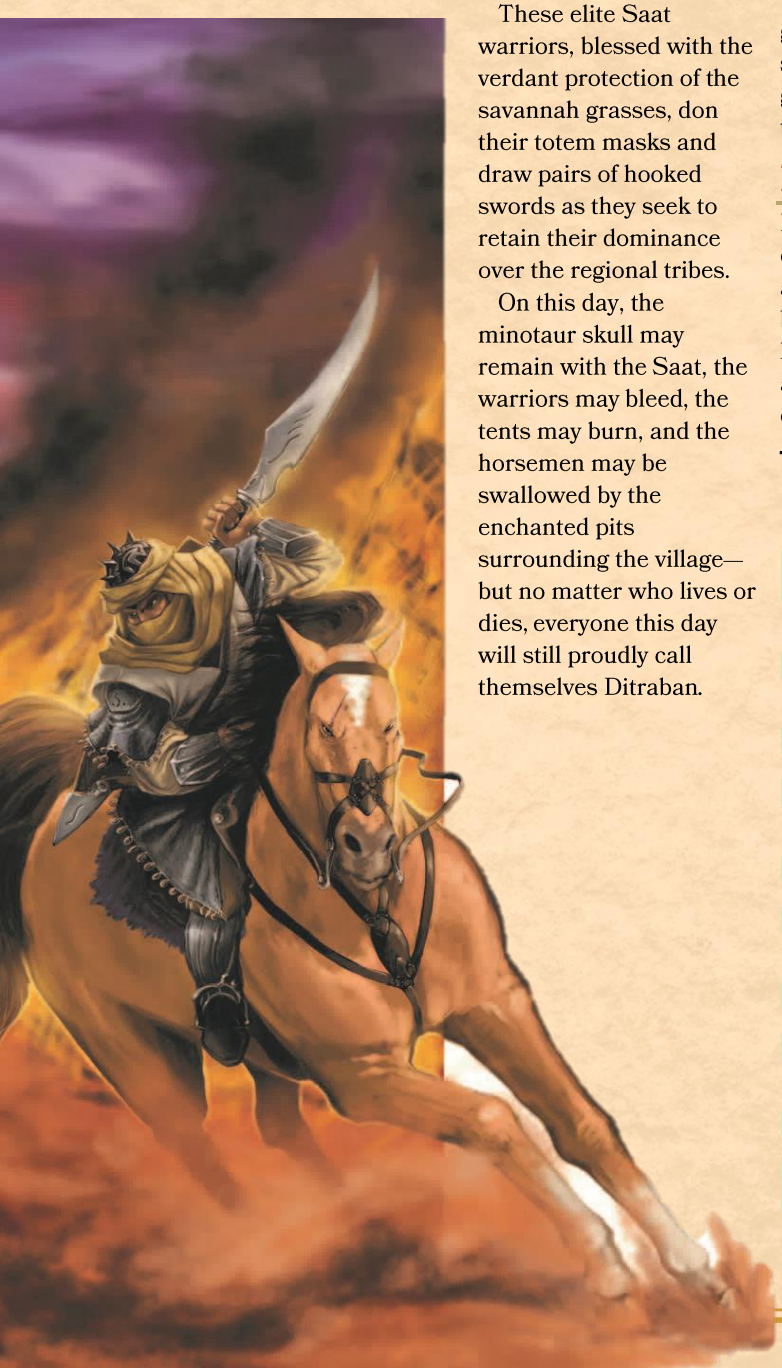
At 17th level, you can use a Divine Intervention and target a level 5 or lower artifact. That artifact's owner can choose to make a contested Magic check with you. On a failure, that artifact is destroyed and you gain experience as if you had created the artifact.

Tribal

As the morning dew dries across the Ditraban savannah, the horsemen of the Kharabah tribe crest the horizon covered in azure paste. Their leader, the Rising Tarin Khan, has ordered the return of a stolen minotaur skull.

A Saat woman, restless from a night spent navigating visions of disaster, rubs her eyes as she leaves her tent. Sensing the tightness in the air, she touches the ground and feels the pulse of hundreds of hooves through the sod. Her cry rings out through the camp as she dashes to the village center to ring the bells.

The pace of the attacking horsemen quickens as they ready their bows. Their first targets are those whose skin has been painted deep green. Last month, the Saat, knowing war with the Kharabah was imminent, purchased an enchanted plant mash from a neighboring Tajik shaman to protect them from these arrows.



These elite Saat warriors, blessed with the verdant protection of the savannah grasses, don their totem masks and draw pairs of hooked swords as they seek to retain their dominance over the regional tribes.

On this day, the minotaur skull may remain with the Saat, the warriors may bleed, the tents may burn, and the horsemen may be swallowed by the enchanted pits surrounding the village—but no matter who lives or dies, everyone this day will still proudly call themselves Ditraban.

Family of Families

Tribal governments are composed of distinct families, bloodlines, and identities. Not all tribes are eager to fight, but their needs often conflict. Managing these crossing motivations is the core challenge of ruling a tribal government. The autonomy and specialization of each tribe, however, offer shrewd players multiple benefits.

Although tribal governments typically eschew the civilized ways of large cities, they are by no means any less developed. Instead of forcing their environment to conform to their needs, tribal population centers use the natural geography to their advantage. Because of this, resources that would otherwise be exhausted more quickly in industrialized realms are instead sustainably extracted to lasting effect.

Although there is no centralized authority in a tribal government, the people's common goals are so similar—survival, protection, glory to the tribe, maintaining honor, grazing land, expansion—that it seems as though the tribes act as a singular unit.

Fierce Defense

Despite their internal animosity, what unites the families of a tribal realm is a fierce and unending agreement that any outsider enemy who crosses into their boundary must be removed. Nothing, therefore, brings the tribes together like a common enemy and other realms will step carefully around this or else they'll find themselves on the wrong end of a military disaster.

Tribal

Level	Proficiency Bonus	Features	Homeland Defense
1st	+2	Homeland Defense, Tribal Bickering	5 weight
2nd	+2	Reckless Attack, Animal Affinity	5 weight
3rd	+2	Tribal Unity	5 weight
4th	+2	Attribute Score Improvement	5 weight
5th	+3	Extra Attack	10 weight
6th	+3	Tribal Unity feature	10 weight
7th	+3	Feral Instinct	10 weight
8th	+3	Attribute Score Improvement	10 weight
9th	+4	Relentless Fervor	15 weight
10th	+4	Tribal Unity feature	15 weight
11th	+4	Brutal Critical	15 weight
12th	+4	Attribute Score Improvement	15 weight
13th	+5	Unbreakable Resolve	20 weight
14th	+5	Tribal Unity feature	20 weight
15th	+5	Community Structures	20 weight
16th	+5	Attribute Score Improvement	20 weight
17th	+6	Martial Life	25 weight
18th	+6	Common Cause	25 weight
19th	+6	Attribute Score Improvement	25 weight
20th	+6	One Banner	25 weight

Government Features

As a tribal realm, you gain the following government features.

Stability Points

Stability Dice: A number of d8s equal to your PB
Stability Points at 1st Level: 8 + your Order modifier
Stability Points at Higher Levels: 1d8 (or 5) + your Order modifier per tribal level after 1st

Proficiencies

Choose two skills from Exploration, Lore, Raiding, Recruitment, Scouting, and Training

Starting Bonuses

You start with the following military units, in addition to the units granted by your founding:

- (*a*) 1 mounted unit or (*b*) 2 light infantry units
- (*a*) 1 ranged unit or (*b*) 1 light infantry unit
- A stable and one resource from camels, cattle, goats, horses, reindeer, sheep, and wild game

Commanders

Your commanders' default class is barbarian.

Homeland Defense

At 1st level, if you are attacked in a home province or a province adjacent to your realm, you can immediately add units from your race list to your forces, up to the weight shown in the Tribal table. These units have 0 weight once recruited. If none of your armies are available, you can create one that is led by a +3 commander. The army, commander, and units are removed at the end of the battle. You may use this ability once per year.

Tribal Bickering

Beginning at 1st level, as the fortunes of your tribes ebb and flow, the currently dominant tribe can influence your decisions. At the start of each new year, randomly choose a skill you are non-proficient in. For the remainder of the year, you are proficient in that skill.

Animal Affinity

At 2nd level, pick one type of food resource from sheep, cattle, horses, pigs, wild game, goats, reindeer, camels, bison, whales, or alpaca. Each resource of that type produces an additional +10 supply for you.

Reckless Attack

Starting at 2nd level, your commander can issue an order to a unit that causes them to attack with reckless abandon. Once per round, a unit can make a melee attack roll with advantage, but melee attack rolls against that unit have advantage until that unit's next turn.

Tribal Unity

At 3rd level, you choose a focus representing a cultural shift and partial unification of the disparate tribes of your realm. Choose Saddle Tribe or Totem Tribe.

Attribute Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one attribute score of your choice by 2, or you can increase two attribute scores of your choice by 1. As normal, you can't increase an attribute score above 20 using this feature. If your attribute modifier increases, you can add a corresponding settlement (village, town, castle, tower, city, or fort) to your realm, either in an existing province, or by splitting a province to accommodate the new settlement.

Extra Attack

Beginning at 5th level, your mounted units (if you chose Saddle Tribe) or heavy infantry units (if you chose Totem Tribe) can make a melee attack using their bonus action if they are not adjacent to an ally.

Feral Instinct

By 7th level, as initiative is being determined during a battle, choose one type of unit under your command. All units of that type add +5 to their initiative for this battle.

Relentless Fervor

Beginning at 9th level, the first four of your units to drop to 0 hit points in a battle immediately regain 1 hit point and rally.

Brutal Critical

Beginning at 11th level, your militia, light infantry, heavy infantry, and mounted units score a critical hit on a natural 19 or 20 when making weapon attack rolls.

Unbreakable Resolve

At 13th level, your units are not required to flee the battlefield when they are broken. Any action they take other than Rally, however, is made with disadvantage.

Community Structures

Starting at 15th level, you may use your Population modifier instead of your Economy modifier when making Economy (Construction) checks.

Martial Life

Beginning at 17th level, units created with Homeland Defense that survive a battle may remain if you pay the gold cost for each unit. You can pay for some units and not others. Units paid for in this way go from 0 weight to their normal weight based on your race's unit list.

Common Cause

Beginning at 18th level, if your total for a Population check is less than your Population score, you can use that score in place of the total.

One Banner

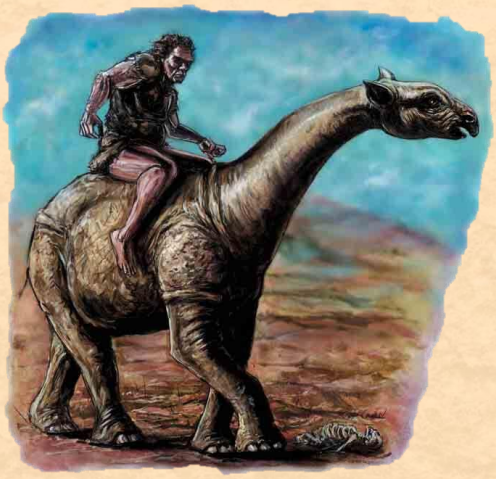
At 20th level, your people have multiplied from sea to sea. Your Population and Order Attributes increase by 4. Your maximum for those scores is now 24. This increase doesn't adjust your settlements or affect your map.

Tribal Unities

The tribes of your realm have identified an overarching commonality. This leads to a more effective management of decisions and providing for your people.

Saddle Tribe

The use of horses in your society (you may substitute camels, mastiffs, mules, ponies, boar, elk, panthers, lions, tigers, bears, oxen, rothé, wolves, rhinoceroses, elephants, giant insects, or other appropriate non-flying beast of CR 4 or less) permeates every aspect of life. Not simply transportation, horses are used for construction, farming, social status, communication, legal hierarchy, etc.



Reconnaissance

When you choose this tribal unity at 3rd level, your forces are given advance notice of the layout of a non-siege battlefield map, you can choose whether you set up first or second, and the DM will provide you with an additional deployment area.

War Cry

At 6th level, your mounted units can spend their action to make a contested Morale check with an adjacent enemy unit. If you succeed, that enemy cannot make a melee attack until the end of your unit's next turn. Additionally, your mounted units gain an extra 50 feet of movement.

Unrelenting Stamina

Beginning at 10th level, your mounted units can double their movement as a bonus action.

Retaliation

Starting at 14th level, when your mounted units take melee damage from light or heavy infantry units, they can use their reaction to make a melee attack against the attacker.

Totem Tribe

Your people, once separated by clan and purpose, have learned to celebrate the strengths of their diversity. Where other tribal realms merge into a singular whole from intimidation, dominance, or inspiring speeches, your tribes have successfully established an equilibrium that maintains the distinctness of each group while also cooperating toward common aims.

Scent of the Wolf

At 3rd level, your people know the land so well that whenever a non-siege battle takes place in one of your provinces, you may make a Population (Scouting) check with advantage (DC 12). On a success, you can surprise the enemy and force them to set up their forces first. You can then set your units anywhere on the map so long as they're no closer than 500 feet from an enemy unit.

The Spirit of the Land

At 6th level, before a battle begins, you can add a fantastic unit to your army for no gold cost. You can use this ability once per year.

Aspect of the Eagle

At 10th level, your people can attune with local wildlife and your scouts can see through the eyes of birds. You make Scouting checks with advantage.

Wings of the Hawk

At 14th level, your militia, light infantry, and heavy infantry units, empowered by the animals, can temporarily embody the hawk spirit. Those units gain 100 feet of fly speed which they can use to either ignore difficult terrain or vault over obstacles. These units must end their turn on the ground in an empty space.

Chapter 4: Founding

Choosing a founding helps establish the cast of characters who influence your realm. Who rules? Who are the realm's vital citizens? Your theocracy may have arisen after a king's assassination. Your tribal community may be the result of a revolution against oppressive corruption. Your dictatorship may have begun as a collaborative appointment by the philosopher's guild, only to have their candidate take absolute control.

Each founding gives a realm proficiency in two skills, a unique feature, additional building and/or resource bonuses, starting military units, and starting gold your realm begins with on the first turn.

You can spend this starting wealth before turn 1 on buildings that you can afford (see Chapter 6).

Virtues and Vices

To round out the character of your realm, choose a virtue and a vice, or roll for one from their respective tables. A virtue of your realm shows something that the people care about and demonstrate through daily life. This could be something that they value, idealize, or aspire to become. A vice is something that the people fear, an immoral behavior they ignore, or something that can lead them to make dangerous or wrongheaded choices.

Assassination

The previous ruler, beloved by some, despised by others, has been killed in a public and horrifying spectacle. Whether through plotting or with great reluctance, a new leader now takes up the mantle of authority to guide the realm during this trying time.

Proficiencies: Sabotage, Raiding
Feature: You earn 1 XP when you fail a Sabotage check.

Your network of agents keep you informed of potential targets in NPC realms. This includes the names and ranks of leaders, and possible targets for theft.
Additional Bonuses: Begin with an assassin's guild
Additional Units: 1 light infantry, 1 heavy infantry, and 1 ranged unit
Starting Wealth: 4d12 gp

d6	Virtue
1	Injustice must be defeated at any cost, even if that cost is paid in blood.
2	Strength of will is the determining factor of a nation's success.
3	Our ways may seem harsh to outsiders, but we are, in fact, following a noble code of behavior.
4	We bear a strict loyalty toward our own but we tolerate no transgressions if that loyalty is broken.
5	Our people are resourceful and are capable of turning bad fortune into a rousing success.
6	Our people may seem untrusting, but we can sniff out liars well before they begin speaking.

d6	Vice
1	Our people believe morality is for the weak.
2	It is up to those who want power to take it and only those who deserve power will keep it.
3	Objects, wealth, and treasure have no owner; things are only possessed through the use of force.
4	A person is only worth their last victory. If they fail, there is no leniency due to past success.
5	Corruption is a normal part of life and we may as well learn to live with it.
6	Dishonesty is not a moral failing, it is simply a different flavor of communication.

Champion of the People

Starting from humble beginnings, an unassuming peasant has proven themself in an act of bravery worthy of bardsong. As a living embodiment of the people's values, this leader faces a greater trial now that they have been tasked with the responsibility of caring for the realm.

Proficiencies: Intelligence, Influence

Feature: You earn 1 XP when you fail a Training check.

Your underdog story is heartwarming to NPC realms, who generally treat you kindly and are willing to divulge information they would usually reserve for close friends.

Additional Bonuses: Choose a resource from (*a*) one of camels, crabs, goats, horses, mushrooms, reindeer, sheep, vegetables, or wild game or (*b*) one of clay, coal, copper, iron, tin, or stone

Additional Units: 1 militia, 1 light infantry, and 1 heavy infantry unit

Starting Wealth: 5d12 gp

d6	Virtue
1	We do not instigate conflict without a strong and articulatable *casus belli*.
2	It is important to protect those weaker than ourselves. Doing so is its own reward.
3	What our people do is a better indicator of their spirit than the flowery speeches others make.
4	We have no patience for pomp and ceremony; a simple life is a virtuous life.
5	We believe hard work and perseverance are the cornerstones of happiness.
6	We take great interest in our history and see it as a means of preserving who we are as a people.

d6	Vice
1	Our people often arrogantly believe themselves to be better than neighboring realms.
2	Our realm often gets involved in the business of others, even if doing so causes more problems.
3	Once our people get an idea in their heads, it's nearly impossible to get them to move on.
4	Our realm often puts as much effort into ignoring its shortcomings as it does extoling its successes.
5	Our people and government are slow to trust outsiders.
6	Our people value quick fixes to problems over well-thought-out long-term solutions.

Colonial Divestment

For years, your realm was a colony of a larger empire, but the people reached a crisis point and have now broken away. This break may have come amicably, as part of an agreement to consolidate power, sell off a title, or fulfill a contractual obligation. It may have come from the result of a short rebellion after declaring your independence, but one thing is certain—you are free to forge your own path from this day onward.

Proficiencies: Construction, Negotiation

Feature: You earn 1 XP when you fail an Exploration check.

The portions of your realm that your colonizer did not exploit still teem with caves, dungeons, tombs, ruins, and seemingly random encounters that an intrepid band of adventurers would love to explore.

Additional Bonuses: Choose one resource from cinnamon, cocoa, cloves, saffron, and tea

Additional Units: 3 light infantry units

Starting Wealth: 5d12 gp

d6	Virtue
1	Absolutely no one tells us what to do.
2	When anyone is similarly oppressed, our realm feels a deep obligation to make things right.
3	Our people are self-reliant.
4	Our realm solves its problems with simple, clear, and reasonable solutions.
5	We remain forever curious and never lose sight of the beauty our realm has to offer.
6	Our people have a supernatural patience and their decisions are based on maximizing the fortunes of our citizens three or four generations down the line.

d6	Vice
1	We have a strong inclination to isolationism, potentially ignoring injustices and tragedies.
2	We have a tendency to view neighboring realms as uncivilized.
3	We give no second thought to exploiting the natural resources of the land.
4	We have difficulty trusting benevolent motives.
5	Despite being a former colony, we have no compunctions toward colonialization and unfettered expansion for ourselves.
6	The old traditions of our colonizers are still stubbornly held as sacrosanct.

Cult of Personality

A commoner, unheard of a year ago, has made a meteoric rise to popularity and won over the hearts and minds of the people. This leader can seemingly do no wrong and with each day, their sway over the realm grows stronger.

Proficiencies: Recruitment, Training

Feature: You earn 1 XP when you fail an Influence check.

Your leaders hold an uncommon loyalty over the people, and when events would otherwise cause strife or raise questions of effective leadership, you always find the right words to settle the rabble and keep the realm united.

Additional Bonuses: Begin with a town square and two of the following resources: coffee, dye, ginger, jade, oil, salt, sugar, tobacco, and wax

Additional Units: 3 light infantry units

Starting Wealth: 4d12 gp

d6	Virtue
1	Our people share a strong bond with strangers and commiserate as though they were family.
2	Our culture values storytelling and oral traditions, and we are always eager to hear a new tale.
3	Our people appreciate beauty in all its forms.
4	Most people in our realm have a hidden artistic talent, whether it be drama, poetry, dance, painting, or music.
5	We are known for spending an inordinate amount of time to perfect a project.
6	We tend to be an optimistic people who are always searching for the best light to view motivations.

d6	Vice
1	Those who do not subscribe to our particular brand of populism are immediately cast out of institutions and shunned from society.
2	The leader's word is never questioned, and all manner of excuses will be made when they make mistakes.
3	We are quick to gossip and spread rumor.
4	When art deviates from a standard pattern, we are quick to dismiss it.
5	Our culture rewards get rich quick schemes and easy paths to fame, such that the commoners rebuke hearty work.
6	The average citizen of our realm easily succumbs to a wild tale and believes the craziest nonsense almost unquestioningly.

> One person is always and forever of no concern, they are nothing. Forgettable. A man sets fire to a blade of grass, it is nothing. Even if that fire destroys a city, the man and his actions are meaningless. One man carries a bucket of water, he too, is meaningless. Show me the thousands carrying water to quench the blaze, and I will lead those men to carry a thousand torches. And I alone will make those men unstoppable.
>
> ~Emperor Ammun Ilshar

People's Revolt

After years of corrupt rule, the people have had enough and disassembled the oppressive power structures. In their place, a new realm, a new conception of its people, and nothing but optimism for what lies ahead. Although power may no longer be centralized in a single person, the leadership of this new land is respected.

Proficiencies: Exploration, Recruitment

Feature: You earn 1 XP when you fail a Recruitment check.

Your respect among the laborers and workers extends to NPC realms as well, giving you information about how the people feel about current events and their general attitude.

Additional Bonuses: Begin with a town square or temple and three of the following resources: cotton, fur, gypsum, lead, nutmeg, pepper, and resin

Additional Units: 5 militia

Starting Wealth: 4d12 gp

d6	Virtue
1	Egalitarianism is everyone's goal.
2	We are accustomed to speaking truth to power, even if doing so places us at terrible risk.
3	We never shy away from fighting for what we believe is right.
4	We resist any outside influences and demonstrate a fiery, occasionally stubborn level of independence.
5	We often make choices by considering how history will record our motivations instead of how it immediately benefits us.
6	Our culture values results and manages to effectively reward those who deliver success.

d6	Vice
1	Those who do not share the dominant party view are shunned or worse.
2	The desire for power is ingrained in us and there's little doubt that what led to the revolution will happen again.
3	We may overreact in our efforts to expunge the old ways, treating anything from before the revolution as a lingering attack on the culture.
4	Our people often take the law into their own hands, leading to disastrous results.
5	We see violence as a perfectly acceptable means to an end.
6	We are prone to long bouts of apathy and tend to reinforce the status quo, even when doing so is clearly against our self-interest.

Philosopher Monarchs

After countless days of discussing the values of each candidate, many of whom were unaware they were being considered, the elders are now convinced they have found the right mix of people who are in the best position to lead the realm to greatness. This new council of philosophers has willingly accepted the mantle of leadership.

Proficiencies: Research, Alchemy

Feature: You earn 1 XP when you fail a Research check.

Your sages are wells of deep lore regarding your realm and the realms of NPCs and can often be relied upon to recall information that would otherwise be unknown to other realms.

Additional Bonuses: Begin with a library or monastery and choose one resource: citrus, coffee, ginger, sugar, or tobacco

Additional Units: 2 light infantry units and 2 militia

Starting Wealth: 6d12 gp

d6	Virtue
1	Without intelligence, all other virtues are wielded without purpose.
2	Compassion is the root of proper moral choices.
3	The best life is a simple life.
4	Knowledge is the root of all competent authority.
5	Freedom to act is always secondary when considering the effect of that action.
6	Stoicism in decision-making is preferable to any emotion.

d6	Vice
1	The wisest should not be questioned.
2	People are hedonistic meat puppets and those in authority should care for them as pets.
3	The more educated classes deserve more political power.
4	Mathematical probability is the best determinant of actions regardless of mitigating contexts.
5	Once the educated have made a decision, those choices must be acknowledged as inviolable truth.
6	A person's intelligence determines their outcome and any external factors can easily be overcome.

Religious Appointment

The people have always honored the true god(s). In keeping with that tradition, your realm has remained pious in the face of looming crises whose tests would break others. Highly influential clerics have chosen a leader to guide the realm to greatness and they have thrown their considerable support behind your leadership.
Proficiencies: Lore, Administration
Feature: You earn 1 XP when you fail a Lore check.

The followers of your religion in other NPC realms, even in smaller sects, can feed you information regarding the people's spiritual wellbeing, their devotion, and any ways your religion touches on the decisions of that realm.
Additional Bonuses: Begin with a temple and one resource from dye, incense, jade, oil, salt, or wax
Additional Units: 2 ranged units
Starting Wealth: 6d12 gp

d6	Virtue
1	The most compelling argument for our faith is in how we practice it.
2	We always remember that there is room for improvement.
3	We have placed an honest trust in our god(s) and genuinely do our best to honor their wishes.
4	We are tolerant of other faiths and can easily see how differing values complement our own.
5	Our religious traditions are what keep us unified as a people but we are not so stubborn as to refuse to adapt to a changing world.
6	Nothing is so lost as to not be worthy of salvation.

d6	Vice
1	Unbelievers are not to be respected, treated with honesty, or protected.
2	As long as we continue to spread the faith, our methods are secondary to any successful results.
3	We are a superstitious people and often see omens and signs in tiny details that others might overlook.
4	We find that our own desires are precisely what the god(s) would want, and we have no wish to question that coincidence.
5	We have a singular purpose that we believe was given to us by the god(s) and we will never stop until that goal is achieved.
6	We are judgmental toward other cultures and have difficult cooperating with our neighbors.

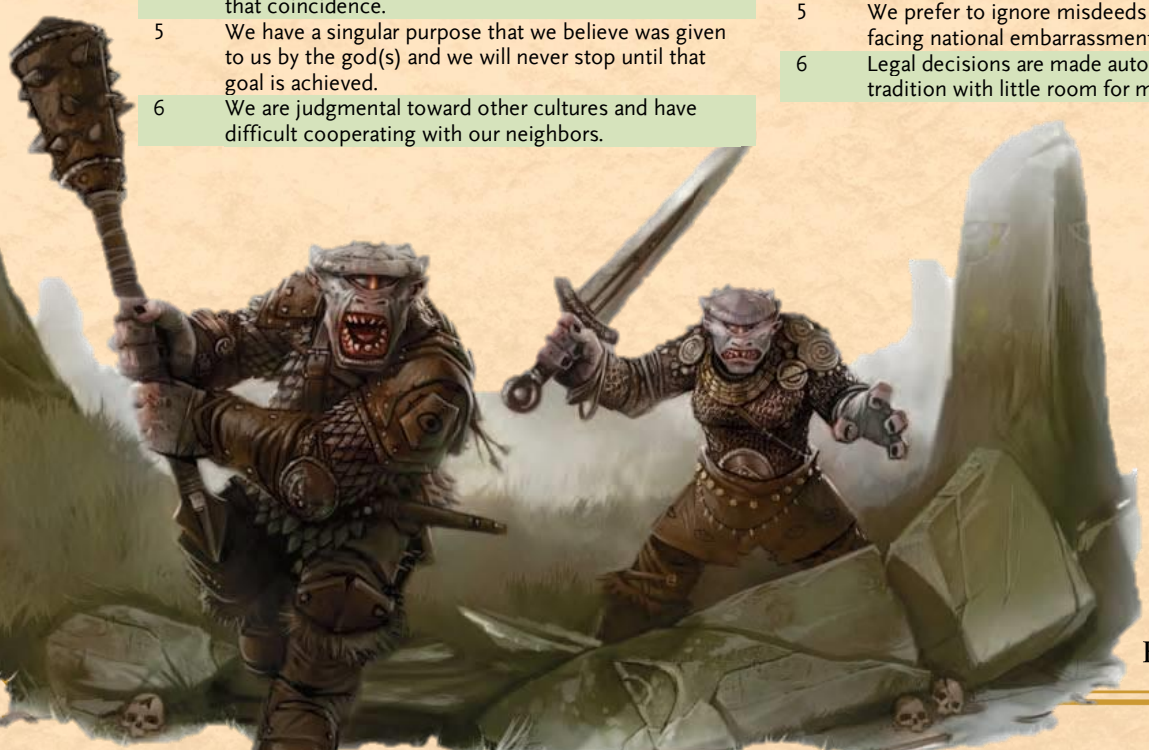
Royal Bloodline

The royal ancestry stretches back as far as the records show. One family's name is synonymous with the realm. Members of this family are raised with the understanding that they must shoulder the inevitable burden of authority and are now poised to assume command.
Proficiencies: Influence, Administration
Feature: You earn 1 XP when you fail a Negotiation check.

Your regal grace extends to your emissaries, dignitaries, diplomats, and messengers. Other NPC realms treat you with the appropriate deference and civility, even as events become heated or belligerent.
Additional Bonuses: Begin with a town square or monument and one resource from cotton, fur, gypsum, lead, nutmeg, pepper, and resin
Additional Units: 1 mounted unit
Starting Wealth: 7d12 gp

d6	Virtue
1	We regard honor and justice as the highest ideals.
2	Our people go to great lengths to protect those in need.
3	Our people have a strong sense of cultural identity and sense of community.
4	Our people show an uncommon resilience in the face of hardship and always seem to remain calm.
5	Our people show a great love of art and ensure that even the most practical tools, food, and utilitarian objects are crafted with superb beauty.
6	We make great sacrifices of ourselves to maintain the stability of the realm.

d6	Vice
1	Anyone who questions tradition is clearly an upstart looking to make trouble.
2	Our class stratification is extreme and those without means are barely considered citizens.
3	We are an exceptionally arrogant people.
4	A person's profession in life is almost entirely determined by their parents' profession.
5	We prefer to ignore misdeeds by the Crown instead of facing national embarrassment.
6	Legal decisions are made automatically based on tradition with little room for mitigating context.



Usurper to the Throne

Who said treason never prospers? After carefully developing plans, forging the right documents, whispering doubt into the right ears, and giving a timely speech at an opportune moment, a leader convinced the people that they are justified in their rule.

Proficiencies: Intelligence, Sabotage

Feature: You earn 1 XP when you fail an Intelligence check.

Your spies maintain a ledger of leverage against the mid- to upper-level leadership of NPC realms, which you might use as material for blackmail in a negotiating tactic.

Additional Bonuses: Begin with an embassy and cloves

Additional Units: 2 heavy infantry units

Starting Wealth: 5d12 gp

d6	Virtue
1	We respect the effectiveness of the leader more than the legality of that leader's claim.
2	Our people have a strong heart for justice and will one day rise up to undo this terrible wrong.
3	We are loyal to bonds of family and friendship we have chosen to develop and not to any symbolic flag or idea of a nation.
4	Our independence leads to the pursuit of many creative and artistic endeavors.
5	No offense is ever taken lightly and all debts, both financial and personal, are eventually repaid.
6	The mantle of leadership comes and goes, but what matters is survival.

d6	Vice
1	The only claim to authority that counts comes from whoever is holding the blade.
2	The people are easily persuaded by the thinnest of rumor.
3	Those working behind the scenes have the will and the means to enact dangerous conspiracies.
4	Crime and sin from the realm's leadership is often ignored because the people have become exhausted by continued corruption.
5	We believe a crime only exists if the person is caught, otherwise, it's the victim's fault for being vulnerable.
6	Truth is considered fluid and subject to constant change.

Wealth Beyond Measure

Whether presiding over a merchant business, an immense collection of food, an enormous family, or sound investments, a leader has risen among the plutocrats to assume control. With little resistance, they have shown that they are the most successful and therefore the most righteous and deserving of rulership.

Proficiencies: Trade, Construction

Feature: You earn 1 XP when you fail a Trade check.

Your traveling merchants are sponges for rumor and lucrative deals with NPC realms and you often know what goods those realms need before they do.

Additional Bonuses: Choose one building from bank or shipyard; choose one resource from gold, marble, silver, or sulfur

Additional Units: 1 ranged and 1 heavy infantry unit

Starting Wealth: 8d12 gp

d6	Virtue
1	We work hard but never to exhaustion.
2	We encourage lateral thinking and innovation.
3	Any commoner on the street can rattle off ten interesting investment ideas.
4	We pay artists what they're worth and never pay with exposure.
5	We ensure that the money earned from our enterprises is always reinvested back into the people.
6	We believe everyone has unlimited potential and thus value education to unlock that potential.

d6	Vice
1	We equate wealth with morality.
2	Our pride prevents us from taking charity for any reason.
3	We are interested exclusively in what is useful and practical and we ignore most artistic endeavors.
4	The bottom line is the bottom line—the right and wrong of how we earn our wealth is beneath us.
5	We are loathe to give charity and instead lend money at outrageous rates of interest.
6	We create and enforce our laws through exchange of coin; corruption is simply how things get done around here.

Chapter 5: Using Attribute Scores

The main roll of the game—the attribute check—relies on your six attribute scores: Population, Economy, Order, Magic, Culture, and Diplomacy. This chapter focuses on how to use attribute checks and covers the fundamental player activities.

When not in battle, managing your realm takes place on the strategic level, either by referencing a map that your DM has put together, or keeping track of changes on your realm sheet that include province, resource, military, spell, artifact, trade, and diplomatic factors. As a player, you represent and guide the significant efforts of your ruler(s) and their people. Each turn, you can focus these efforts to improve your realm by attempting to accomplish **tasks**.

Tasks

You can attempt to accomplish a limited number of tasks each turn equal to your PB plus one.

Anything else that isn't described in the attribute/skill checks described below, e.g., "I'd like to formalize a royal marriage between Prince Vasily and another player's Merchant Guildmaster," can usually be done without a die roll and doesn't count as a task. This includes signing treaties or creating trade routes with other players, declaring war, moving armies, casting spells, and using artifacts.

Inspiration

Inspiration is used by the DM to reward players for successfully roleplaying the aspirations and drawbacks of their realm's central characters, for making a significant contribution to a storyline, solving a problem in a unique way, or simply making the game more fun.

Players who have inspiration can spend it to gain advantage on a future roll, whatever it may be for.

Contests

Sometimes a realm's efforts are directly opposed to another's. This could occur when both are competing for an outcome that only one can succeed at, such as two players who want to establish a trade treaty with the same realm. In situations like these, the outcome is determined by a special form of attribute check, called a contest.

Both participants in a contest make attribute checks. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks. The higher roll prevents the lower roll from succeeding. If this results in a tie, there is no change and the situation remains the same.

Skills

Each attribute covers a broad range of capabilities, including the skills that a realm is proficient in. A skill represents a specific aspect of an attribute. The skills related to each attribute score are shown in the following list.

Population
Raiding
Recruitment

Economy
Construction
Exploration

Order
Administration
Scouting
Training

Magic
Alchemy
Lore
Research

Culture
Influence
Intelligence

Diplomacy
Negotiation
Sabotage
Trade

Using Each Attribute

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

Population

Population measures the raw power of citizens and their untapped potential rather than the quantity of people.

Population Checks

A Population check can model any effort on the part of your realm to find the right person at the right time. This can include filling the ranks of your armies with useful soldiers as well as using those armies to perform less than savory jobs.

Raiding. Your Population (Raiding) check covers situations where your armies attempt to steal, damage, or destroy. When you make a Raiding check, you first need to select a specific army to perform the task. Examples include:

- Intercepting a correspondence between rulers in order to destroy or adjust the message.
- Commanding your soldiers to levy an emergency "tax" on your own people. This will raise 3d6 gold, but at the DM's discretion, may cause an adverse effect to your realm, including panic, revolt, rioting, and unrest (see appendix A).
- You order an army to steal food, supplies, gold, or other strategic and luxury resources from adjacent provinces. Describe your efforts and the DM will determine an appropriate DC for the roll.
- Once per turn, an army with uncontested control of an enemy settlement can use a task to perform a Raiding check with a base DC of 10. If you succeed, you deal 1 stability damage to that settlement's realm. Additional effects may include stolen gold, a confiscated artifact, stolen spell research, damaged buildings, or other realm conditions.
- When an opponent flees a battle, you can choose to make a Raiding check to pursue those fleeing forces to capture them as prisoners of war (see Chapter 7).

Recruitment. Creating a unit (militia, light infantry, heavy infantry, ranged, mounted, or siege) requires you to make a Population (Recruitment) check. For fantastic units, see the Magic (Lore) check.

- The unit listed in your race's section show what buildings are required to create those units. These buildings can exist anywhere within your realm.
- If you are missing any of those requirements, you make the Recruitment check for that unit with disadvantage.
- If your check meets or exceeds the Recruit DC of the unit, spend the gold shown in the unit's description and record one of that unit in an army that is currently in your capital, in one of your castles, or place the unit in your reserves.

Economy

Economy measures the potential for creating and discovering wealth in your realm.

Economy Checks

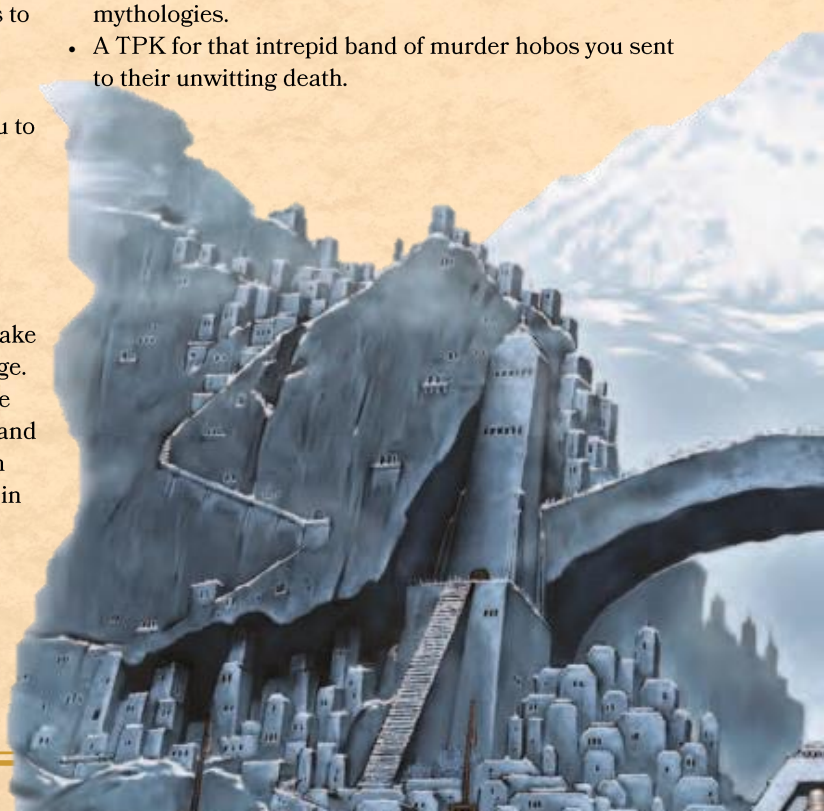
An Economy check simulates the effort to use the natural resources, investments, and labor of your realm to improve itself.

Construction. When you try to add a building to a province, you make an Economy (Construction) check.

- If you are missing any of the building's requirements in your realm, you make this check with disadvantage.
- If the check matches or exceeds the building's DC, spend the gold listed, note which province the building was constructed in, and record your XP (see Chapter 6).
- You can construct multiple instances of the same building, but no more than your PB.

Exploration. Whenever you want to send adventurers (perhaps your own D&D group), scouts, or surveyors to the untouched corners of your realm, select a province for exploration. The DM determines the results, which may include:

- A new resource, based on whether your result meets or exceeds that resource's rarity DC (see Chapter 6). Your realm's capacity for resources equals 8 + your Economy modifier. If you have more resources than this capacity, you must discard resources in excess at the end of the turn.
- The discovery of a tomb with ancient texts valuable to your mages' research, the location of a cave of bandits intending to instigate a provincial revolt, a dragon's stash, or an abandoned section of your city's sewers now converted into a black market for artifacts.
- Rumors, stories, and expansions to the world's lore and mythologies.
- A TPK for that intrepid band of murder hobos you sent to their unwitting death.



Order

Order measures the defense, political stability, military support, and infrastructure of your realm.

Order Checks

You make an Order check when you need to mitigate the effects of a disaster or when you want to improve a unit.

Administration. You make an Administration check to:

- Alleviate a disaster, such as an earthquake, plague, or the sudden appearance of an abyssal portal.
- Aid another realm during a state of crisis by making an Administration check on their behalf. If the result of the check is 10 or higher, that realm gains one success.
- Repair a damaged building. If your check meets or exceeds the building's DC, the building is repaired; repairing buildings costs no gold.
- Raise defenses before a battle when one of your settlements is attacked (see Chapter 7).

Scouting. Your armies make Order (Scouting) checks to learn the location and contents of opposing forces. You may also use the Scouting check to clear points of interest uncovered by a previous Economy (Exploration) check.

- Passive Scouting checks are made automatically by the DM against opposing Intelligence, Sabotage, and Raiding attempts. Your passive Scouting equals 10 plus your Order bonus, plus your PB if you are proficient.
- Scouting checks are part of contested rolls when your retreating forces are avoiding pursuit by an enemy's Raiding check.

Training. When you want to improve a non-militia unit, discover a new commander, or develop the leadership of existing commanders, make an Order (Training) check.

- Training a unit costs no gold, but you *must* meet all of the unit's requirements to make the check. The DC equals the unit's Recruit DC. You cannot train militia.
- When a unit is successfully trained, choose one permanent improvement from: add 100 feet to its movement, add +2 to its attack rolls, add +2 to its AC, or add +1 to its maximum hit points.
- Once a unit has been successfully trained, it cannot be trained again for the same improvement.
- To create a new commander, the DC is 10. If you succeed, pay 20 gold and place a new army token in an unbesieged capital or castle you control under the command of a +0 commander whose class you choose based on your realm's buildings (see Chapter 7).
- You can give a commander 3 fame if your Training check meets the DC shown on the table below.

Commander Training

Commander Rating	Current Fame	Training DC
+0	0—14	10
+1	15—39	15
+2	40—74	20
+3	75+	n/a

Magic

Your Magic attribute represents the prevalence of magic in your realm's daily life. It also covers the relative power of high-ranking magic-users within your government, the spells that they can cast, and how much magical energy (mana) the realm generates to cast these spells.

Magic Checks

A Magic check is used when you attempt to access the arcane powers of the planes on a massive scale.

Alchemy. Your Magic (Alchemy) check represents an effort to create powerful magical artifacts.

- Choose an artifact from Chapter 10 that does not currently exist and whose level does not exceed your government's magic level. If your government table does not have a magic level, then the highest-level artifact you can create is equal to half your PB (rounded down).
- Make a Magic (Alchemy) check where the DC is 10 + the artifact's level. If the check succeeds, pay mana equal to the artifact's level and note that you now control that artifact.
- If multiple players attempt the same artifact in the same turn, the player who has the higher total succeeds (using that realm's Magic modifier to break ties).

Lore. Lore checks are made when you uncover information about arcane mysteries, when you attempt to recruit a fantastic unit such as a dragon, centaurs, or balor, or when you try to generate additional mana.

- Your race's unit list shows what buildings are required to create a fantastic unit (if any). If you are missing any of those requirements, you make the Lore check with disadvantage.
- If the check succeeds, spend the unit's gold cost and record a unit of that type in an eligible army currently within your capital, in a castle, or place it in your reserves.
- You can also make a Magic (Lore) check (DC 15) during your turn to generate 1 mana. Remember that unused/unstored mana is lost at the end of each turn.

Research. A Magic (Research) check is used when the clerics, paladins, druids, monks, wizards, sorcerers, and warlocks of your realm pool their abilities into developing high-level realm-reaching enchantments and battle spells.

- Choose a spell from Chapter 9 that you want to research whose level doesn't exceed your magic level on your government table.
- Make a Magic (Research) check where the DC is 10 + the spell's level. If the check succeeds, pay gold equal to 5 times the spell's level and add the spell to your list.

Culture

Culture represents the influence you exert on other realms, the strength of your people's identity, and the skill of particular individuals to blend in to, assimilate with, and infiltrate other cultures.

Culture Checks

Culture checks are used when you seek a more elegant solution than your military.

Intelligence. Make a Culture (Intelligence) check to attempt to glean information using an agent, spy, or roguish individual. This information could include their military tactics, government choices, resources, diplomatic standing, plans, province details, buildings, resources, previous or currently planned tasks, etc. Let your DM know what kind of information you're attempting to learn and, if the check is successful, your DM will determine the level of detail you receive.

Influence. You make a Culture (Influence) check when you want to shift a neighboring region's opinion.

- You can also make an Influence check to induce a condition in an opposing realm. Describe the effort to the DM and make a Culture (Influence) check. Possible outcomes include corruption, heresy, panic, politicking, unrest, and revolt.

Diplomacy

Diplomacy represents the collective international relations efforts of your realm and their effectiveness in achieving your ends.

Diplomacy Checks

You'll make Diplomacy checks when trying to persuade, deceive, or cooperate with an opposing realm.

Negotiation. Diplomacy (Negotiation) checks are made when dealing with other realms (player or non-player). When players disagree with each other, they are in control of their choice, but the DM may require a Negotiation contest to resolve a dispute. Negotiation checks can be made:

- When you want to unilaterally cancel a treaty with a player or NPC realm. Roll a Negotiation contest with the other realm. On a success, the treaty is cancelled with no loss of stability points for ending the treaty.
- When you attempt to use propaganda, festivals, stories, and traditions to convince your realm's people of their own greatness, glory, honor, and strength. On a successful Negotiation check (DC 15), you gain +2 XP.

> Diplomacy
> verb: using the reputation of your power to garner cooperation as though you had none.
> noun: the art of keeping one's mouth shut.
> -Ghanni al Swani, author of 'A Guide to Governance'

Sabotage. A Diplomacy (Sabotage) check places a rogue, assassin, ranger, or other stealthy individual or team against a target of the player's choosing. Depending on the complexity of the goal, the DM will determine how long such an attempt will take and its DC. The opposing realm will get a passive Scouting or contested Intelligence check that may uncover the plot. The DM determines the effectiveness and outcome of the mission. This may include:

- Stealing an artifact
- Damaging or destroying a building
- Hindering the research efforts of opposing mages
- Damaging defensive walls before an attack
- Poisoning a commander or food supplies
- Assassinating a dignitary, ambassador, or member of a royal family

Trade. Making a Diplomacy (Trade) check is used when trying to gain the upper hand in business affairs or when you want to hire mercenaries from a formal ally. Trade checks allow you to:

- Choose one of your trade routes on your turn and make a Diplomacy (Trade) check where the DC equals 10 + the route's value. On a success, you immediately gain that route's value in gold.
- Purchase a unique item or artifact within one of the esoteric markets within your realm.
- Hire a mercenary unit from an *allied* player or NPC. If your Trade check total equals or exceeds the Recruit DC of the unit, pay *twice* its gold cost and add that unit directly to your reserves.

Chapter 6: Turns

Gameplay is broken into turns. Each turn covers roughly 30 days of game time; each **season** is 3 turns; and each **year** is 12 turns. Your DM may adjust those numbers to accommodate the particulars of the world, with the caution that changing the length of a season or year will have a large effect on many features and abilities.

There are generally two ways to play: table and digital. Both have advantages and drawbacks.

Table Play

Playing face-to-face at the table is more appropriate for cooperative campaigns. During face-to-face sessions, players take their turns more or less simultaneously by calling out their tasks and making the appropriate roll. For checks without a predetermined DC, the DM will set one or simply narrate the results based on the check total.

Tasks requiring discretionary communication with the DM can be handled with an aside, a whisper, or a text. It's up to the player to decide which of their actions are safe to announce publicly.

When a battle occurs, the players involved may exclude, or invite, other players from witnessing the contents of their army or their strategies. During this time, other players can plan future turns or perhaps hold a conference among their realms' leaders to discuss current events.

Table play, including the downtime between battles, can become burdensome with large groups. The advantage of table play, however, comes from the direct social aspect of dealing, negotiating, politicking, deceiving, and cooperating with other players in real time.

Digital Play

Alternatively, you can play by email, chat, or in a virtual space. The players and DM need to agree on a schedule of how often turns will be performed. Digital play gives everyone freedom to plan turns on their own time.

Players explain their tasks to the DM and roll, and the DM responds with the results if they're not obvious. Secrecy is easier to maintain with this mode and covert communication between players will be frequent.

When a battle occurs, those involved can schedule a time to play over a tabletop simulator while the rest of the game is paused until that battle is resolved.

Turn Order

You can perform your tasks in any order, and most of the time, your armies can move in any order as well. When there is war, however, the DM may choose an order or create an initiative tracker by rolling a d20 for each realm to determine when your armies can move.

On turns that begin a new season, and only on those turns, you collect your realm's gold income and generate mana. At the end of every turn, any unused mana that you cannot store in a building is lost.

Resources

Resources are naturally-occurring bonuses you can use for supply, trade, and utility.

Your realm can only have a limited number of resources, which is equal to 8 + your Economy modifier. You cannot have more than that number of resources, and if a new resource would exceed this limit, you can discard/destroy a resource at any point to make room for another.

Resource Capacity = 8 + your Economy modifier

Resources are generated each turn. Any excess or unused, untraded, or uneaten food, luxury, or strategic resources are lost and cannot be hoarded.

Discovery of resources can be accomplished through the Economy (Exploration) check, story elements, and the completion of quests. Resources can become exhausted from overuse or may temporarily be removed from your realm due to other events. Resources are classified by **type** and **rarity**.

Type. Resources fall into three types: food, luxury, or strategic.

- ***Food (F).*** These resources provide supply for the units in your armies.
- ***Luxury (L).*** These resources are used in trade routes the generate additional income.
- ***Strategic (S).*** These resources provide benefits to your military, construction, recruitment, training, and other areas of your realm.

Rarity. The rarity (common, rare, very rare, or exceptional) includes a DC that shows how difficult a resource is to find during Economy (Exploration) checks.

Resource Descriptions

Adamantine (S). With a Mine present, adds +1 to the AC of light infantry or heavy infantry units you recruit. Adamantine depletes after use on a d8 roll of 1.

Alpaca (F). Provides 10 supply per turn.

Bananas (F). Provides 10 supply per turn, or 20 with a farm.

Bison (F). Provides 10 supply per turn.

Camels (F). Provides 10 supply per turn.

Cattle (F). Provides 10 supply per turn.

Cinnamon (L). Adds +3 to trade routes.

Citrus (L). Adds +2 to trade routes.

Clay (S). Pay half when building shrines, and warehouses.

Cloves (L). Adds +3 to trade routes.

Coal (S). Pay half when building foundries and shipyards.

Cocoa (L). Adds +3 to trade routes.

Coffee (L). Adds +2 to trade routes.

Copper (S). Pay half when building monasteries and workshops.

Cotton (L). Adds +1 to trade routes.

Crabs (F). Provides 10 supply per turn, or 20 with a fishery.

Craftwork *(L).* Exclusive to nomad realms, this luxury resource adds +3 to trade routes.

Crystals (S). With a quarry present, these powerful stones provide 1 mana per turn that does not require storage. Crystals deplete after extraction on a d8 roll of 1.

Diamonds (L). With a mine present, these rare gems increase the value of a trade route equal to your Economy modifier.

Dye (L). Adds +2 to trade routes.

Fish (F). Provides 20 supply per turn, or 30 with a fishery.

Flax (L). Adds +2 to trade routes.

Fur (L). Adds +1 to trade routes.

Gems (L). With a quarry present, adds +4 to trade routes.

Ginger (L). Adds +2 to trade routes.

Goats (F). Provides 10 supply per turn.

Gold (S). With a mine present, adds 1d6 gold per season when collecting income.

Grapes (L). Adds +3 to trade routes.

Gypsum (L). Adds +1 to trade routes.

Horses (F). Provides 10 supply per turn.

Incense (L). Adds +2 to trade routes.

Iron (S). With a mine present, adds +1 to the melee attack bonus of light infantry units you recruit.

Ivory (L). Adds +3 to trade routes.

Jade (L). Adds +2 to trade routes.

Lead (L). Adds +1 to trade routes.

Marble (S). With a quarry present, pay half when building cathedrals and monuments.

Mithral (S). With a mine present, adds +2 to the melee attack bonus of light infantry and heavy infantry units you recruit. Doesn't stack with iron. Mithral depletes after use on a d8 roll of 1.

Monsters (L). Adds +3 to trade routes and pay half when building arenas.

Mushrooms (F). Provides 10 supply, or 20 with a farm.

Nightshade (L). Adds +4 to trade routes and adds +1 to the indigenous controller's passive Scouting score.

Nutmeg (L). Adds +1 to trade routes.

Obsidian (S). With a quarry present, pay half when building arenas, elder stones, and universities.

Oil (L). Adds +2 to trade routes.

Olives (L). Adds +3 to trade routes.

Pearls (L). Adds +3 to trade routes.

Pepper (L). Adds +1 to trade routes.

Pigs (F). Provides 20 supply per turn.

Platinum (S). With a mine present, adds 3d6 gold per season when collecting income. Platinum depletes after extraction on a d8 roll of 1.

Porcelain (L). Adds +3 to trade routes.

Quartz (L). Adds +2 to trade routes.

Reindeer (F). Provides 10 supply per turn.

Resin (L). Adds +1 to trade routes.

Rice (F). Provides 10 supply per turn, or 30 with a farm.

Saffron (L). Adds +3 to trade routes.

Salt (L). Adds +2 to trade routes.

Sheep (F). Provides 10 supply per turn.

Silk (L). Adds +3 to trade routes.

Silver (L). With a mine present, adds +3 to trade routes.

Stone (S). With a quarry present, pay half when building banks and walls.

Sugar (L). Adds +2 to trade routes.

Sulfur (L). With a quarry present, adds +3 to trade routes.

Tea (L). Adds +3 to trade routes.

Tin (S). Adds +1 to Population (Recruitment) checks for militia units.

Tobacco (L). Adds +2 to trade routes.

Trinkets (L). Exclusive to rock gnomes, trinkets add +3 to trade routes.

Vegetables (F). Provides 10 supply per turn, or 20 with a farm.

Wax (L). Adds +2 to trade routes.

Whales (F). Provides 20 supply per turn, or 40 with a fishery.

Wheat (F). Provides 20 supply per turn, or 30 with a farm.

Wild Game (F). Provides 10 supply per turn.

Resource Rarity

Name	Type	Rarity (DC)
Adamantine	Strategic	Exceptional (30)
Alpaca	Food	Very Rare (25)
Bananas	Food	Common (15)
Bison	Food	Very Rare (25)
Camels	Food	Common (15)
Cattle	Food	Common (15)
Cinnamon	Luxury	Very Rare (25)
Citrus	Luxury	Rare (20)
Clay	Strategic	Common (15)
Cloves	Luxury	Very Rare (25)
Coal	Strategic	Common (15)
Cocoa	Luxury	Very Rare (25)
Coffee	Luxury	Rare (20)
Copper	Strategic	Common (15)
Cotton	Luxury	Common (15)
Crabs	Food	Common (15)
Craftwork	Luxury	Rare (20)
Crystals	Strategic	Exceptional (30)
Diamond	Luxury	Exceptional (30)
Dye	Luxury	Rare (20)
Fish	Food	Rare (20)
Flax	Luxury	Rare (20)
Fur	Luxury	Common (15)
Gems	Luxury	Very Rare (25)
Ginger	Luxury	Rare (20)
Goats	Food	Common (15)
Gold	Strategic	Rare (20)
Grapes	Luxury	Very Rare (25)
Gypsum	Luxury	Common (15)
Horses	Food	Common (15)
Incense	Luxury	Rare (20)
Iron	Strategic	Common (15)
Ivory	Luxury	Very Rare (25)
Jade	Luxury	Rare (20)
Lead	Luxury	Common (15)
Marble	Strategic	Rare (20)
Mithral	Strategic	Very Rare (25)
Monsters	Luxury	Very Rare (25)
Mushrooms	Food	Common (15)
Nightshade	Luxury	Exceptional (30)
Nutmeg	Luxury	Common (15)
Obsidian	Strategic	Very Rare (25)
Oil	Luxury	Rare (20)
Olives	Luxury	Very Rare (25)
Pearls	Luxury	Very Rare (25)
Pepper	Luxury	Common (15)
Pigs	Food	Very Rare (25)
Platinum	Strategic	Exceptional (30)
Porcelain	Luxury	Very Rare (25)
Quartz	Luxury	Rare (20)
Reindeer	Food	Common (15)
Resin	Luxury	Common (15)
Rice	Food	Rare (20)
Saffron	Luxury	Very Rare (25)
Salt	Luxury	Rare (20)
Sheep	Food	Common (15)
Silk	Luxury	Very Rare (25)
Silver	Luxury	Rare (20)
Stone	Strategic	Common (15)
Sugar	Luxury	Rare (20)
Sulfur	Luxury	Rare (20)
Tea	Luxury	Very Rare (25)
Tin	Strategic	Common (15)
Tobacco	Luxury	Rare (20)
Trinkets	Luxury	Rare (20)
Vegetables	Food	Common (15)
Wax	Luxury	Rare (20)
Whales	Food	Very Rare (25)
Wheat	Food	Rare (20)
Wild Game	Food	Common (15)

Buildings

Your realm can build a number equal to your PB of the same building. The Buildings table below shows:

- **Requirements.** If you do not have the required building listed, you make your Construction check with disadvantage.
- **DC.** Your Economy (Construction) check needs to meet or exceed this number. When it does, add the building to your realm sheet and note any bonuses you gain.
- **Gold.** Pay this amount of gold only after succeeding on the Construction check.
- **XP:** Gain this many experience points for succeeding on the check.

Building Descriptions

Abbey. This religious building allows you to store 1 point of mana between turns. When you train new commanders, you can choose cleric as their class.

Academy. Add +1 to the amount of fame given when you succeed on an Order (Training) check to improve a commander.

Alchemist. This magic building allows you to store 1 mana between turns. When you train new commanders, you can choose artificer as their class.

Arena. Add +1 when making Order (Training) checks to increase the attack bonus of a unit. When you train new commanders, you can choose barbarian as their class.

Armory. Add +1 when making Order (Training) checks to increase the maximum hit points of a unit.

Assassin's Guild. Add +1 when making Diplomacy (Sabotage) checks.

Bank. You pay half of the gold cost for the first unit you recruit each turn.

Bard College. Add +1 when making Diplomacy (Negotiation) checks. When you train new commanders, you can choose bard as their class.

Barracks. Add +1 to Order (Training) checks when increasing the movement rate of a unit. When you train new commanders, you can choose fighter as their class.

Black Market. You can directly purchase one instance of a resource for one turn based on that resource's rarity: common, 5 gold; rare, 10 gold; very rare, 15 gold; exceptional, 20 gold. You can make one black market purchase per turn for each black market in your realm.

Blacksmith. Add +1 when making Order (Training) checks to improve a unit's AC.

Bowyer. The bowyer creates bows, darts, javelins, crossbows, slings, nets, and many of the basic weapons that ranged units typically use. The bowyer also adds +1 when you make Population (Raiding) checks.

Butcher. Each butcher can work one instance of alpaca, bison, camels, cattle, goats, horses, pigs, reindeer, sheep, or wild game to add +10 supply per turn.

Cathedral. This massive religious structure provides a focal point for your faithful to pray and it generates 1 mana at the start of each season.

Chapel. This small religious building serves as a waypoint for pilgrims and mendicants and can store 1 mana. When you train new commanders, you can choose paladin as their class.

Courthouse. A courthouse gives a community some means of dealing with criminal elements and also has a jail or dungeon to imprison those who transgress. Add +1 when making Order (Administration) checks.

Embassy. The embassy grants training to your diplomats and ambassadors and lets you add +1 to Culture (Influence) checks.

Elder Stones. This arcane structure pays homage to your ancients and generates 1 mana at the start of each season. When you train new commanders, you can choose sorcerer as their class.

Exotic Artisan. Using only the most talented crafters, the exotic artisan creates objects specific to your realm's culture. Add +1 when making Magic (Alchemy) checks to create artifacts.

Farm. A farm harvests, cultivates, or cares for a food resource to create additional supply. Each farm can work one instance of bananas, mushrooms, rice, vegetables, or wheat.

Fishery. A fishery consists of fishing boats and makeshift dockyards to create additional supply. Each fishery can work one instance of crabs, fish, or whales.

Foundry. A foundry allows you to pull one additional unit per turn from your reserves into an army that is located at your capital or a castle you control.

Garden. Add +1 when making Magic (Lore) checks.

Graveyard. You can store 1 mana.

Grove. This arcane structure represents a secluded location where nature can be worshipped. It generates 1 mana at the start of each season. When you train new commanders, you can choose druid as their class.

Guard Watch. Regain one stability point per turn if you started the turn with more than half your maximum.

Herbalist. You can prepare one additional spell. When you train new commanders, you can choose ranger as their class.

Inn. Add +1 when you make Economy (Exploration) checks.

Library. You can prepare one additional spell. When you train new commanders, you can choose wizard as their class.

Magic Shop. You can purchase enchanted weapons for a militia, light infantry, heavy infantry, ranged, or mounted unit currently within your realm's borders. Pay gold equal to that unit's Recruitment DC to add +1 to its attack rolls. You can make this purchase once per turn per magic shop in your realm. These are magic weapons and do not count as training for the unit. This purchase can be made once per unit and does not count as a task.

Market. Add +1 when making Diplomacy (Trade) checks.

Mine. Each mine can work one instance of a resource from adamantine, crystal, diamonds, gems, gold, iron, mithral, platinum, or silver to provide that resource's bonus.

Monastery. This building generates 1 mana at the start of each season. When you train commanders, you can choose monk as their class.

Monument. Add 1 die to your stability dice pool.

Mustering Grounds. Add +1 when making Population (Recruitment) checks.

Quarry. Similar to a mine, a quarry can work one instance of marble, obsidian, stone, or sulfur to provide that resource's bonus.

Sawmill. Add +1 to Economy (Construction) checks.

Shipyard. Each shipyard allows one of your armies that starts in one of your coastal hexes to travel by water at 64 miles per turn until it debarks.

Shrine. You can prepare one additional spell.

Spring. This building allows you to store 1 mana.

Stable. These buildings house, care for, and train the beasts used by your mounted units. Stables add +1 to Order (Scouting) checks.

Summoning Circle. You can prepare one additional spell. When you train commanders, you can choose warlock as their class.

Temple. You can prepare one additional spell.

Thieves' Guild. Add +1 when making Culture (Intelligence) checks. When you train commanders, you can choose rogue as their class.

Town Square. Add +1 when rolling stability dice to regain stability points.

University. Add +1 to Magic (Research) checks. This building generates 1 mana at the start of each season.

Walls. When your settlement is attacked, walls provide an advantageous battlefield map (determined by the DM).

Warehouse. Your realm can have +1 additional resources beyond your normal capacity (which is 8 + your Economy modifier).

Watchtower. Add +1 to your passive Scouting.

Workshop. Each workshop represents a leap in the industrialization of your military logistics and lets you place one newly recruited unit per turn directly into an in-supply army that is not otherwise engaged in sieging/battle/conflict.

Buildings

Name	Requirement	Gold	DC	XP
Abbey		40	15	2
Academy	Barracks	150	20	4
Alchemist		50	10	1
Arena		80	15	4
Armory		50	15	2
Assassin's Guild		40	15	2
Bank	Market	120	20	4
Bard College		60	15	2
Barracks		50	10	1
Black Market	Thieves' Guild	50	15	2
Blacksmith		30	10	1
Bowyer		40	10	1
Butcher		20	10	1
Cathedral	Chapel	150	20	4
Chapel		30	10	1
Courthouse		40	15	2
Elder Stones	Graveyard	90	20	4
Embassy		40	15	2
Exotic Artisan	Magic Shop	70	20	4
Farm		30	10	1
Fishery		20	10	1
Foundry	Blacksmith	60	15	2
Garden		30	15	2
Graveyard		20	10	1
Grove	Herbalist	50	20	4
Guard Watch		40	10	1
Herbalist		30	10	1
Inn		30	10	1
Library		60	15	2
Magic Shop		30	15	2
Market		50	15	2
Mine		30	10	1
Monastery	Shrine	80	20	4
Monument	Town Square	120	20	4
Mustering Grounds		80	15	2
Quarry		20	10	1
Sawmill		40	10	1
Shipyard	Fishery	100	20	4
Shrine		30	10	1
Spring		40	15	2
Stable		50	15	2
Summoning Circle		60	15	2
Temple		60	15	2
Thieves' Guild		50	15	2
Town Square		40	15	2
University	Library	120	20	4
Walls	Quarry	90	15	2
Warehouse		40	10	1
Watchtower	Sawmill	30	10	1
Workshop		110	15	2

Trade

When realms seek to capitalize on their natural resources, they can trade food and strategic resources, as well as mana, gold, spells, artifacts, or captured prisoners. These trades are instant, but may be affected by the route they take, who delivers the goods, opposing Raiding attempts, or other factors determined by your DM.

Note that when trading spells, the player who provides a spell is only providing the research necessary and does not lose the spell for their own use.

Trade Routes

When two realms not at war want to generate additional gold per season, they can agree to a **trade route**.

To set up a trade route, both players decide on one of their luxury resources to exchange that the receiving player doesn't already possess. Players can set up multiple routes with the same player, but each route can only exchange one luxury resource for one other luxury resource.

Add the value of both resources using the Trade Routes table to determine the value of the route. At the start of each new season, both players gain gold equal to the value of the trade route.

Resources exchanged by a trade route cannot be included in subsequent routes.

You can make a Diplomacy (Trade) check on your turn to gain gold equal to the value of the trade route. The DC for this check equals 10+ the route's value.

Trade Routes

Resource	Value
Cinnamon	3
Citrus	2
Cloves	3
Cocoa	3
Coffee	2
Cotton	1
Craftwork	3
Diamonds	ECO modifier
Dye	1
Flax	1
Fur	1
Gems	3
Ginger	2
Grapes	3
Gypsum	1
Incense	2
Ivory	3
Jade	2
Lead	1
Monsters	3
Nightshade	4
Nutmeg	1
Oil	2
Olives	3
Pearls	3
Pepper	1
Porcelain	3
Quartz	2
Resin	1
Saffron	3
Salt	2
Silk	3
Silver	2
Sugar	2
Sulfur	3
Tea	3
Tobacco	2
Trinkets	3
Wax	2

Armies

Outside of battle, the collected units of an army are represented on the map by **army**. Each token signifies the logistics, chain of command, supply wagons, provisions, equipment, and coordinated communication necessary to maintain an active fighting force.

You begin the game with one army token that starts at your capital. This starting army is led by a +0 commander using your government's default class (or a class whose required buildings you have at start).

Recruiting Units and Reserves

Starting units your government and founding provide may be placed into this army up to its commander's weight limit (see Chapter 7), or you can hold any number of units in reserve, which is an off-map area where units can be held. Units in reserve do not need to be supplied and do not affect the game.

When you recruit a new unit, you can place them in reserve or in one of your armies that currently occupies your unbesieged capital or castle(s).

Once per turn, you can place one unit from an army into your reserves *or* place a unit from your reserves into an existing army as though you had recruited it using the rule above.

Creating New Armies

Creating a new army token happens when you succeed on an Order (Training) check (DC 10) to create a new commander. When successful, pay 20 gold and place the new army on the board in your capital, or in a castle you control.

Army Movement

Each army token can move 32 miles per turn over land and 64 miles per turn on sea (via a shipyard). Coastal, desert, and grassland terrains are considered normal. Arctic, forest, hill, jungle, mountain, and swamp terrain are considered difficult.

When the order of army movement comes into question, the DM can decide which realm moves first or by rolling a d20 for each realm.

When an army moves into the same hex as an enemy army, its movement stops for the turn and a battle takes place after all other realms have moved.

When an attacking army loses a battle, it and its allied forces must retreat to where they came from. When a defending army loses a battle, it must retreat to an adjacent empty hex. If no such hex is available, the units of that army are placed in reserve.

Allied armies can occupy the same hex or settlement, but if those armies are involved in a battle, the highest-ranking commander leads units up to that commander's weight limit. Players may need to choose which units will participate in the battle and which must be kept off-map.

Supply

At the start of each turn, all of your armies need to maintain **supply**, which is the necessary provisions, equipment, logistics coordination, and lines of support necessary to keep your soldiers in fighting shape.

Each unit needs to be fed an amount of supply equal to its weight per turn. Any army located in a friendly castle is automatically considered in supply.

If you cannot feed an army, it is considered out of supply.

Out of Supply

If any portion of an army is not fed, the whole army is considered out of supply. That army's movement is cut in half and it cannot willingly move into an area that would initiate a battle.

Additionally, unsupplied armies must pay **upkeep** equal to the *total* army's weight in gold (not just those units out of supply) for each turn it is out of supply. If you cannot pay this upkeep, you must remove units from that army, placing them in reserve, until you can meet this cost.

Controlling Enemy Provinces

When your army has an uncontested occupation of an enemy settlement after all battles have been fought, that province's owner does not receive resources or gold from that province/settlement at the start of a new season. However, you also do not gain resources, income, or control of that province just yet.

The only way to gain permanent border-altering control of a province is through a conditional or unconditional surrender (see Treaties below).

Optional Rule: Seasons

Your world may have a unique climate that is wrapped in the darkness of a sun, or it may be a verdant paradise for decades at a time with a looming and often warned-about winter always on the horizon. Your DM will determine the climate and rotation of the seasons, including certain pervasive weather conditions that alter the game's rules in small ways. As an optional rule, seasonal effects may modify your resources, buildings, armies, or other conditions at the start of the season, or throughout as your DM decides. These rule changes are shown in the Seasons table.

Seasons

Season	Rule Changes
Spring	Food resources that include alpaca, bison, camels, cattle, goats, horses, pigs, reindeer, sheep, and wild game provide +10 supply.
Summer	Trade routes generate +1 gold.
Autumn	Food resources worked by a farm, which can include bananas, mushrooms, rice, vegetables, and wheat provide +10 supply.
Winter	Armies outside your realm require x2 supply.

Treaties

Realms can sign binding treaties that limit their behavior in certain ways. Typically, player-controlled realms decide when and under what terms they enter into an agreement with another player-controlled realm. There may be some instances where the DM calls for a Diplomacy (Negotiation) contest to resolve a difference of opinion.

When dealing with non-player-controlled realms, Diplomacy (Negotiation) checks can be made to make the terms of a treaty more appealing. Treaties include:

Alliance. The alliance converts friendly nations into lasting relationships. This formal agreement publicly tells the world that your realms are fully-cooperating nations in pursuit of a similar agenda. Some government features describe conditions and terms that affect your allies. Only allied realms can recruit mercenary units from each other's unit lists through Diplomacy (Trade) checks.

When an outside aggressor declares war on an ally, that ally can make a call-to-arms and demand their allies declare war on the aggressor. Failure to answer that call when attacked (but not when attacking) is considered breaking the alliance.

Declaration of War. Though not strictly a treaty, a declaration of war is necessary to engage in battle. The declaration carries a loss of stability points shown in the Breach of Trust table based on whether the aggressor chose a minor or major war declaration. Once a declaration of war is made, both sides are enemies until a peace treaty is signed.

Enforced Peace. After a war's surrender (see below), an enforced peace condition is automatically signed where both sides may not conduct attacks against each other, initiate battles, or trespass armies through each other's realm.

Non-aggression pacts. The terms of a non-aggression pact may include agreement to not declare war, to not engage in any army-led battles against a particular realm or target, to not conduct Raiding or Sabotage checks against certain realms, or to not cast any adverse spells or use artifact abilities against each other.

Open Borders. These agreements allow armies, raiding parties, subterfuge attempts, and general geographic access throughout your realm or through a limited portion as you define it. You can limit the range of the treaty as you see fit, as in, "You can move armies north of my mountains, but no fleets may pass through any seas along my coastline."

Reparations. As part of a surrender condition, you may be required to pay gold to the victor each turn. This payment occurs regularly at the start of each new season when everyone collects their income. If you are financially unable to meet this payment, you become in breach of this agreement.

Subterfuge Cessation. Often signed in conjunction with a non-aggression pact, a subterfuge cessation calls for a halt to all Influence, Intelligence, and nonviolent but adverse actions a realm could take against another. These actions can still be conducted in secret, however, and only getting caught brings a penalty.

Trade Route. Described above, trade routes generate additional gold income by exchanging luxury resources that the receiving realm currently does not possess.

War Pact. Often made in secret from other players but with the DM's knowledge, these agreements induce one realm to declare war on another once a specified trigger has been met.

Breaking a Treaty

Signed treaties are binding and can be dissolved through mutual agreement. Otherwise, if one side wants to break a treaty, they can use a task to roll a Diplomacy (Negotiation) contest with the other player(s). On a success, the treaty is dissolved. On a failure, the treaty remains in effect for another turn.

Instead of calling for a Negotiation contest, however, one side can end the treaty immediately (no task required) by taking stability damage as shown in the Breach of Trust table.

Breach of Trust

Treaty Broken	Stability Point Loss
Alliance	4 times the allied realm's level
Border Violation	1 point per army per turn
Minor War	1 point per level of target realm
Major War	2 points per level of target realm
Non-Aggression Pact	3 times the other realm's level
Reparations	1d6 per turn of breach
Subterfuge Cessation	2d6 if caught in violation
Trade Route	Equal to the gold value of the route
War Pact	2 times the other realm's level

Declarations of War

Before your armies can do battle, one of you must make a formal declaration of war to make that realm your enemy. Even if your realm cares little for the niceties of diplomacy, even if your people will literally eat their enemies, a formal declaration of war demonstrates the investment of political and cultural capital that causes uncertainty.

When you declare war on another realm, you must decide if it is a minor or major war. Major wars are declared when a realm wants to permanently take a province from a target realm, and these kinds of wars, when resolved through surrender and peace conditions, are the only way territory can change hands.

When you declare a minor/major war, it counts as that type for both you and your target, e.g., if you declare a major war and then surrender, your opponent has the option to take territory from you.

Surrender

When war becomes too burdensome, you can offer to surrender to end hostilities. There are three kinds of surrender: **cease fire**, **conditional surrender**, and **unconditional surrender**.

You can also surrender to a group of allied enemies. Those enemies split surrender terms, using a Negotiation contest to resolve disputes. If all involved players agree, they can ignore the terms below and create their own binding conditions.

Cease Fire. A cease fire ends the war without either side being declared a victor. Both parties take stability damage equal to their own level. Cease fire surrenders automatically include the following terms:

- Both sides must return all captured units as a prisoner exchange; these units are placed in their respective realm's reserves
- Both sides must repatriate armies within the enemy's realm to the closest home hex not currently occupied by an enemy army; this movement happens instantly
- Both sides enter into an enforced peace agreement, barring either from declaring war on the other for 9 turns

Conditional Surrender. One side calls for an end to the war, and offers terms to the victor. If accepted, the loser takes stability damage equal to their level and the victor(s) gain XP equal to the losing realm's level. A conditional surrender automatically includes the terms of a cease fire, but the victor(s) also take/split two of the following conditions:

- The victor gains additional XP equal to the losing realm's level
- The losing realm cannot declare war on the victor for an additional 9 turns (18 turns total)
- The losing realm must pay the victor one-third of their total gold income (rounded down) for the next 2 seasons as reparations
- The losing realm gives one artifact of the victor's choice to the victor
- The losing realm provides the research for 2 spells to the victor that the victor has not yet researched
- The losing realm provides one half of its generated mana (rounded down) to the victor for the next 3 seasons
- The losing realm provides up to 8 weight worth of units on loan to the victor that are immediately reassigned to the victor's armies; the victor is responsible for their supply, and takes stability damage if they are destroyed; these units return to the losing realm's reserve after 6 turns, assuming they are alive
- The victor chooses one of the losing realm's commanders to execute, who is replaced by a +0 commander
- The losing realm can't recruit a type of unit or construct a type of building chosen by the victor for 9 turns
- The victor's forces do not have to repatriate and they have unfettered open access to move through the losing realm for 9 turns
- (**Major War only**) The victor chooses to gain control of a non-capital province adjacent to the victor's realm

Unconditional Surrender. An unconditional surrender cannot be refused and automatically includes the terms of a cease fire. The losing realm takes no stability damage, and the victor gains XP equal to twice the losing realm's level, and the victor(s) take/split three of the following conditions:

- The victor gains additional XP equal to the losing realm's level
- The losing realm cannot declare war on the victor for an additional 15 turns (24 turns total)
- The losing realm must pay the victor half of their total gold income (rounded down) for the next 3 seasons as reparations
- The losing realm gives one artifact of the victor's choice to the victor
- The losing realm provides 2 spells to the victor that the victor has not yet researched
- The losing realm provides all of its generated mana to the victor for the next 3 seasons
- The losing realm provides up to 10 weight worth of units on loan to the victor that are immediately reassigned to the victor's armies; the victor is responsible for their supply, and takes stability damage if they are destroyed; these units return to the losing realm's reserve after 9 turns, assuming they are alive
- The victor chooses one of the losing realm's commanders to execute, who is then replaced by a +0 commander
- The losing realm can't recruit a type of unit or construct a type of building chosen by the victor for 12 turns
- The victor's forces do not have to repatriate and they have unfettered open access to move through the losing realm for 12 turns
- (**Major War only**) The victor chooses to gain control of a non-capital province adjacent to the victor's realm

> Before he died, he turned to his soldiers and cried something like, "We will never capitulate, to these filthy, vile... so on and so forth. I wasn't fully paying attention. Anyway, whoever he was, I'm sure he'll be missed.
>
> ~General Cadwallader
> Hellspawn Supreme Command

Dropping to 0 Stability

When you start your turn at 0 stability points, your realm is in a **state of crisis** and must roll a d20. If your roll is 10 or higher, you succeed. Otherwise, you fail. On your third success, your realm has restored enough faith to the people that you regain stability points equal to your level.

On your third failure, your realm descends into chaos and becomes a **failed state** that you no longer control.

Rolling a 1 or 20. When your roll is a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you immediately stabilize and regain stability points equal to your level.

Damage at 0 stability points. If you take further damage while you have 0 stability points, your next crisis roll is made with disadvantage.

While in Crisis

While in this crisis state, your realm still maintains some functionality, including:

- Moving armies and controlling units in battle
- Communicating with other realms
- Conducting/maintaining existing trade routes and trading with other realms
- Collecting gold income and generating mana
- Casting known and prepared spells

While in crisis state, you cannot:

- Attempt any task that would require an attribute check
- Conduct any commerce that requires spending gold
- Use stability dice to regain stability

Stability Dice

During any turn when you have more than 0 stability points, you can use a task to roll any amount of your available stability dice to regain stability. For each die spent in this way, roll the die and add your Order bonus. Your realm regains that many stability points. You can decide to spend more dice after seeing the results without using another task this turn.

Your stability die type is determined by your government and you have an amount of stability dice equal to your PB.

You regain spent stability dice at the start of a new year.

Failed State

When you fail 3 Order saving throws during this state of crisis, your realm becomes a failed state. Its provinces and settlements become an unaligned NPC realm.

Alternatively, you can restart that realm at level 1 with 0 XP and your original attributes and settlements. You then choose a new government and founding but gain none of those starting bonuses. You maintain your resources, army compositions, and buildings, however. The DM may determine additional changes based on the context of the realm's demise, but this method allows a player to remain.

Minor Realms

Minor NPC realms consist of smaller nations, tribes, communities, communes, states, cults, invading armies, roving bands of savages, etc. Player interactions with these minor realms are similar to dealing with NPCs in D&D.

Players can trade, conduct espionage, declare war, and enter into treaties with NPC realms, but players can only be allied to a number of minor NPC realms equal to that player's Diplomacy modifier (minimum of 1).

Allying with a minor NPC grants a player a bonus task for a specific skill at the start of each new season that must be used on that turn or it is lost. This bonus task is based on the NPC's race as shown in the NPC Ally Bonus table.

NPC Ally Bonus

Race	Bonus Task
Aasimar	Negotiation
Demon	Negotiation
Devil	Intelligence
Dragonborn	Training
Dwarf	Construction
Elf	Lore
Firbolg	Exploration
Gith	Administration
Gnoll	Raiding
Gnome	Alchemy
Goliath	Scouting
Halfling	Trade
Hobgoblin	Scouting
Human	Recruitment
Illithid	Influence
Kenku	Sabotage
Kobold	Sabotage
Lizardfolk	Exploration
Orc	Raiding
Tabaxi	Intelligence
Tiefling	Research
Triton	Influence
Undead	Lore
Yuan-ti	Trade

Player-vs-NPC Conquest

If a player has an uncontested army in all settlements of a minor realm, that realm must unconditionally surrender.

Should an NPC realm consist of only its capital province when it surrenders and must lose this province, the DM will choose whether its capital is converted to a village, town, or city.

NOTE: Gaining or losing provinces and their respective settlements does not change a realm's attribute scores.

Chapter 7: Battle

In contrast to the party-level combat in D&D, fielding large armies on a battlefield is a cumbersome process. When two or more enemy armies occupy the same hex, a battle occurs. Battles in C&C are organized into **rounds** (representing roughly 1 minute). Each round, units separately take **turns** maneuvering, fighting, breaking, and rallying across a map grid consisting of 50-feet squares created by the DM. Rounds generally continue until one side's units are all broken or destroyed, or have retreated. Your DM may provide additional victory conditions, depending on the conflict's narrative context. These conditions can include rule adjustments that supersede what's found in this chapter.

Setup

The DM designates areas where players can **deploy** units. Before they begin placement, players involved in the battle roll a contested Culture check, and the winner chooses who will deploy first.

An army can never deploy more than 25 weight. If features, abilities, combined allied forces, or garrisons would push the army beyond this limit, the commander chooses which units do not participate.

Optional Rule: Weather

Your DM may decide that weather plays a role in the outcome of a battle. In these cases, the DM may roll for or choose a condition on the Weather table below.

Weather

d20	Weather	Effect
1–13	Clear	No effect
14–15	Fog	The range of ranged attacks is cut in half
16–17	Heat	Melee attack rolls have a –1 penalty
18–19	Rain	Ranged attack rolls have a –2 penalty
20	Extreme	Determined by battle location's climate: ***Hurricane.*** No flying, ranged attack rolls are –2, all movement –100 feet ***Sandstorm.*** No flying, melee attack rolls are –1 ***Blizzard.*** All terrain is difficult, melee attack rolls are –1

Initiative

Initiative determines the order of turns during a battle. Each unit has a predetermined value, which the DM ranks from highest to lowest. On a tie, the DM compares unit Morale modifiers, followed by Culture modifiers, or simply a die roll. For more than one unit of the same type, the player chooses which acts first. One unit must end its turn before another unit's turn begins.

Your Turn

On its turn, a unit can **move** a distance up to its speed and take **one action**. Unlike 5th Edition, a unit cannot break up its movement; it must move and then act, or act and then move. Units may take a **bonus action** and events may trigger a **reaction**. These conditions are explained in the unit's description.

Movement

Troops in a unit face a particular direction, represented by a band along the top of their size symbol in their stat block. This is the unit's **front**. Some units, like the hydra, have four front sides to show that it's much easier for a single creature to turn around in one minute than it is to coordinate 200 archers wheeling in formation.

Units can move forward, horizontally, or diagonally-forward one square (50 feet) at a time up to their movement speed.

Units cannot move backward.

Movement into a square of difficult terrain (forest, rocks, hills, swamp, buildings, water, or any other obstacle determined by the DM) takes 100 feet of movement.

Units can move through friendly units as difficult terrain, but they cannot end a turn inside another unit.

NOTE:
Unlike D&D, there is no Dash action for units.

Rotation

Once per turn, a unit can make a 90-degree rotation as part of its movement using any square of the unit as its axis of rotation. Rotating costs 100 feet of movement, or 200 feet if the rotation passes through difficult terrain.

Units can turn around by spending 100 feet of movement; doing so flips the unit in place without needing to rotate through terrain or other obstacles.

Actions in Battle

A unit can take one of the following actions on its turn.

Attack

The most common action to take is the attack action. To attack, select a target, determine your modifiers, whether the roll is made with advantage or disadvantage, and make an attack roll.

To make an attack, roll a d20 and add your attack modifier plus your commander's rating. If this total equals or exceeds the target's AC, deal the damage listed in the unit's description.

You can make a melee attack if your front side is orthogonally adjacent to an enemy.

Flanking

Melee attack rolls made against an enemy's side or rear have advantage.

Rolling a 20

Rolling a 20 before modifiers on a d20 attack roll is considered a critical hit and adds +1 damage to the total. If you deal more than one type of damage on an attack, you can choose which type deals the additional +1.

Ranged Attacks

Units with ranged attacks can fire forward against targets within a specified range. There are conditions that may affect the attack:

- Ranged attack rolls made while adjacent to an enemy are made with disadvantage.
- A ranged attack roll from a higher altitude than the target is made with advantage.

Opportunity attacks

An unbroken unit can use its reaction to make a melee attack when an enemy chooses to move and is then no longer adjacent to your front side.

Defend

When you take the Defend action, all attack rolls made against you have disadvantage until the start of your next turn.

Disengage

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

Rally

If you are not adjacent to an enemy you can take the Rally action, which constitutes an effort to quickly reorganize, rest, tend wounds, and give inspiring speeches in order to return to combat readiness. When you rally, make a Culture check (DC 20) and add:

- Your Morale modifier
- Your commander's rating, and
- Your realm's Culture modifier

If successful, you regain 1 HP and remove the broken status if currently afflicted. A natural 20 on a Rally action restores an additional 1 HP. You cannot gain more HP than your maximum.

Damage

Your hit points represent a combination of your capable, unwounded, or effective troops. When an effect (attack, spell, etc.) drops a unit to 0 HP, it gains the **broken** status.

If the unit drops below 0 HP, it is **destroyed** and removed from the map.

Retreating

A broken unit starting its turn adjacent to an enemy must *first* take the Disengage action. Then, the DM **retreats** that unit by using all of its movement toward the closest, safest map edge without putting it in further danger. If any part of a unit goes off the map's edge, that unit is removed from the battle.

If a broken unit does not start its turn adjacent to an enemy, the DM must *first* retreat it as described above, but the unit may then take the Rally action as per the rules above.

Broken units lose their reaction and bonus action.

Ready

You can take the Ready action to act later in the round by establishing a trigger for a conceivable circumstance. You can say, "If another unit comes within range, my archers will fire on them." When the trigger occurs, you can use your reaction after the trigger finishes or ignore the trigger. Remember that units only get one reaction per round.

You cannot ready the Rally action.

Support

When you take the Support action, choose an adjacent ally. This ally has advantage on the next melee attack roll or Rally saving throw it takes before the start of your next turn.

Commanders

Every army has a leader. Your commander influences your units' performances both through their fame and their class bonuses.

Commander's Rating

Your commander's rating is added to the total whenever a unit in that army makes an attack roll or a Rally saving throw.

Commander Promotion and Weight Limit

Commanders begin at +0 and gain **fame** through a Training check, or, after a battle, they can gain fame equal to the weight of units they defeated. The DM may also award fame for completing story-based goals. When a commander has enough fame, their rating increases.

The commander's rating determines the maximum amount of unit weight that their army can hold.

Commanders

Rating	Fame	Weight Limit
+0	0–14	10
+1	15–39	15
+2	40–74	20
+3	75+	25

Unit Attachment

Your commander is attached to a unit in its army at the beginning of a battle.

Should that unit retreat or be destroyed, the commander stops receiving fame for the duration of that battle. If the army is defeated, the commander becomes a prisoner of war.

Commanders not present on the field do not add their rating to their units' attack rolls or Rally saving throws.

Commander's Class

The commander's class provides a benefit to its attached unit. Your commanders' default class is determined by your government type, but you can choose their class if you have the required building. These classes, bonuses, and requirements are shown in the Commander Class table (see appendix B for traits and reactions).

Commander Class

Class	Bonus to attached unit	Building Required
Artificer	Distraction trait	Alchemist
Barbarian	Rage Strike trait	Arena
Bard	Inspire trait	Bard College
Cleric	Heal trait	Abbey
Druid	Charge trait	Grove
Fighter	Brutal trait	Barracks
Monk	Shielded reaction	Monastery
Paladin	Parry reaction	Chapel
Ranger	Close Range trait	Herbalist
Rogue	Nimble trait	Thieves' Guild
Sorcerer	Wild Magic trait	Elder Stones
Warlock	Eldritch Enchantment trait	Summoning Circle
Wizard	Cantrip action	Library

Ending the Battle

Barring special conditions, a battle is over when all of one side's units are **defeated**. Defeated units are those who fled, or were destroyed or broken at the end of the battle. Both players gain experience equal to the weight of the units they defeat; the winning player doubles that experience reward. Players take stability damage equal to the weight of their own units that were destroyed. The DM may award additional experience, mana, artifacts, etc. based on the scenario's conditions.

The losing army (or side, if there are remaining units from an allied group of armies) must retreat to an adjacent hex after the battle.

Veteran Units

When you win a battle, choose one of your surviving units to become a veteran. This veteran permanently receives +1 to their maximum hit points. This veteran bonus can only be applied once to a unit.

Prisoners of War

If you win a battle, make a Raiding check against a Scouting check made by your opponent. If you succeed, the difference between both totals is the total unit weight you can capture among any surviving enemies that fled or were broken at the end of the battle. These captured units are considered prisoners of war and are kept off-map until an agreement can be reached for their exchange or terms of surrender force their return.

Alternatively, you can execute those prisoners. This deals no stability damage to the prisoners' realm and no one gains experience or fame.

Siege Battles

When a settlement (capital, village, town, castle, tower, city, or fort) is attacked, the participants conduct a siege battle. The defender may add a number of garrison units to their defending army as shown in the Garrisons table below. If the defender has no army present in the settlement, these garrison units are led by a +1 commander of your default class. Surviving garrison units and the commander are removed after the battle and that province cannot activate its garrison for 6 turns.

Garrisons

Settlement	Garrison Forces
Capital	2 heavy infantry units
Village	1 militia
Town	2 light infantry units
Castle	1 heavy infantry and 1 ranged unit
Tower	None
City	1 heavy infantry unit
Fort	2 light infantry, 2 heavy infantry, and 2 ranged units

Starving a Defender

Instead of a direct attack on a settlement, once per turn the attacking army can attempt to starve the defender. The defender rolls an Order (Administration) saving throw with a DC equal to the attacking army's weight +10 – the defending army's weight. On a failure, the defending army takes one level of starvation on the Starvation table. These effects are cumulative and end once no enemy army remains in the settlement.

Starvation

Level	Defending Army Units' Effect
1	Unit initiatives have a –1 penalty
2	Morale modifiers have a –1 penalty
3	Units lose 50 feet of movement
4 (or more)	All units have a –1 HP penalty

Siege Defender

Before the battle, the defending player can make an Order (Administration) check to determine any additional defenses and preparations. Depending on the result of the roll, the DM may decide that you have been able to raise additional defenses affecting the battle map, including trenches, moats, oil-soaked fields, pits, magical traps, trou-de-loup, cheval de frise, etc. These effects, and their required DC, may include:

- **Cheval de Frise *(DC 13).*** These 100 feet by 50 feet crossed spear barricades force an enemy unit to end its movement when entering the squares of the barricade or that unit takes 1 piercing damage.
- **Moats *(DC 18).*** The terrain of a moat is 150 feet by 50 feet. They are considered deep water and impassable by units without swimming, burrowing, flight, or teleportation.

- **Oil Fields *(DC 14).*** Once per battle, if a unit on these 50 feet by 50 feet oil-soaked grounds takes fire damage, that unit takes an additional 1 fire damage.
- **Trenches (*DC 10*).** Trenches are 100 feet by 50 feet and are considered difficult terrain to enter, but ranged attack rolls made against units in trenches have disadvantage.
- **Trou-de-Loup (*DC 15*).** These 50 feet by 50 feet patches of hidden spiked pits force a unit to make a successful Rally saving throw when entered or that unit takes 1 piercing damage. A trou-de-loup can deal damage once per battle.
- **Walls.** Built well before the siege, a set of walls provides significant protection and defense as an impassable obstacle, allowing ranged units to make attack rolls with advantage from height as well as providing enough room for units to stand guard. Each 50-foot section of a wall has AC 15, HP 5, and is immune to non-siege sources of damage that are piercing, psychic, poison, necrotic, or slashing. Walls also have one or more gate entrances that are 150 feet by 100 feet, AC 14, HP 4, and immune to non-siege sources of damage that are piercing, psychic, poison, necrotic, or slashing. Units along the walls can walk across gates.

Siege Attacker

Similarly, the attacking player can make a Population (Raiding) check before the battle to conduct their own offensive siege efforts, including the construction of ladders, battering rams, siege towers, pestilent carcasses for siege ammunition, or sappers. These effects, and their required DC, may include:

- **Battering Ram (*DC 14*).** Battering rams provide advantage on melee attack rolls against a gate and convert that unit's damage type to bludgeoning.
- **Ladders (*DC 9*).** Units with ladders can make melee attack rolls against units stationed along the tops of walls.
- **Pestilent Ammunition (*DC 15*).** Your siege units' ranged attacks deal an additional 1 poison damage.
- **Sappers and Tunnels (*DC 19*).** Efforts to undermine portions of the defending walls result in destroyed wall sections (DM's discretion) before the battle begins.
- **Siege Tower (*DC 15*).** Ranged attack rolls against units with these towers are made with disadvantage until they become adjacent to walls. Additionally, the unit pushing the tower can make a melee attack against a unit stationed on top of an adjacent section of walls.

Chapter 8: Magic

Magic and spells, at the Empire level, no longer refer to petty *Wands of the Magi*, or *fireball* spells that would barely put a dent in well-armed infantry. Instead, magic in C&C represents national efforts, cadres of spellcasters whose collective research, artifacts, and abilities exert power on a scale that tips the balance of the world.

Magic in C&C requires **mana**—which represents a tradeable arcane energy that you use to cast spells and create artifacts. Mana is generated at the start of a new season through your towers and buildings. Any unstored mana at the end of any turn is lost. The Magic Buildings table shows which buildings generate and store mana, and which buildings let you prepare additional spells.

Magic Buildings

Building	Effect
Abbey	Stores 1 mana
Alchemist	Stores 1 mana
Cathedral	Generates 1 mana per season
Chapel	Stores 1 mana
Grove	Generates 1 mana per season
Elder Stones	Generates 1 mana per season
Graveyard	Stores 1 mana
Herbalist	+1 Spells prepared
Library	+1 Spells prepared
Monastery	Generates 1 mana per season
Shrine	+1 Spells prepared
Spring	Stores 1 mana
Summoning Circle	+1 Spells prepared
Temple	+1 Spells prepared
Tower	Generates 1 mana per season
University	Generates 1 mana per season

Researching a Spell

Your government type determines the highest level of spell you are allowed to research, prepare, and cast. To conduct research, select a spell from chapter 9 and make a Magic (Research) check where the DC is 10 + the spell's level. If this check succeeds, pay gold equal to 5 times the spell's level and record that your realm knows that spell.

Spell Preparation

Your known/researched spells need to be prepared before they can be cast. Preparing a spell represents all precautions, words, components, ritual practices, meditations, sacrifices, prayers, gathering of material components, etc. that are required to use the spell. Your realm has a maximum number of spells that it can prepare, shown by your government type. Herbalists, libraries, shrines, summoning circles, and temples allow additional spells to be prepared.

When your government gains a level, or at the start of a new season, you can change your list of prepared spells by exchanging them with any others you have previously learned.

Casting a Spell

Casting spells does not require a task, but you must pay mana equal to the spell's level. Some spells allow you to pay additional mana for a stronger effect, which is described as **mana charged** in the spell description. Spells in C&C come in two types: battle spells and world spells.

Battle

Battle spells can only be cast while you are engaged in a battle. You may only cast one battle spell per round, either during one of your units' turns, or in reaction to a trigger as the spell indicates.

World

World spells are cast outside of battle and their effect takes place immediately. Spells with effects lasting longer than a turn require concentration slots to maintain.

Concentration Slots

Much as in D&D, spells can be maintained from turn to turn if you devote a concentration slot to their upkeep. However, in C&C, the number of spells your realm can concentrate on at one time is indicated in the description of your government type.

Duration

Some spells require continued payment in mana, in addition to devoted concentration slots. For battle spells, this upkeep occurs each round, either at the start of the round or the beginning of a unit's turn. For world spells, this upkeep is paid at the beginning of the turn.

Saving Throws

Some spell effects ask the unit to make a Rally saving throw (DC 20) which adds:

- The unit's Morale modifier
- The unit's commander's rating, and
- Its realm's Culture modifier

Other spells ask for a Magic saving throw where the DC to resist equals 8 + the spellcaster's Magic modifier + the spellcaster's PB + any special modifiers. When a unit is asked to make a Magic saving throw, that player adds their own Magic modifier to the roll.

Other spells and effects, such as realm conditions like corruption and starvation (see appendix A), may ask for an Order (Administration) saving throw. In these cases the DM will provide the DC if it is not already set and your roll will add either your Order modifier or your Administration modifier to prevent or mitigate the effects respectively.

Magic Attack Rolls

Some spells require you to make an attack roll to realize their effect. Your spell attack bonus is your Magic modifier plus your PB; you are trying to meet or beat the target unit's AC.

Artifact Creation

For those governments who are able to cast spells, your magic level, shown on your government's table, determines the highest level of artifact you are allowed to create. If your government lists no Magic Level (dictatorship, kleptocracy, or tribal), you can create artifacts whose levels equal half your PB (rounded down).

Creating artifacts is similar to researching spells, but results in a physical object that can be used, assigned, equipped, traded, sold, stolen, or destroyed.

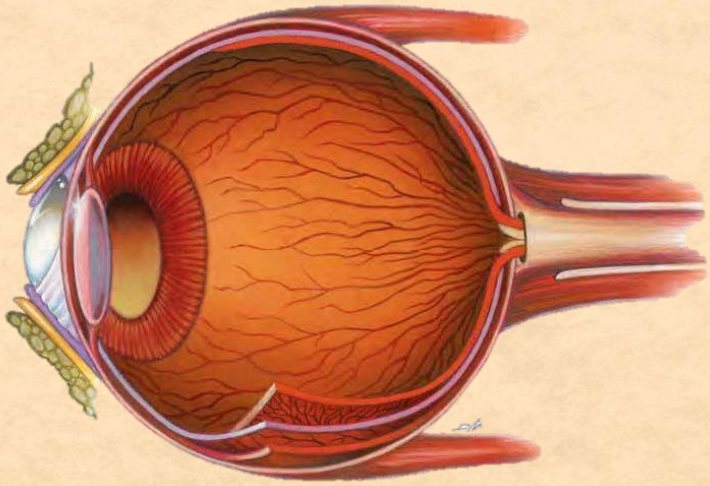
To create an artifact, select one from chapter 10 that does not currently exist and make a Magic (Alchemy) check where the DC is 10 + the item's level. If this check succeeds, pay mana equal to the artifact's level and note it on your realm sheet.

Unlike spells, only one instance of an artifact may exist at a time. When you use the charges of an artifact, assuming it has charges listed in its description, keep track of how many charges are left.

When you use the last charge of an artifact, that artifact is destroyed and you or another realm can attempt to recreate it.

The DM will keep track of which artifacts are in existence and keep this information publicly available for all realms to reference.

Chapter 9: Spells



THIS CHAPTER ALPHABETICALLY LISTS AND describes spells that realms may cast. Each description shows the school of magic, the duration of the spell, and whether it is a battle or world spell.

Casting a spell does not require a task, but you must pay mana equal to that spell's level.

Battle Spells

1st Level

Absorb Elements
Binding Tentacles
Burst of Wind
Fire Lance
Frost Layer
Healing Miracle
Knull's Fungal Cloud
Lasting Frost
Littlefoot Luck
Magliore's Massive Mending
Mass Blessing
Return to Camp
Rot Wood
Thunder of the Gods
Tornado Shove
Wave of Acid
Wave of Doubt

2nd Level

Adamantine Shell
Antimagic Shell
Astral Disc
Conjure Barricade
Curse of the Shadow
Devon's Withering Wounds
Din of Chaos
Draconic Breath
Green Flame
Heroism
Mental Salve
Remove Pain
Strategic Retreat
Stymie Speed
Third Wind
Titania's Entangling Brambles

3rd Level

Armored Air
Compelling Charge
Conjure Dragon
Devon's Mini-Mountain
Disrupt Magic
Earthen Spire
Enchant Orders
Inspiring Aura
Khenbish's Font of Life
Lightning Field
Negative Plane Sphere
Portal of Peril
Roc's Flight
Sandstorm
Scorching Weapons
Steelskin
Tidal Wave

4th Level

Apathy
Curse of Clumsiness
Etherealness
Great Ball of Fire
Jinx's Improbable Imperviousness
Jinx's Risky Proposition
Mists of Misfiring
Reaching Limbs
Sanctification of Flesh
Seeping Wounds
Summon Tornado
Wave of Fear

5th Level

Curse of Hopelessness
Demoralizing Headmites
Enlarge Unit
Guardian Force
Immolation
Macravita Envigoratus
Mass Haste
Mystic Tomb
Radiant Aura
Raise Skeletons
River of Lava
Shadow March
Stone to Mud
Summon Storm
Un/Holy Armaments
Vampiric Geas

6th Level

Ancestral Nullification
Call of the Earth
Cloud of Arrows
Crippling Blast
Crusade
Dispel Good or Evil
Disrupt Concentration
Entropic Rearrangement
Frenzied Zeal
Kanoa's Theatrical Transformation
Orsik's Regenerative Blessing
Pillars of Ice
Poisonous Withering
Protective Gale
Shield of Rebuke
Warped Wood

7th Level

Crown of Stars
Devon's Interplanar Prison
Divine Word
Power Rune Agony
Summon Fortifications
Time Skip
Vex's Compelling Command

8th Level

Defiler of the Land
Maddening Darkness
Simulated Soldiers

9th Level

Myrkul's Final Blessing
Power Rune Erasure
Summon Marut
Taste of Immortality
Wonderous Miasma

World Spells

1st Level

Cornucopia
Encoded Runes
Prosperity
Rogue's Infusion

2nd Level

Cloud Construction
Disguise Army
Find the Path
Illusory Seal
Mind Anchor
Productivity
Psionic Blades
Ring the Bells
Sensory Fibers
Shadow Web
Transmute
Wall of Fire

3rd Level

Bountiful Harvest
Charm Nation
Disrupt Magic
Epic Lore
Hunger of Nalfeshnee
Irredeemable Offense
Perpetual Transmutation
Piety's Perfidious Plague
Raise Zombies
Tempest of the Djinn
Winds of Husam Al-Balil

4th Level

Divine Audience
Feel Magic
Globes of Invulnerability
Mass Invisibility
Shape Earth and Metal
Strained Communications
Truthful Aura

5th Level

Cancel Magic
Control Weather
Destroy Artifact
Enthrall
Fabricate
Forbidden Barrier
Foresight
Hallow
Living Land
Monument to the Realm
Nature's Sanctum
Necromortis
Pestilence
Planar Portals
Tsunami

6th Level

Earthquake
Elemental Armor
Hallucinatory Terrain

7th Level

Cathedral of the Gods
Seeds of Evil
Spring of Discontent

8th Level

End of Days
Mass Polymorph
Mass Suggestion

9th Level

Create Lore
Wish Upon Day

Absorb Elements
1st-level abjuration

Duration: Instantaneous
Type: Battle

When one of your units is about to take acid, cold, fire, force, lightning, poison, psychic, or thunder damage, cast this spell in response to ignore that damage and that unit regains that many hit points instead.

Adamantine Shell
2nd-level transmutation

Duration: Instantaneous
Type: Battle

When one of your units is about to take up to 2 damage, cast this spell as a reaction to ignore that damage. This unit then treats critical hits made against it as misses for the rest of the battle.

Ancestral Nullification
6th-level abjuration

Duration: 1 battle
Type: Battle

A fantastic unit you choose makes a Magic saving throw. If it fails, the unit becomes afflicted with one of the following chosen by the caster: it takes 2 force damage, it cannot make ranged attacks for the remainder of the battle, its movement is reduced to 50 feet, or it cannot deal more than 1 damage on all attacks for the remainder of the battle.

Mana Charged: For each additional point of mana paid, add an additional affliction from the list.

Antimagic Shell
2nd-level abjuration

Duration: Instantaneous
Type: Battle

Casting this spell on an allied unit cancels all spell effects of 2nd level or lower on that unit.

Apathy
4th-level enchantment

Duration: Instantaneous
Type: Battle

You cast a demoralizing malaise on an enemy unit of your choice. That unit must make a Magic saving throw. On a failure, the unit rolls 1d6 and subtracts that number from its future melee attack rolls. The unit can repeat this save at the start of its subsequent turns to end the effect, otherwise this effect lasts until the battle ends.

Armored Air
3rd-level transmutation

Duration: 1 slot
Type: Battle

You thicken the air around a non-fantastic unit you control. The density of this air increases that unit's AC to 16 until this battle ends.

Astral Disc
2nd-level evocation

Duration: Instantaneous
Type: Battle

You throw a jagged astral disc across the battlefield that covers a 50 feet by 150 feet area before dissipating. Make a ranged magic attack against the AC of each unit inside that area. Units affected take 1 psychic damage.

Binding Tentacles
1st-level conjuration

Duration: 1 slot
Type: Battle

You open a portal that summons thousands of tentacles from the Abyss to grapple a unit. That unit takes 2 bludgeoning damage if it spends more than 100 feet of movement. The spell ends after the unit takes this damage, succeeds on a Rally saving throw, or when the battle ends.

Bountiful Harvest
3rd-level conjuration

Duration: 1 turn
Type: World

You magically create enough food to feed all your people. This spell removes the starvation status from any of your provinces and provides enough supply to feed all your armies for the turn.

Burst of Wind
1st-level evocation

Duration: Instantaneous
Type: Battle

You create a lifting gust of air that hurries a friendly unit you choose. That unit may use its reaction to immediately move up to double its movement allowance.

Mana Charged: If you pay an additional point of mana, this extra movement does not trigger attacks of opportunity.

Call of the Earth
6th-level transmutation

Duration: 1 slot
Type: Battle

You draw thick chitinous plates of stone from the ground that interlock to form a powerful armor for a unit you choose. That unit adds +4 to its AC until this battle ends.

Cancel Magic
5th-level abjuration

Duration: Instantaneous
Type: World

Casting this spell cancels the effects of a 3rd level or lower battle or world spell.

Mana Charged: To cancel spells of 4th level or higher, you must pay mana equal to the spell's level +2.

Cathedral of the Gods
7th-level conjuration

Duration: 2 slots
Type: World

Cast this spell to create a cathedral in a province you control. Treat the cathedral as if you had built it, but it produces 2 mana each season instead of 1. If you maintain this spell for 9 turns, this cathedral becomes permanent and you no longer need to maintain concentration.

Charm Nation
3rd-level enchantment

Duration: Instantaneous
Type: World

You can make a Diplomacy (Negotiation) or Culture (Influence) check with advantage this turn that does not count toward your task total.

Cloud Construction
2nd-level evocation

Duration: 1 slot
Type: World

You create a massive solid cloud large enough to transport an army. That army ignores terrain restrictions when moving. The army must end its movement on land, even if the spell is maintained between turns.

Cloud of Arrows
6th-level conjuration

Duration: Instantaneous
Type: Battle

You rend the sky above a 50 feet by 100 feet area of the battlefield, allowing thousands of arrows to pour through. Any unit caught in this area takes 2 piercing damage.

Compelling Charge
3rd-level enchantment

Duration: Instantaneous
Type: Battle

An enemy unit you choose becomes compelled to charge headlong into danger. That unit makes a Magic saving throw. On a failure, you can rotate that unit and move it up to 100 feet in a direction you choose. This movement does not trigger attacks of opportunity.

Conjure Barricade
2nd-level conjuration

Duration: 1 slot
Type: Battle

You create a wooden barricade wall of cheval de frise 150 feet long and 50 feet wide. This barricade is considered difficult terrain and forces enemy units to end their movement when they enter those squares or take 1 piercing damage if they choose to continue.

Conjure Dragon
3rd-level illusion

Duration: 1 slot
Type: Battle

You create an illusory dragon in an empty space that is indistinguishable from a real one. This spell ends after the battle is over.

Illusory Dragon
Summon, fantastic

Armor Class 19 **Initiative** 6
Hit Points 2 **Morale** +0
Speed 350 ft. **Weight** 0

Construct. The dragon cannot take the Rally action. When it drops to 0 HP, it is destroyed.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Actions

Claw. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 2 psychic damage.

Breath Weapon (Recharge 5–6). *Melee Weapon Attack:* +4 to hit, range 100 ft. in a straight line, make an attack roll for each unit affected. *Hit:* 1 psychic damage.

Of course it's not real, men. That's why we gotta kill it!

~Swordmaster Perci Abbonaddo

Control Weather
5th-level evocation

Duration: 1 slot
Type: World

You magically change the weather in a target province. The weather condition you create affects battles and strategic decisions outside of battle.

Clear. Other weather conditions are removed, no other effects.

Fog. Ranged attacks cut their effective range in half, (rounded down). This province is considered difficult terrain for army movement.

Heat. All melee attack rolls are at a -1 penalty. Food resources from this province cannot be used this turn.

Hurricane. The fly trait is disabled for all units. Ranged attack rolls are at a −2. This province's controller makes an Order (Administration) saving throw against the caster's Spell DC to avoid damage to the province's infrastructure. On a failure, one random building in the province is damaged.

Rain. Ranged attack rolls are at a −2. Any grown food resources, which includes wheat, rice, mushrooms, or bananas add +10 supply this turn.

Sandstorm. The fly trait is disabled for all units. All melee attack rolls are at a −1. This province is considered difficult terrain for army movement purposes.

Snow. All terrain on the battlefield is considered difficult. All melee attack rolls are at a −1. Food resources in this province can't be used this turn.

Cornucopia
1st-level conjuration

Duration: 1 slot
Type: World

You create an overflowing wealth of food and provisions for a target army you control. That army is considered in supply while you devote a concentration slot to this spell.

Create Lore
9th-level transmutation

Duration: Instantaneous
Type: World

Using this spell, you can dramatically re-write the reality of your realm's history. Any changes you make are localized to within your realm's initial borders and must involve events that took place prior to your founding, i.e., events that took place prior to the game's start. These changes can include adjustments to historical battles, personages, betrayals, secrets, legends, relationships, family trees, magic items, hoards of treasure, artifacts, religions, etc.

Casting this spell more than once per year significantly reduces the importance of effects that you can effect upon your realm's lore, as determined by the DM.

Crippling Blast
6th-level necromancy

Duration: Instantaneous
Type: Battle

You afflict a target unit with a necrotic effect that twists that unit's bones and forces its blood to grow thick. That unit takes 2 poison damage and that unit's movement is reduced to 0 until it succeeds on a Rally saving throw.

Crown of Stars
7th-level evocation

Duration: Instantaneous
Type: Battle

You carpet the battlefield with angelic comet strikes. Make up to seven ranged attack rolls, each with +1 to hit, against any combination of enemy units currently on the field. Each successful attack deals 1 radiant damage to its target.

Mana Charged: For each additional mana you pay, you can make one additional ranged attack.

Crusade
6th-level abjuration

Duration: 2 slots
Type: Battle

You sheathe a unit in a perpetuating aura of holiness. That unit ignores the first point of damage it takes each turn, until this battle ends.

Curse of Clumsiness
4th-level transmutation

Duration: Instantaneous
Type: Battle

A unit you target must make a Magic saving throw. On a failure, that unit rolls a d4 and subtracts the number rolled from its subsequent melee and ranged attack rolls. The unit can repeat the saving throw at the start of subsequent turns to remove this effect, otherwise this effect lasts until the battle ends.

Curse of Hopelessness
5th-level enchantment

Duration: 1 slot
Type: Battle

When you cast this spell, choose an enemy unit to make a Magic saving throw. On a failure, that unit's thoughts are filled with overwhelming dread and images of its own failure. That unit cannot make attack rolls until it succeeds on a Rally saving throw or until this battle ends.

Curse of the Shadow
2nd-level necromancy

Duration: 1 slot
Type: Battle

You cast a deathly pall on a target unit. That unit has disadvantage on melee attack rolls until it succeeds on a Rally saving throw or until this battle ends.

Defiler of the Land
8th-level necromancy

Duration: Instantaneous
Type: Battle

You drain the life energies of all units in a 100 feet by 100 feet area you choose. Units inside that area must make a Magic saving throw. On a failure, those units take 1 necrotic damage. For each necrotic damage dealt this way, you gain 1 mana that must be used by the end of this battle or it is lost.

Demoralizing Headmites
5th-level conjuration

Duration: Instantaneous
Type: Battle

You infect a unit with billions of tiny brain parasites. Until that unit succeeds on a Rally saving throw, every time it deals damage, that unit takes 1 psychic damage.

Destroy Artifact
5th-level transmutation

Duration: Instantaneous
Type: World

Casting this spell destroys an artifact level 3 or lower that has spent at least one of its charges. Artifacts that list charges as "n/a" cannot be destroyed with this spell.

Devon's Interplanar Prison
7th-level abjuration

Duration: Instantaneous, upkeep 1 mana per/turn
Type: Battle

A unit you choose becomes encased in an impenetrable eldritch prison that appears as hardened amber. Until this spell ends, that unit cannot move, take actions, reactions, or bonus actions. The unit is immune to all forms of damage, cannot be the target of attacks, spells, or abilities, and is considered impassable terrain. At the start of that unit's turn, this spell's caster must pay 1 mana to maintain the prison.

Devon's Mini Mountain
3rd-level transmutation

Duration: 1 battle
Type: Battle

You raise a massive mound of impassable terrain made of stone that rises directly from the ground along an empty 100 feet by 200 feet stretch of battlefield. Units cannot move through this stone unless they fly, burrow, teleport, or otherwise avoid the mountain. This spell ends after the battle is over.

Devon's Withering Wounds
2nd-level necromancy

Duration: 1 slot
Type: Battle

You afflict an enemy unit you choose with a scabrous curse. That unit makes a Magic saving throw. On a failed save, the next time that unit takes damage, it takes an additional +1 necrotic damage. The spell then ends.

Din of Chaos
2nd-level evocation

Duration: Instantaneous
Type: Battle

Casting this spell causes deafening roars in the mind(s) of a unit you choose. These confusing noises, heard only by that unit, consist of conflicting orders, cries for help, agonizing screams, and calls for retreat as well as cheers of victory. That unit's movement is reduced to 0 until the start of its next turn.

Disguise Army
2nd-level illusion

Duration: 1 slot
Type: World

Casting this spell on one of your armies makes it appear to be composed of any unit, weight, or commander combination that you choose. You can make the army appear entirely as militia units or as an overwhelming stack of 25 weight. Anyone attempting to scout or discover the contents of this army will be shown the illusion that you intend rather than its true composition.

This spell ends once the army begins a battle.

Dispel Good or Evil
6th-level abjuration

Duration: Instantaneous
Type: Battle

Target an enemy fantastic unit that has less than full hit points. That unit breaks.

Disrupt Concentration
6th-level enchantment

Duration: Instantaneous
Type: Battle

You attempt to disrupt all concentration slots currently being used by an opposing realm. Make a contested Magic check against an opposing player. If you succeed, that player must cancel all spells currently occupying their concentration slots and they cannot recast those spells for the duration of the battle.

Disrupt Magic
3rd-level abjuration

Duration: Instantaneous
Type: Battle or World

Casting this spell removes a 1st or 2nd level spell effect that requires a concentration slot to maintain.

Divine Audience
4th-level divination

Duration: Instantaneous
Type: World

You make direct contact with a god, deity, immortal, or divine/demonic entity of your choice and may speak directly. Players may ask these entities for advice, aid, retribution, a deal, revenge, etc. Although these entities may not be pleased to be contacted this way, unlike lower-level adventurers, they will be more receptive to communication. However, their patience, like all divinities, is limited, and if you cast this spell more than once per year, their patience will wear thin.

Divine Word
7th-level abjuration

Duration: Instantaneous
Type: Battle

Choose up to three wounded units. Those units are fully healed. Remove the broken status if they are afflicted.

Draconic Breath
2nd-level evocation

Duration: 1 slot
Type: Battle

You imbue a non-fantastic unit with the breath weapon of a dragon until the end of the battle. That unit has a +2 bonus to its melee attack rolls and now deals your choice of acid, cold, fire, lightning, or poison damage instead of its usual damage type. This spell ends when the battle is over or when you no longer maintain concentration.

Earthen Spire
3rd-level transmutation

Duration: 1 slot
Type: Battle

A 50-foot-diameter circular spire of stone bursts out of the ground, rising 100 feet into the air. Any unit present in the spire's space takes 1 bludgeoning damage and is pushed 50 feet away from the spire. If no empty space is available for the unit to move, it pushes adjacent units until there is space.

While concentration is maintained, the spire remains for the duration of the battle and becomes an impassable obstacle unless destroyed. The spire has an 18 AC, 5 HP, and is immune to piercing and slashing damage.

Earthquake
6th-level evocation

Duration: Instantaneous
Type: World

You create an earthquake in an attempt to tear down a building. Choose a building in a target province. The owner of that province makes a Magic saving throw. On a success, the building is damaged and cannot function until it is repaired by an Administration check using the building's DC. If the save fails, the building is destroyed.

Encoded Runes
1st-level divination

Duration: Instantaneous
Type: World

You create a message on a scroll that is written in plain language but becomes encoded in ancient, indecipherable runes once you have finished writing. These runes cannot be broken with a Comprehend Languages spell. Only the intended recipient of the message can understand the runes. Casting this spell also guarantees that the message reaches its intended destination without tampering or interception.

End of Days
8th-level evocation

Duration: Instantaneous
Type: World

Select a settlement. You call down a rain of fire against that settlement consisting of three deadly meteors. For each meteor, make a spell attack. For each roll that matches or exceeds the Construction DC of a building in that settlement, that building is destroyed.

Elemental Armor
6th-level abjuration

Duration: 1 slot
Type: World

A target unit you control becomes immune to one of the following types of damage: acid, cold, fire, force, lightning, poison, thunder, or psychic.

Enchant Orders
3rd-level enchantment

Duration: Instantaneous
Type: Battle

Target a non-fantastic enemy unit that has not taken their turn this round. That unit makes a Magic saving throw. On a failure, that unit must use its action on its turn to Disengage and then use its movement to get within melee range of its closest ally if possible. The enchanted unit then uses its bonus action to make a melee attack against that ally.

Enlarge Unit
5th-level transmutation

Duration: 1 slot
Type: Battle

You magically double the size of the individual soldiers of a militia, light infantry, or heavy infantry unit. That unit's melee attacks deal a bonus +1 damage until this battle is over or until you stop maintaining concentration. The size/square configuration of the unit, for battle purposes, remains the same.

Enthrall
5th-level enchantment

Duration: One season
Type: World

You enhance the charisma abilities of your key personnel and gain advantage on Diplomacy, Influence, Trade, and Negotiation checks until the end of the season.

Entropic Rearrangement
6th-level transmutation

Duration: Instantaneous
Type: Battle

Teleport up to three units up to 200 feet away into an empty space. If the units are unwilling, they can avoid the effect if they succeed on a Magic saving throw.

Epic Lore
3rd-level divination

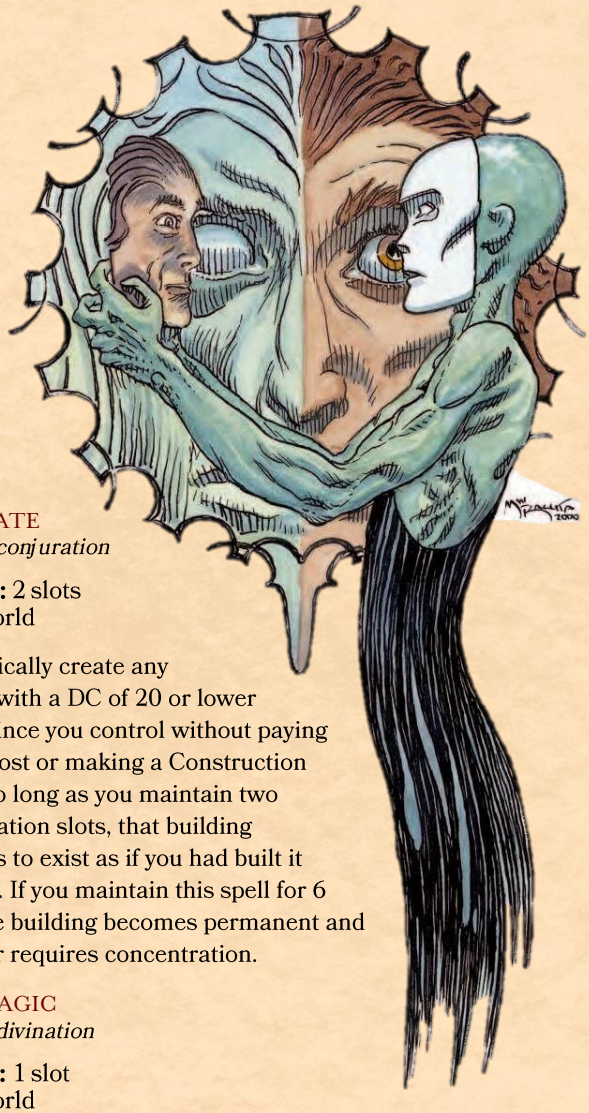
Duration: Instantaneous
Type: World

After asking the gods a specific question about a realm's mysteries, secrets, or hidden knowledge, this spell uncovers the answer.

Etherealness
4th-level transmutation

Duration: 1 slot
Type: Battle

Target unit ignores the effects of difficult terrain and can move through enemy units as if they were normal terrain. This movement does not trigger attacks of opportunity. That unit cannot end its movement inside another unit.



Fabricate
5th-level conjuration

Duration: 2 slots
Type: World

You magically create any building with a DC of 20 or lower in a province you control without paying its gold cost or making a Construction check. So long as you maintain two concentration slots, that building continues to exist as if you had built it normally. If you maintain this spell for 6 turns, the building becomes permanent and no longer requires concentration.

Feel Magic
4th-level divination

Duration: 1 slot
Type: World

While this spell is active, you become aware of any spell cast during the turn. You are only told the name of the spell, but are not aware of who cast it, its targets, or any other details.

Find the Path
2nd-level divination

Duration: 1 slot
Type: World

Choose an army you control. That army doubles its movement rate on the strategic map as long as concentration is maintained on this spell.

Fire Lance
1st-level evocation

Duration: Instantaneous
Type: Battle

You attempt to hurl a guided stream of fire at a target unit. Make a spell attack against that unit's AC. On a hit, that unit takes 1 fire damage.

Mana Charged. When you cast this spell using additional mana, you may target an additional unit for each point of mana you pay. Make a separate spell attack roll for each new target. No more than 2 additional mana may be spent this way.

Forbidden Barrier
5th-abjuration

Duration: 2 slots
Type: World

You cast a protective barrier around the largest contiguous border of your realm. This barrier prevents armies from entering magically—including via teleportation, riding a constructed cloud, entering through cracks in the feywild, astral projection, or any other means other than the army's normal movement. While inside the realm's borders, enemy army movement rate is reduced to 16 miles per turn.

Foresight
5th-level divination

Duration: Instantaneous
Type: World

When you cast this spell, you open a number of undetectable magical windows that allow you to learn the choices that other realms have made. Target a number of realms equal to your Magic modifier. For each of those target realms, you learn which skill checks that they attempted on this turn.

Frenzied Zeal
6th-level enchantment

Duration: 1 slot
Type: Battle

You inspire a unit with an unwavering zeal and purity of purpose. While you maintain concentration, that unit can Rally as a bonus action and do so while adjacent to enemies until this battle is over.

Frost Layer
1st-level evocation

Duration: Instantaneous
Type: Battle

You drape an enemy unit in a swirling arctic wind. The unit subtracts 100 feet from its movement and has disadvantage on its melee attack rolls. This spell ends once this unit successfully makes a melee attack.

Globes of Invulnerability
4th-level abjuration

Duration: 1 slot
Type: World

Choose a non-fantastic unit you control. That unit is surrounded by an interconnected series of protective spheres that prevent that unit from being targeted by any further spells of level 4 or lower.

Great Ball of Fire
4th-level evocation

Duration: 1 slot
Type: Battle

You summon a ball of fire 50 feet in diameter in an empty space within 100 feet of one of your units. On initiative count 20, you can move that ball up to 200 feet. The ball treats all terrain as normal, it can move through units as if they were normal terrain, and the ball cannot end its movement inside another unit.

Any unit the ball moves through makes a Magic saving throw. On a failure, that unit takes 1 fire damage. A unit can only be affected by the ball once per turn. Once the ball has moved, it is destroyed.

Mana Charged. You can spend 2 mana to keep the ball from being destroyed after moving. You must spend this mana each time the ball moves to keep it from being destroyed.

Green Flame
2nd-level evocation

Duration: 1 slot
Type: Battle

The weapons of a target unit erupt in a green flame. This flame guides those weapons to the enemy so that the unit adds a d4 to melee attack rolls until the battle is over.

Mana Charged: When you pay an additional 2 mana, you can improve the d4 to a d6.

Guardian Force
5th-level abjuration

Duration: Instantaneous
Type: Battle

A unit you target is blessed with a divine guardian that will protect it at its darkest hour. When you cast this spell, announce that you are casting it but secretly inform your DM which unit is targeted. When that unit breaks or is destroyed, it instead immediately rallies and regains 3 hit points, and the spell's effect ends.

This spell can only be cast once per battle.

Hallow
5th-level abjuration

Duration: 2 slots
Type: World

A province you control that has at least one religious building (abbey, cathedral, chapel, graveyard, monastery, shrine, temple) becomes blessed with a ward that exudes reverence for peace and causes enemy armies to ignore each other's' presence. This effect can be overcome for one turn if one of the opposing armies takes stability damage equal to its weight.

Hallucinatory Terrain
6th-level illusion

Duration: 1 slot
Type: World

Cast this spell before a battle begins and describe the general layout you wish to create to the DM. The DM is still ultimately responsible for the battlefield, but this spell lets you impose difficult but not impassable features such as water, lava, forests, deserts, hills, mountains, or any other naturally-occurring land.

Healing Miracle
1st-level evocation

Duration: Instantaneous
Type: Battle

You bathe a friendly unbroken unit in healing magic. That unit regains 1 hit point.

Mana Charged. When you cast this spell using additional mana, you may heal an additional 1 hit point for each point of mana you pay. You can spend up to 2 additional mana in this way.

Heroism
2nd-level enchantment

Duration: 1 slot
Type: Battle

Until the end of this battle, a target unit you choose becomes magically inspired and will not accept defeat. Choose whether that unit adds +X to its attack rolls, AC, or Morale modifier, where X equals the current number of broken, dead, or fled allied units in this battle.

Hunger of Nalfeshnee
3rd-level enchantment

Duration: 1 slot
Type: World

You create a ravenous hunger among all the units of a target army that seemingly cannot be satisfied. The controller of that army must make a Magic saving throw. On a failure, the units in that army require twice as much supply this turn as they normally need.

The army's controller can repeat the save on subsequent turns, ending the effect and this spell on a success.

Illusory Seal
2nd-level illusion

Duration: Instantaneous
Type: World

You flawlessly recreate whatever official seal or methods are used as part of another realm's communications. This spell allows you to write a message that is then given to a realm of your choice. Your counterfeit message can be addressed to and from anyone you choose and cannot be detected as fraudulent unless through magical means.

Inspiring Aura
3rd-level enchantment

Duration: 1 slot
Type: Battle

You bless the units of your army with enhanced leadership and support from a source that they both respect and fear. These units have advantage on Rally checks. This spell ends once one of your units succeeds on a Rally check.

Immolation
5th-level evocation

Duration: 1 slot
Type: Battle

You attempt to engulf a unit in flame. Choose a unit to make a Magic saving throw. On a failure, that target takes 1 fire damage at the start of each of its turns until the battle ends. This spell ends once the unit succeeds on a Rally check, if it flees, or if the battle ends.

Irredeemable Offense
3rd-level transmutation

Duration: Instantaneous
Type: World

Casting this spell deals 2d6 stability damage to another realm. On the DM's discretion, that damage can increase by 1d6 if that target has violated your realm's beliefs or done something to offend the sensibilities and wishes of a deity your realm worships. You cannot cast this spell against the same realm in the same year.

Jinx's Improbable Imperviousness
4th-level illusion

Duration: 1 turn
Type: Battle

You generate illusory doppelgangers of a target unit. Until the end of that unit's next turn, it is immune to all types of damage unless that damage comes from attack rolls with a natural 20, at which point the unit takes the critical hit and the spell ends.

Mana Charged. When you cast this spell, you can spend 2 mana to extend its duration for 1 turn.

Jinx's Risky Proposition
4th-level enchantment

Duration: Instantaneous
Type: Battle

A target non-fantastic unit is enchanted with a burst of fortune. If this unit succeeds on its next attack roll, it deals +2 damage. If that unit misses, it takes 1 force damage. This spell ends when the unit makes an attack roll or when battle is over.

Kanoa's Theatrical Transformation
6th-level abjuration

Duration: 1 turn
Type: Battle

A non-fantastic unit you choose is fully healed. Until the end of that unit's next turn, it has advantage on attack rolls, deals +1 additional force damage when making melee or ranged attacks, and can make a melee attack as a bonus action.

Khenbish's Font of Life
3rd-level evocation

Duration: 1 mana/round
Type: Battle

You bless a unit with an aura of healing energies. When allies end their turn adjacent to this unit, they regain 1 hit point. At the start of the unit's turn, you must pay 1 mana to maintain this spell. This spell ends when the battle is over.

Knull's Fungal Cloud
1st-level conjuration

Duration: 1 slot
Type: Battle

You create a 100 feet by 100 feet cloud of fungal spores. This cloud deals 1 poison damage to any unit that ends its turn inside of or moves into the cloud. Until the battle ends, the cloud moves 50 feet on initiative count 20; roll a d8 on the Cloud Movement table to see which direction the cloud moves. If the cloud moves off the battlefield, the spell ends.

Cloud Movement Table

Roll	Direction
1	North
2	Northeast
3	East
4	Southeast
5	South
6	Southwest
7	West
8	Northwest

Mana Charged: During one of your unit's turns, you can pay an additional 1 mana to move the cloud 50 feet in any direction. You cannot spend more than 1 mana this way per round.

Lasting Frost
1st-level evocation

Duration: Instantaneous
Type: Battle

Choose an enemy unit. That unit either chooses to take 1 cold damage or reduce its movement by 200 feet on its next turn.

Lightning Field
3rd-level evocation

Duration: Instantaneous
Type: Battle

You throw a bolt of lightning that covers a 50 feet by 150 feet strip of the battlefield. Units caught inside that area must succeed on a Magic saving throw or take 1 lightning damage.

Littlefoot Luck
1st-level transmutation

Duration: 1 turn
Type: Battle

You bless your army with a smidge of halfling serendipity. All units in your army add a +1 bonus to their melee attack rolls until the start of their next turn.

Living Land
5th-level transmutation

Duration: 1 slot
Type: World

This spell carves out part of your realm's terrain and shapes it into a facsimile of one of your race's fantastic units. Choose both a terrain type and an army to attach it to that are within your realm. This new fantastic unit is identical to your other fantastic units but adds the Construct trait and receives an additional modification based on the terrain type you choose from the Living Land table.

Living Land Table

Terrain	Modification
Arctic	Unit's attacks and abilities do cold damage
Coastal	Add 100 feet to the unit's movement
Desert	Add the Fly trait
Forest	Add the Shielded trait
Grassland	Add the Lucky trait
Hill	Add a +2 bonus to the unit's melee attack rolls
Jungle	Add the Pin trait
Mountain	Add a +2 bonus to the unit's AC
Swamp	Add 1 to unit's HP
Underdark	The unit's attacks and abilities do necrotic damage

Macravita Envigoratus
5th-level evocation

Duration: Instantaneous
Type: Battle

A small contingent of healers in your capital prays for one unit, causing it to regain all of its hit points and have the broken status removed if currently afflicted.

Maddening Darkness
8th-level evocation

Duration: 1 slot
Type: Battle

Target unit takes 1 psychic damage at the start of each of its turns until it succeeds on a Rally saving throw. If that unit breaks before the spell ends, the maddening darkness leaps to a new target of your choice. This spell ends when the battle is over.

Magliore's Massive Mending
1st-level transmutation

Duration: Instantaneous
Type: Battle

Choose an allied unit with the Construct trait. That unit gains 2 temporary hit points.

Mass Blessing
1st-level enchantment

Duration: 1 slot
Type: Battle

You bless a friendly unit. Until the battle is over, whenever that unit makes an attack roll or saving throw, the unit can roll a d4 and add the number rolled to the attack roll or saving throw.

Mass Haste
5th-level transmutation

Duration: 1 turn
Type: Battle

You enhance a militia, light infantry, heavy infantry, ranged, mounted, or siege unit. Until the end of its next turn, that unit doubles its movement speed, adds +2 to its AC, and gets to make a melee or ranged attack as a bonus action.

Mass Invisibility
4th-level illusion

Duration: 1 slot
Type: World

One army you control is undetectable by other realms on the strategic map. If this army enters a hex with an enemy army or if an enemy army enters its hex such that it would start a battle, then the spell ends.

Mass Polymorph
8th-level transmutation

Duration: 1 slot
Type: World

This spell transforms a non-fantastic unit into your race's fantastic unit, replacing its size, movement, initiative, AC, Morale modifier, actions, and traits with that of the fantastic unit. The unit's hit points remain the same. This spell ends if the unit drops to 0 hit points, at which point the unit reverts back to its original stats and size in the closest empty space that can accommodate it.

Mass Suggestion
8th-level enchantment

Duration: Instantaneous
Type: World

You cast a concentrated and amplified charm across an entire population. If you use this spell on your own realm, it immediately nullifies the following realm conditions: corruption, heresy, panic, politicking, rioting, and unrest.

If you cast this spell against an enemy realm, that realm makes a Magic saving throw. On a failure, you can affect that realm with corruption, heresy, panic, politicking, rioting, or unrest.

Mental Salve
2nd-level enchantment

Duration: Instantaneous
Type: Battle

You target a broken unit and soothe its troubled mind, causing it to regain 1 hit point and remove the broken status. Any allies adjacent to that target regain 1 hit point.

Mind Anchor
2nd-level divination

Duration: 1 slot
Type: World

You establish an untraceable telepathic link to another realm's commanders which lets you constantly know the contents of its army via secret DM communication.

Mists of Misfiring
4th-level evocation

Duration: 1 slot
Type: Battle

You cause a thick fog to cover the battlefield, obscuring lines of sight. Ranged attack rolls made against targets over 150 feet away have disadvantage. This spell ends when the battle is over.

Monument to the Realm
5th-level enchantment

Duration: 2 slots
Type: World

Casting this spell in a target province of your realm creates a magical obelisk etched with the story of your people, their hardships, their victories, and the promise of a strong future. While you maintain concentration on this spell, any unit you recruit using a Recruitment or Lore check gains +1 to its Morale modifier. You can have one of these obelisks in your realm at a time.

Myrkul's Final Blessing
9th-level conjuration

Duration: 2 slots
Type: Battle

Immediately after a unit has been destroyed, cast this spell to raise that unit from the dead and place it under your control. The unit's maximum hit points are reduced by half (round down), and it retains the same traits, actions, and reactions it had in life, but now adds the

Undead and Unbreakable traits and is weight 0. This spell ends once the battle is over and the unit is removed from your army.

Mystic Tomb
5th-level abjuration

Duration: 1 turn
Type: Battle

A target fantastic unit must make a Magic saving throw or become enclosed in a silicon web that reduces its movement to 100 feet. The unit can repeat the save at the end of each of its turns to end the effect, otherwise the spell ends when the battle is over.

Nature's Sanctum
5th-level conjuration

Duration: Instantaneous
Type: World

When you attempt an Economy (Construction) task to create an abbey, spring, summoning circle, or temple, you can cast this spell to automatically succeed on the check and pay no gold for the building's construction.

When battles are fought in provinces containing these sanctum buildings, spells you cast during those battles cost 1 less mana. This cost reduction does not stack.

Necromortis
5th-level necromancy

Duration: 1 slot
Type: World

After you are involved in a battle in which at least one militia, light infantry, heavy infantry, ranged, or mounted unit was destroyed, you can raise that unit as if you had recruited it. The unit keeps the same statistics it had in life but now adds the Undead and Unbreakable traits.

The unit is destroyed when this spell ends.

Negative Plane Sphere
3rd-level evocation

Duration: 1 slot
Type: Battle

You create a 50 feet sphere of crackling, nearly-sentient chaos in an empty space on the battlefield. On initiative count 20, the sphere rolls 100 feet in a direction chosen by a d8 on the Sphere Movement table below.

Sphere Movement Table

Roll	Direction
1	North
2	Northeast
3	East
4	Southeast
5	South
6	Southwest
7	West
8	Northwest

If the sphere ends its movement in the same space as another units, it continues moving in the same direction for 50 feet until it reaches an empty space. Any unit that the sphere moves through takes 1 force damage. This spell ends if the sphere leaves the field or when the battle is over.

Orsik's Regenerative Blessing
6th-level necromancy

Duration: 2 slots
Type: Battle

You harness the primal forces of the undead and convert that energy into a holy blessing for one of your units. Until the end of this battle, a unit you choose regains 1 hit point at the start of each of its turns.

Perpetual Transmutation
3rd-level transmutation

Duration: 1 slot
Type: World

You create and assign one common or rare resource to one of your provinces. So long as you maintain concentration on this spell, that resource exists and can be used/traded as if it were indigenous to your realm. If you are trading this resource as part of a trade route and you unilaterally choose to end this spell, it is considered a breach of trust (see Treaties).

Pestilence
5th-level necromancy

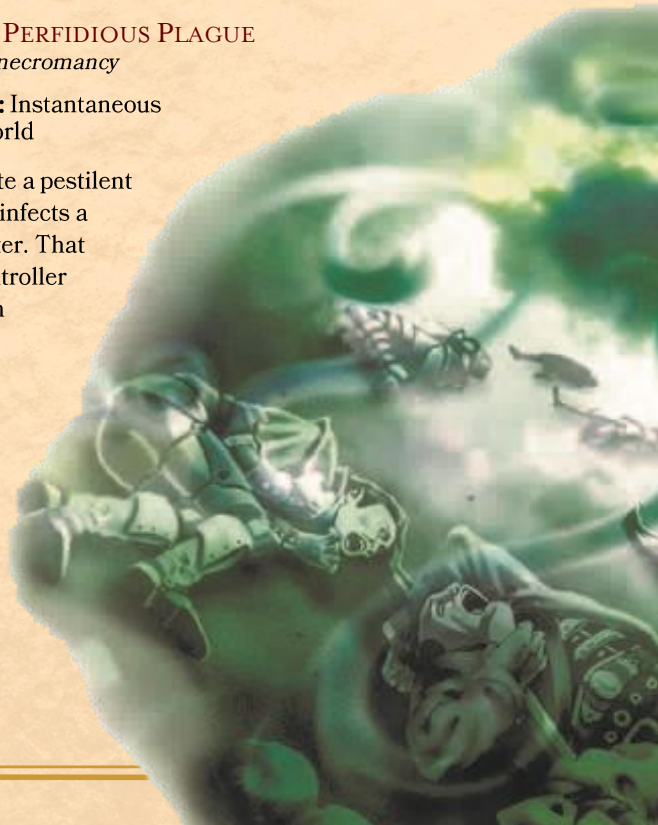
Duration: 1 season
Type: World

You magically poison the food supply of a target province. That realm makes a Magic save. On a failed save, up to 2 food resources of that player's choice cannot be used for the rest of the season.

Piety's Perfidious Plague
3rd-level necromancy

Duration: Instantaneous
Type: World

You create a pestilent jelly that infects a city's water. That city's controller makes an Order



(Administration) saving throw against your spell DC. On a failure, that realm is now afflicted by the plague condition. On a success, that realm is immune from all instances of plague for the rest of the year.

Pillars of Ice
6th-level transmutation

Duration: 1 slot
Type: Battle

You cause three 50 feet by 50 feet pillars of magical ice to rise up from the ground in empty spaces on the battlefield. Each pillar must be no less than 200 feet from another pillar. The pillars are considered impassable terrain and units cannot move through them unless they fly, burrow, or teleport. The pillars have an AC of 15, 1 hit point, and are immune to all types of damage except fire.

Mana Charged: For each additional point of mana you pay when casting this spell, you can create one additional pillar using the limitations described above. No more than 3 mana may be spent in this way.

Planar Portals
5th-level transmutation

Duration: Instantaneous
Type: World

You create hundreds of small portals that, taken collectively, are capable of teleporting an army you control. Choose an army to immediately appear up to 64 miles away. After teleporting, the army must end its movement for that turn.

Poisonous Withering
6th-level necromancy

Duration: 1 slot
Type: Battle

You wither the muscles of a unit, hindering its ability to fight. Choose a target unit's melee or ranged attack. That target makes a Magic saving throw. On a failure, the target's to hit bonus for its melee or ranged attack becomes +0 for the remainder of this battle and that unit has a −1 damage penalty on melee attacks (to a minimum of 1).

Portal of Peril
3rd-level conjuration

Duration: Instantaneous
Type: Battle

You target a willing unit to teleport up to 300 feet into an empty space. Before teleporting, all units adjacent to your target must succeed on a Magic saving throw or take 1 thunder damage.

Power Rune Agony
7th-level necromancy

Duration: 2 slots
Type: Battle

A target unit with full hit points is wracked with a searing, wailing pain. Until the battle is over, that unit cannot move and has disadvantage on attack rolls.

Power Rune Erasure
9th-level abjuration

Duration: Instantaneous
Type: Battle

Using the most powerful and esoteric magics, you completely remove a wounded unit from the battlefield, leaving no trace and erasing their existence from time. The destruction of this unit does not cause stability damage to its controlling realm, nor does it grant XP to the realm or fame to the commander who defeats it.

If a commander was attached to this unit, that commander is eliminated as well and replaced with a +0 commander with 0 fame after the battle, assuming the army isn't completely destroyed.

Productivity
2nd-level conjuration

Duration: Instantaneous
Type: World

Casting this spell allows you to automatically make an Economy (Construction) check toward a building of DC 10 or less. You must still spend the gold cost associated with the building you choose and you cannot cast this spell if you do not have enough gold to cover its cost.

Mana Charges: You can spend 1 additional mana to ignore the gold cost of this building.

Prosperity
1st-level enchantment

Duration: 1 slot
Type: World

This spell causes a great swell of confidence in the people of your capital. In particular, the merchants and craftworkers become especially prolific in their wares and willingness to make the best deals. This leads to an additional +5 gold generated in our capital each season.

Protective Gale
6th-level abjuration

Duration: 1 slot
Type: Battle

Choose a friendly unit. Until the end of this battle, this unit adds 100 feet to its movement and ranged attack rolls against it are made with disadvantage. If that unit is damaged by a melee attack, the attacker is pushed back 50 feet.

Psionic Blades
2nd-level evocation

Duration: Permanent
Type: World

This spell reforges the melee weapons of a unit and replaces them with ethereal psionic energy. The melee attacks of a target unit you control now deal psychic damage.

Radiant Aura
5th-level evocation

Duration: 1 slot
Type: Battle

You create a ball of searing light on the battlefield that is 50 feet in diameter. If a unit is caught inside, moves into, or ends its turn inside the light, that unit takes 1 radiant damage. On initiative count 20, you can move the ball 50 feet. This spell ends when the battle is over.

Raise Skeletons
5th-level necromancy

Duration: 1 slot
Type: Battle

Cast this spell as a reaction when a non-construct militia, light infantry, heavy infantry, or ranged unit is destroyed. This spell raises a unit of skeletons under your control in the closest unoccupied space to the destroyed unit.

Raised Skeletons
Undead, militia

Armor Class 10 **Initiative** 10
Hit Points 4 **Morale** +0
Speed 250 ft. **Weight** 0

Undead. When skeletons start a turn with 0 hit points, they regain 1 hit point. If radiant damage drops them to 0 hit points, they are destroyed.

Unbreakable. Skeletons do not break when they drop to 0 hit points.

Actions

Shortsword. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 slashing damage.

Raise Zombies
3rd-level necromancy

Duration: 1 slot
Type: World

After you are involved in a battle in which at least one militia, light infantry, heavy infantry, ranged, or mounted unit was destroyed, you can raise that unit as a unit of zombies. The new unit is placed in your surviving army.

Raised Zombies
Undead, light infantry

Armor Class 12 **Initiative** 8
Hit Points 5 **Morale** +0
Speed 200 ft. **Weight** 0

Undead. When zombies start a turn with 0 hit points, they regain 1 hit point. If radiant damage drops them to 0 hit points, they're destroyed.

Unbreakable. Zombies do not break when they drop to 0 hit points.

Actions

Slam. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Reaching Limbs
4th-level evocation

Duration: 1 slot
Type: Battle

You enchant a unit with the ability to push a simulacrum of their weapons great distances without moving closer to their targets. That unit can make melee attacks 100 feet forward from their front side. This spell ends when the battle is over.

Remove Pain
2nd-level enchantment

Duration: 1 round
Type: Battle

You eliminate the sensation of pain from a unit. That unit gains 4 temporary hit points that last until the end of the round.

Return to Camp
1st-level conjuration

Duration: Instantaneous
Type: Battle

Cast this spell on a friendly unit with 0 hit points. That unit is removed from the battle, and is considered retreated from the map.

Ring the Bells
2nd-level enchantment

Duration: 1 slot
Type: World

You imbue a sense of alertness within your realm. The next time one of your settlements is attacked, you can add 2 militia with 0 weight to your garrison forces. After activating these militia, this spell ends, and after the battle, these militia are removed.

Only one instance of this spell can be active in your realm at a time.

River of Lava
5th-level evocation

Duration: 1 slot
Type: Battle

You open the ground, allowing molten rock to seep to the surface in a 50 feet by 200 feet strip of webbed cracks. Until the end of the battle, any unit that enters or ends its turn in that area must make a Rally saving throw. On a failure, that unit takes 2 fire damage. On a success, that unit can move 50 feet in any direction without rotating.

Roc's Flight
3rd-levelevocation

Duration: 1 slot
Type: Battle

Until the end of the battle, target unit gains the Fly trait.

Rogue's Infusion
1st-level evocation

Duration: 1 slot
Type: World

Melee attacks made by a target friendly unit now deal acid damage instead of its usual damage type while concentration is maintained.

Rot Wood
1st-level transmutation

Duration: Instantaneous
Type: Battle

Target a unit capable of a ranged attack to make a Magic saving throw. On a failure, that unit cannot make ranged attacks. The unit can repeat this save at the end of each of its turns, ending the effect on a success.

Sanctification of Flesh
4th-level abjuration

Duration: 1 slot
Type: Battle

You bless a unit with a calming protective barrier that makes combat nearly unthinkable. Until the battle is over, that unit cannot make attack rolls or take damage except from necrotic sources.

Sandstorm
3rd-level evocation

Duration: 1 slot
Type: Battle

You create a 150 feet by 50 feet sandstorm. No ranged attacks can be made into, out of, or through that storm. This spell ends when the battle is over.

Scorching Weapons
3rd-level evocation

Duration: Instantaneous
Type: Battle

After an enemy unit makes a successful melee attack, you may cast this spell as a reaction to magically heat its weapons, causing them to nearly melt. The attacking unit chooses whether to take 1 fire damage or cancel their attack. If the unit cancels the attack, no damage is dealt.

Seeds of Evil
7th-level enchantment

Duration: Instantaneous
Type: World

Cast this spell and choose a target realm to make a Magic saving throw against your DC. On a failure, any existing problems in that realm are exacerbated, the forces of evil will be roused, the people will be angered, the realm may encounter internal strife, or other realm conditions. The DM will determine the particulars, but this spell may apply one or more of the following conditions: bankruptcy, corruption, heresy, panic, plague, poverty, revolt, starvation, insurgence, or unrest.

Seeping Wounds
4th-level necromancy

Duration: Instantaneous
Type: Battle

Casting this spell causes your enemy's wounds to fester, tear, and bleed. All enemy units that have one hit point less than their maximum must make a Magic saving throw. On a failure, that unit takes 1 necrotic damage.

Sensory Fibers
2nd-level divination

Duration: 1 slot
Type: World

Your realm becomes sensitized to vibrations in the air and sound. Any Intelligence or Sabotage checks made against you are made with disadvantage. When those attempts fail, you learn their details, including who made the attempt and what that attempt's goal was.

Shadow March
5th-level conjuration

Duration: 1 slot
Type: Battle

Target a unit. Until the battle ends, when that unit spends its movement, it moves by teleportation. This movement does not trigger attacks of opportunity.

Shadow Web
2nd-level enchantment

Duration: 1 turn
Type: World

You magically reinforce your network of intelligence agents, scouts, spies, and observers with a combination of minor illusions, enchantments, and charm spells. The effect of this effort gives you advantage on all Culture (Intelligence), Diplomacy (Sabotage), and Order (Scouting) checks you make this turn.

Shape Earth and Metal
4th-level transmutation

Duration: 1 slot
Type: World

Casting this spell rearranges the material in an existing mine that is currently extracting adamantine, crystals, mithral, or platinum. While this spell is active, you now roll a d20 rather than a d8 to check for depletion of the resource.

If the resource being mined depletes, this spell ends.

Shield of Rebuke
6th-level evocation

Duration: 1 slot
Type: Battle

Target a unit to become wreathed in spears of fire and shards of ice. Until this battle ends, when that unit takes damage from a melee attack, it can use its reaction to deal either 1 fire damage or 1 cold damage to its attacker.

Simulated Soldiers
8th-level conjuration

Duration: 2 slots
Type: Battle

Target a friendly unit on the field. You create a copy of that target in an unoccupied space as close to the target as possible. The copy has the same statistics listed in the target's stat block, but it has 0 weight and its hit points are equal to the target's current hit points. This unit is removed after the battle.

Spring of Discontent
7th-level necromancy

Duration: Instantaneous
Type: World

Casting this spell draws a dark pall across the world, enhancing all ill portents and curses to grow. This spell causes all task checks made by all realms, including yours, to be made with disadvantage on the next turn.

Steelskin
3rd-level transmutation

Duration: Instantaneous
Type: Battle

The armor of a unit you choose transforms into liquid steel. The unit is immune to your choice of bludgeoning, piercing, or slashing damage until that unit takes damage from another type.

Stone to Mud
5th-level transmutation

Duration: Instantaneous
Type: Battle

You transmute a 100 feet by 100 feet section of the battlefield's solid ground into a thick and deep impassable mud terrain. Until the end of the battle, any unit that moves into or begins its turn inside the mud cannot move on its turn unless it succeeds on a Rally saving throw.

Strained Communications
4th-level enchantment

Duration: 1 turn
Type: World

Choose an enemy army to make a Magic saving throw. On a failure, you temporarily confuse that army's commander. Until the start of the next turn, that army will ignore enemy armies in its hex and cannot initiate battles.

Strategic Retreat
2nd-level enchantment

Duration: 1 slot
Type: Battle

This spell imbues a broken unit with a renewed vigor to flee. An unwilling unit must make a Magic saving throw. On a failure, that unit doubles its movement while broken and all attack rolls made against the unit have disadvantage.

A unit can repeat the save at the end of its turn to end the effects.

Stymie Speed
2nd-level evocation

Duration: 1 battle
Type: Battle

You magically slow a unit. On its turn, that unit can only take an action or take a bonus action or make a reaction or move. This spell ends when the unit succeeds on a Rally saving throw.

Summon Fortifications
7th-level transmutation

Duration: 2 slots
Type: Battle

Cast this spell before engaging in a field battle to raise a series of walled fortifications from the ground as though you were the defender in a siege battle. This spell also gives you advantage on your Order (Administration) check to determine what kinds of siege defenses you can raise.

These summoned defenses disappear after the battle ends, regardless of the victor.

Summon Marut
9th-level conjuration

Duration: 3 slots
Type: Battle

You may only cast this spell during the first round of a battle. You strike a deal with Primus to summon a powerful marut that has been programmed to deliver the Word of the Law from your enemies. The marut unit appears in an open empty space and is under your control until the battle ends, at which point the marut returns to the Hall of Concordance. If the marut is destroyed, Primus considers your cause unjust and collects his due by dealing 12 stability damage to your realm. This damage cannot be reduced by any means.

Marut
Construct, fantastic

Armor Class 20 **Initiative** 10
Hit Points 8 **Morale** +4
Speed 250 ft. **Weight** 0

Construct. The marut cannot take the Rally action. When it drops to 0 HP, it is destroyed.

Fly. The marut ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

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

Proud. Only one marut can be in an army. Critical hits against the marut count as normal hits.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 2 bludgeoning damage.

Blazing Edict (Recharge 5–6). *Melee Weapon Attack:* +4 to hit, range 100 ft. in a straight line, make an attack roll for each unit affected. *Hit:* 2 radiant damage.

Summon Storm
5th-level evocation

Duration: 1 slot
Type: Battle

You create a violent thunderstorm in a 100 feet by 100 feet area of the battlefield that is now treated as difficult terrain. Units inside the storm cannot make ranged attacks and cannot be the target of ranged attacks. Units that move into the storm or end their turn inside the storm take 1 lightning damage. On initiative count 20, the storm moves 100 feet as determined by a d4: 1 north, 2 east, 3 south, 4 west. This spell ends if any portion of the storm moves off the map or when the battle is over.

Mana Charged: If you spend 1 mana on initiative count 20, you can choose to move the storm up to 100 feet in any direction.

Summon Tornado
4th-level evocation

Duration: 1 slot
Type: Battle

In an empty space, you create a chaotic whirling wind that is 50 feet in diameter. On initiative count 20, you can move the tornado 50 feet. If the storm moves into another unit, that unit makes a Magic saving throw. On a success, the unit is pushed back 50 feet. On a failure, the unit takes 1 bludgeoning damage. This spell ends when the battle is over.

Taste of Immortality
9th-level abjuration

Duration: 1 slot, until HP are depleted
Type: Battle

Until the end of the battle, a target unit is protected within a semi-impervious magical shell. That unit gains temporary hit points equal to its maximum hit points.

Tempest of the Djinn
3rd-level evocation

Duration: 1 turn
Type: World

You create a storm that is 40 miles in diameter centered on a water hex. Enemy armies cannot enter hexes covered by this storm.

Thunder of the Gods
1st-level evocation

Duration: Instantaneous
Type: Battle

You create a bolt of lightning that strikes a unit. Make a ranged spell attack. If you hit, that unit takes 1 lightning damage and up to two additional bolts may leap to its adjacent allies. Make a separate spell attack for each of those new targets. Each unit struck takes 1 lightning damage.

Third Wind
2nd-level evocation

Duration: Instantaneous
Type: Battle

Choose a target unit you control on the field. All units with that name gain 1 temporary hit point. Those units also add +4 to their initiative in the tracker for the rest of the battle.

Tidal Wave
3rd-level evocation

Duration: Instantaneous
Type: Battle

A tidal wave of water rises and crashes into a target unit that is then pushed back 100 feet and must make a Magic saving throw. On a success, the unit takes 1 bludgeoning damage. If it fails, that unit takes 2 bludgeoning damage.

Time Skip
7th-level transmutation

Duration: Instantaneous
Type: Battle

After a defender has set up their forces in a non-siege battle, you can cast this spell before that battle begins to rearrange the location of all of your forces and move them to any location on the map so long as they are no closer than 200 feet away from any opposing unit.

Titania's Entangling Brambles
2nd-level conjuration

Duration: 1 slot
Type: Battle

You conjure an enormous field of living vines, briars, leaves, and grasses to entangle any units in a 150 feet by 150 feet area. That stretch of the battlefield is now considered difficult terrain.

Until the end of the battle, any unit that begins its turn in the area must succeed on a Magic saving throw or it cannot move this turn.

Tornado Shove
1st-level evocation

Duration: Instantaneous
Type: Battle

You create a sharp blast of air against a target unit. That unit must succeed on a Magic save or you can push the unit 50 feet in a direction of your choice into an empty space. This movement triggers attacks of opportunity.

Transmute
2nd-level transmutation

Duration: 1 slot
Type: World

Target a resource in your realm to be transmuted into another resource of the same rarity so long as you maintain concentration. If that new resource becomes depleted, such as from a mine, this spell ends and the original resource is discarded from your realm's capacity.

Truthful Aura
4th-level enchantment

Duration: 1 turn
Type: World

Before a meeting between leaders, diplomats, dignitaries, nobles, generals, rulers, etc. of a realm, all parties must make a Magic saving throw. On a failure, those characters are compelled to speak the truth for the duration of that meeting. The caster of this spell must also save against their own spell DC to avoid these effects.

Tsunami
5th-level evocation

Duration: Instantaneous
Type: World

You summon a wave that crashes into a settlement whose province contains or shares a border with a river, lake, sea, or ocean. That realm's controller makes an Order (Administration) saving throw against your spell DC. On a failure, a random building in that province is destroyed.

Un/Holy Armaments
5th-level transmutation

Duration: 1 slot
Type: Battle

Until this battle ends, you enchant the melee weapons of a militia, light infantry, heavy infantry, ranged, or mounted unit. Choose whether that unit's melee attacks now do radiant or necrotic damage for the rest of this battle. A unit that takes damage from these weapons has disadvantage on its future melee attacks in this battle until that unit passes a Rally save.

Vampiric Geas
5th-level necromancy

Duration: 1 slot
Type: Battle

You create a vampiric tether between an enemy and friendly unit you choose. The enemy unit must make a Magic saving throw. On a failure, any time that enemy unit takes damage, your friendly unit regains that many hit points. The enemy can make this save again at the end of each of its turns to end the effect. Otherwise, this spell ends when the enemy unit breaks or the battle ends.

Vex's Compelling Command
7th-level enchantment

Duration: 1 slot
Type: Battle

You take control of an enemy non-fantastic unit until the end of a battle. That unit is now considered an ally. You cannot issue any order to the unit that would cause it to injure itself, but you can command it to attack its allies. At the end of the unit's turn, it can end this spell's effect by succeeding on a Magic saving throw. This save can be repeated on subsequent turns until the unit succeeds.

Wall of Fire
2nd-level evocation

Duration: 1 slot
Type: World

Casting this spell calls forth a grand wall of intense heat that surrounds the outskirts of one of your settlements at least 1 mile out. Each non-flying unit of an army that attacks this settlement takes 1 fire damage at the start of the battle.

Warped Wood
6th-level transmutation

Duration: 1 slot
Type: Battle

This spell twists and contorts the ranged weaponry of a unit with a ranged attack. That unit can no longer make ranged attacks for the duration of the battle.

Wave of Acid
1st-level evocation

Duration: Instantaneous
Type: Battle

You draw a wave of acid from the elemental Plane of Water across an enemy unit. Make a ranged magic attack roll against a unit. On a hit, that unit takes 1 acid damage and must make a Magic saving throw. On a failure, the unit is coated with acid and any melee attack rolls made against it have advantage until the end of the affected unit's next turn.

Wave of Doubt
1st-level enchantment

Duration: 1 round
Type: Battle

You cause a unit to falter in its resolve. Choose one enemy unit to make a Magic saving throw and choose one friendly unit. On a failure, the enemy unit cannot target the friendly unit with attacks, spells, abilities, traits, or reactions.

Wave of Fear
4th-level enchantment

Duration: Instantaneous
Type: Battle

Make a ranged magic attack against an unbroken unit. On a hit, that unit breaks.

Winds of Husam al-Balil
3rd-level evocation

Duration: 1 slot
Type: World

You draw upon the elemental Plane of Air to double the movement of a fleet.

Wish Upon Day
9th-transmutation

Duration: Instantaneous
Type: World

This spell harnesses the most untouched powers of the cosmos through a thousand golden years and recreates the effects of any other 8th level or lower spell, whether you have researched that spell or not.

Alternatively, you can create one of the following effects of your choice:

- You instantly create one building whose normal gold cost is 100 gp or less in a province you control.
- You create a permanent instance of a common, rare, or very rare resource in a province you control.
- You create an instance of a unit from any race's list in one of your armies as if you had recruited it successfully. You do not have to pay the gold for this unit at its creation.
- You can immediately create an artifact of 4th level or lower. If that artifact already exists, this spell destroys that artifact's instance before creating the new one under your control.
- You can immediately learn an unknown spell of 4th level or lower and immediately cast it for no additional mana. You do not have to pay the research cost associated with this spell.
- You undo a check roll for a task made this turn by your or another's realm, including any effects resulting from that roll. This spell forces the check to be rerolled with your choice of advantage or disadvantage. After rerolling, you can choose to use the original roll or the reroll.

Wonderous Miasma
9th-level evocation

Duration: Instantaneous
Type: Battle

You create up to three bolts of iridescent energy that rise up from the ground and paralyze three units you choose. Each of those units takes 1 psychic damage and skips its next turn.

Chapter 10: Artifacts

Artifacts in C&C are magical items of the highest order, often providing long-term boons to regions, regiments of soldiers, or changing the fortunes of a nation. Each artifact that you can create is considered a unique object. Only one instance of any artifact can exist at a time.

When an artifact has expended its final charge, it is considered destroyed and another realm, or perhaps the realm who created it in the first place, can create it again.

The DM provides all players with access to a list of which artifacts have been created (though not those artifacts' remaining charges). If you're unclear, ask your DM if an artifact exists before attempting to create it.

If two players successfully attempt to make the same artifact in the same turn (assuming players are taking their turns simultaneously and/or privately from each other), then the player whose modified roll was higher at the end of the turn creates the artifact.

Unless noted in its description, an artifact can be used at any time by spending one of its charges. Spending a charge does not count as a task.

Artifacts

1st Level

Ancient Armor
Beholder's Horn
Dracolich Dice Set
Historical Slab
Mirror of Sight
Opal Owl
Palanquin of Gifts
Portrait of Excellence
Printing Press of Prevarication
Servant Mirror
Turquoise Toucan
Treaty of Anniv
Whisper Well

2nd Level

Basket of Rancid Myconids
Contract of Air Elemental Control
Crate of Speed Boots
Drums of Indecision
Enchanted Octosphere
Eyedrops of Karin-Hari
Magnificent Menagerie
Mithriltine Gauntlet
Niklf's Training Array
Noble Decree
Pearl Pigeon
PippleJam's Café
Pocket Bridge
Rings of Warning
Wagon of Plenty

3rd Level

Animated Armor
Carbuncle Condor
Contract of Earth Elemental Control
Contract of Water Elemental Control
Crystal Cube
Doctrine of Compelled Legality
Glass Cell of Projection
Imprisoning Cube
Liar's Lyre
Mana Conduit Rod
Mana Orb
Model Globe of Diabolism
Pen of Perfect Forgery
Planar Gateway
Radiant Robes
Ruby Raven
Simulacrum Triad
Slip Clipped Slat Traps
Staff of Conscription
Stalwart Harness
Warding Harpsichord
Weather Vane

4th Level

Abacus of Hidden Numbers
Blending Shelves
Bottomless Coffers
Cloud of Porcelain Fog
Doppelganger Hide
Dwarven Craftmaster Tools
Floating Zaratan
Fountain of Clarity
Garland of Sterling Leadership
Glasses of Truth Seeing
Library on a Rope
Mechanical Monocle
Prophetic Texts of Thoth
Sack of Glitter
Scrying Mirror
Vault of Horror

5th Level

Alchemical Warehouse
Apothecary's Delight
Candles of Teleportation
Courtroom of Mechanus
False Bell Charm
Goblet of Motivation
Reliquary of Holding
Sapphire Sparrow
Stonecrunch Imp
Tapestries of Truth
War Monolith

6th Level

Crop of Arms
Emerald Eagle
Pyrite Parrot
Rotating Orrery
Tangdor War Manual

7th Level

Airship Bomber
Armor of Kwalish
Contract of Fire Elemental Control
Horn of Ragnarök
Robes of Royal Healing

8th Level

Balsa Model
Gond's Blacksmith
Liquid Green Fire
Moradin's Weaponsmith
Repeater Mechanisms
Vault of Delights

9th Level

Bottle of Wonder
Dragonchess Set
Fleet of Airships
Ioun Blocks
Sepulcher of Avarice
Terracotta Army

Abacus of Hidden Numbers
4th-level artifact

Charges: 3

This artifact is built from copper and electrum pieces strung on iron rods and with a frame made of yew. You can spend a charge of the abacus to obscure costs and only pay half for a successfully constructed building or recruited unit this turn.

Airship Bomber
7th-level artifact

Charges: 7
Equipped: army

This expertly designed steamwork airship accompanies an army, aiding it in battle with air support. While equipped, that army can add your Alchemy bonus to its Scouting checks.

When you spend a charge of the ship in battle, the airship makes a bombing run against a target unit of your choice. Make a +7 ranged attack roll against the target. On a hit, the target takes 2 bludgeoning damage. This ability can be used once per round.

Alchemical Warehouse
5th-level artifact

Charges: 10

Once per turn, you can spend a charge of the warehouse to convert one of your resources to another resource of the same rarity.

Ancient Armor
1st-level artifact

Charges: n/a
Equipped: unit

That unit that equips this custom-fitted set ancient armors is immune to extra damage from critical hits. This artifact is destroyed when the unit is destroyed.

Apothecary's Delight
5th-level artifact

Charges: 2
Equipped: herbalist

This energizing mixture allows your mages to work late into the evenings and focus their otherwise deficient attention on the job at hand. You can spend one charge of this artifact after successfully researching a spell of 4th level or lower to ignore the gold cost of that research.

Animated Armors
3rd-level artifact

Charges: 3
Equipped: commander

Once per battle, you can spend a charge of these armors to raise a unit of animated plate mail suits of armor in an unoccupied space within 500 feet of your commander's attached unit. When destroyed, the unit crumbles into normal suits of armor and the artifact can be used again in a subsequent battle.

When you spend the final charge of the armors in battle, the unit and the artifact are destroyed after the battle.

Animated Armors
Artifact, light infantry

Armor Class 18 **Initiative** 11
Hit Points 3 **Morale** +0
Speed 250 ft. **Weight** 0

Construct. The armors cannot take the Rally action. When they drop to 0 hit points, they are destroyed.

Actions

Slam. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Armor of Kwalish
7th-level artifact

Charges: 3
Equipped: army

Before a battle begins, you can spend one charge of the armor to place a pilot into a modified apparatus of Kwalish. This unit begins the battle underground and arrives in 1d4 turns, bursting forth out of the soil in an empty space within 100 feet of one of your units. If destroyed in the battle, the unit crumbles into its disparate pieces and the artifact can be used again in a subsequent battle if another charge is spent.

Armor of Kwalish
Artifact, heavy infantry

Armor Class 20 **Initiative** 6
Hit Points 6 **Morale** +0
Speed 300 ft. **Weight** 3

Burrower. The armor can burrow 100 feet through the ground and reappear in an unoccupied space.

Construct. The armor cannot take the Rally action. When it drops to 0 hit points, it is destroyed.

Actions

Claw. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 slashing damage.

Balsa Model
8th-level artifact

Charges: 4

This artifact appears as a perfect miniature model replica of another realm's building. You can spend a charge of the model to target a building in another realm. That building disappears and this artifact grows to normal size in one of your settlements, providing you with its benefits. While missing from its home, the original owner of the building gains no benefit or use from the building, but it still counts against its original owner's and your PB limit for that type.

If the replicated building is damaged or destroyed, this effect ends and the building returns undamaged to the original owner. Otherwise, this effect lasts for 3 turns. You can only have one copy of a building at time. Spending another charge of this artifact destroys any replicated building you currently have.

Basket of Rancid Myconids
2nd-level artifact

Charges: 1

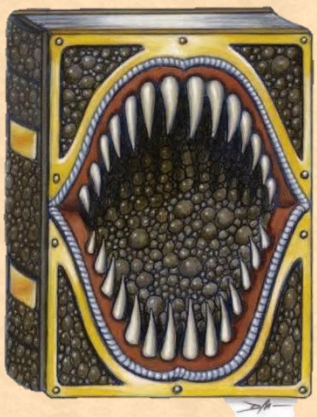
This wicker basket contains thousands of tiny poisonous myconids that, when you spend a charge, exit the basket and march furtively toward a province adjacent to your realm. These myconids disperse their rancid spores across that province, causing any food resources within to become unusable for this turn and affecting that realm with the starvation condition.

Beholder's Horn
1st-level artifact

Charges: 4
Equipped: commander

This horn has been carved from the central eye of a beholder and has similar antimagic effects. When a commander spends a charge and blows the horn in battle, it prevents any spell from being cast until the start of that commander's next turn.

Blending Shelves
4th-level artifact



Charges: 4
Equipped: library

This set of empty oak bookshelves can be fitted into any existing library you have built. When you spend a charge of these shelves, they slowly grow books filled with arcane knowledge. For each charge you spend, you randomly learn one level 1 spell that you currently do not know. When you spend 2 charges, you can learn one random level 2 spell that you currently do not know. Learning spells in this way costs no gold.

Bottle of Wonder
9th-level artifact

Charges: 1
Equipped: commander

This unassuming wooden bottle and cork stopper looks identical to a *potion of healing*, but when the unit attached to your commander opens it as an action during battle, it may summon a fantastic unit that appears in the closest open space near the commander. For this battle, that fantastic unit has weight 0, but its other statistics are as if you had recruited it normally. After the battle, the summoned unit disappears.

When the bottle is opened, roll a d10 on the Bottle of Wonder table to determine what the bottle holds.

Bottle of Wonder

Roll	Effect
1-2	Commander's unit takes 2 force damage
3	Hydra
4	Iron Golem
5	Roc
6	Phoenix
7	Balor
8	Planetar
9	Dragon Turtle
10	Adult Dragon of a color of your choice

Bottomless Coffers
4th-level artifact

Charges: 5

If you fail a Population (Recruitment) or Economy (Construction) check by no more than 5 on your modified die roll, you can spend a charge of this artifact to instead succeed on the attempt.

Candles of Teleportation
5th-level artifact

Charges: 4
Equipped: two provinces

When you construct this artifact, choose two provinces you control to equip with this pair of ethereal lighthouse towers. When one of your armies is present at either lighthouse, you can spend a charge to instantly teleport them to the other lighthouse. Doing this ends the movement of that army for the turn. If you lose control of either province, this artifact is destroyed.

Carbuncle Condor
3rd-level artifact

Charges: 2

After one of your armies has been defeated and the commander has been killed, you can expend one charge of this multifaceted gem bird to transport the body of your commander back to your capital, at which point they are successfully raised from the dead.

Cloud of Porcelain Fog
4th-level artifact

Charges: 4
Equipped: army

By spending a charge, the army using this artifact can move invisibly on the map. Any check made to identify the army is made with disadvantage. If the army remains undetected, its commander can choose to avoid combat if its army occupies a hex with an enemy army at the end of a turn.

Contract of Air Elemental Control
2nd-level artifact

Charges: 4
Equipped: army

This artifact employs enough air elementals to provide adequate air supply for an army of up to 25 weight. Spending a charge allows that army to submerge and attack an underwater settlement with no penalty to their movement. This effect lasts for one turn, at which point the army must either occupy the settlement it attacked, or return to land.

Contract of Earth Elemental Control
3rd-level artifact

Charges: 3

Spending a charge of this contract activates a loyal contingent of earth elementals who effortlessly reshape an existing building you control into a different building with an equal or lesser Construction DC.

Contract of Fire Elemental Control
7th-level artifact

Charges: 4
Equipped: province

This artifact emerges from the ground to surround your settlement with a magical fire that only allows allied units to pass through. If this province's settlement is the target of a siege battle, you can spend one charge to add a wall of flame that extends 50 feet away from the nonmagical walls (if any) of this settlement. Enemy units passing through or ending their turn in this fire take 1 fire damage.

Contract of Water Elemental Control
3rd-level artifact

Charges: 2

The owner of this contract can spend one charge to construct a shipyard in one of your provinces without paying its cost.

You can also spend one charge to double the ocean movement of an army that starts its turn at sea. That army's movement stops for the turn once it makes landfall.

Courtroom of Mechanus
5th-level artifact

Charges: 2
Equipped: capital

This octagonal portal, installed in your capital, creates a direct link to a great judge on the Plane of Mechanus. If you believe another realm has committed a crime against your realm, you can spend a charge of this artifact to hold a trial. Crimes may include Sabotage, Raiding, malicious Intelligence or Influence, war atrocities, or some other act that you can articulate.

If the realm in question did in fact commit the crime (as judged by the DM), it takes 5d6 stability damage. However, if the realm was not responsible for the crime you describe, you take 5d6 stability damage. The crime is then settled and cannot be relitigated in this way again.

Crate of Speed Boots
2nd-level artifact

Charges: n/a
Equipped: non-siege, non-fantastic unit

The unit that equips this artifact gains the Charge trait. This artifact is destroyed if this unit is destroyed.

Crop of Arms
6th-level artifact

Charges: 3
Equipped: army

This artifact is a satchel of metallic shards, that, when planted in a hoed field, quickly sprout usable spears, swords, bows, and portions of armor that can be used to equip a small army. You can spend one charge of these seeds to refresh the garrison of a settlement and make it immediately usable, including those intrinsic to forts.

Crystal Cube
3rd-level artifact

Charges: 6

You can spend one charge of this cube to know all the tasks that another realm attempted last turn. You are told the names of the tasks, but no further details and you are not informed whether those tasks succeeded or not.

Doctrine of Compelled Legality
3rd-level artifact

Charges: 3

When another realm takes stability damage from a breach of trust, including declarations of war, you can spend a charge of this doctrine to increase that damage by 2d6. You do not need to be enemies with the infringing realm to use this artifact against them, but that realm will be notified that this artifact is the cause of the additional damage.

Doppelganger Hide
4th-level artifact

Charges: 4
Equipped: commander

This oily black leather armor allows your commander to change their class for the rest of a battle when you spend one charge. The commander reverts to their original class after the battle.

Dracolich Dice Set
1st-level artifact

Charges: 6

This set of polyhedral dice are carved from the remains of dracolich bones. Once per turn when you fail a task, you can spend a charge of this artifact to put aside the failed die result and reroll that task. However, on the next task you roll, you must use the unmodified number on the failed die as that new task's modified roll.

Dragonchess Set
9th-level artifact

Charges: 6

This set of 6 jade dragonchess figurines is held in a red velour pouch. The set's owner can spend a charge and randomly pull one from the pouch, which activates the figure's ability as shown below.

- **Ancient.** When kept on the highest-ranking leader of your realm, this figure protects its holder from death. Any source of damage that would otherwise poison, cut, weaken, age, or harm the leader is instead transferred to the piece. This effect lasts until the final charge of the set has been spent. If the ancient figure is pulled from the pouch last, it and the pouch are destroyed.
- **Adult.** Your realm immediately gains 200 gold.
- **Young.** Your realm gains 50 experience points.
- **Wyrmling.** This figure transforms into another level 4 or lower artifact of your choice not currently in existence.
- **Hatchling.** You lose 75 experience points. If this loss drops you to a lower level, you instead lose an amount that leaves you with enough XP to not lose a level.
- **Egg.** You discover three new food resources of your choice.

Drums of Indecision
2nd-level artifact

Charges: 4
Equipped: commander

While in battle, your commander's attached unit can use its action to spend a charge of this artifact. Doing so produces a distracting and arrhythmic drumming that only the opposing commander can hear. For the rest of this battle, that commander's rating is reduced by 1 (to a minimum of 0) when that commander adds its rating to attack rolls and Rally checks or saving throws. This effect does not change the enemy commander's weight limit.

Dwarven Craftmaster Tools
4th-level artifact

Charges: 2

When you spend a charge of these enchanted chisels, saws, hammers, shears, trowels, and files, you can add +5 bonus to an Economy (Construction) check after you make the roll.

Emerald Eagle
6th-level artifact

Charges: 6
Equipped: army

Spending a charge of this tiny carved keepsake transforms it into a gargantuan ethereal green eagle that can move one unit in its equipped army to another army anywhere in the world. After transport, the unit is added to the new army and the eagle shrinks and remains with that army.

You can also spend a charge to move the artifact to a new army without transporting a unit.

Enchanted Octosphere
2nd-level artifact

Charges: 6

This black crystal orb can be called upon to offer augury and omen. After spending a charge and being asked a yes/no question, the orb's exterior displays a simple message in response that the DM provides. Answers to your question can consist of:

- **Weal.** All signs point to yes without a doubt.
- **Woe.** The outlook, according to the sphere's sources, is not so good, very doubtful, or should not be counted on.
- **Neither.** The answer to your question is hazy and you may wish to try again later. Receiving this answer does not expend one of the artifact's charges.

Eyedrops of Karin-Hari
2nd-level artifact

Charges: 3

This artifact is a small vial of mercury and a dropper. Placing a drop on each eye spends a charge of the artifact and allows you to view a battle to which you would otherwise not have access.

False Bell Charm
5th-level artifact

Charges: 3
Equipped: army

By spending a charge and ringing this bell, an attacking army can prevent a defender from adding their settlement's garrison units to a siege battle.

Fleet of Airships
9th-level artifact

Charges: 3

This contingent of enchanted steamwork airships is capable of transporting an army of any size. When you spend a charge, that army can move up to 72 miles by air this turn. While in transit, the fleet and the army can only be detected through magical means.

When the final charge of this artifact is spent, you can spend 6 mana to refuel the airships and regenerate 2 charges, otherwise the artifact is destroyed.

Floating Zaratan
4th-level artifact

Charges: 12
Equipped: castle settlement

This artifact is a jar of multicolored sea salts and rainbow sand. When you expend a charge and sprinkle the contents around the borders of a castle, the terrain surrounding that castle separates into a stable island that rises one mile into the air for the turn. While floating, the castle cannot be attacked unless those armies or units have flight or some magical means of reaching the castle.

Once the castle is airborne, you can spend an additional charge to maintain its altitude for another turn.

Fountain of Clarity
4th-level artifact

Charges: 4
Equipped: capital

This wondrous fountain resides in your capital and allows people from across your realm to visit and partake of its waters' healing effects. When you regain stability points using stability dice, you can spend a charge of this fountain to change any die results of 1 or 2 into a 3.

Garland of Sterling Leadership
4th-level artifact

Charges: 3
Equipped: commander

After setting up forces but before a battle begins, you can spend one charge to increase the effectiveness of the commander for this battle by +1 when that commander adds its rating to attack rolls and Rally checks or saving throws

You can also spend three charges to increase the commander's effectiveness by +2. The commander's rating cannot exceed +2 in this way.

Glass Cell of Projection
3rd-level artifact

Charges: 6
Equipped: capital

This artifact is a 5 feet by 5 feet by 10 feet glass case decorated with gold inlay and gemstones embedded throughout the glass. The case opens via a door connected by tin hinges.

Before a battle starts, when one of your leaders of substantial importance (monarch, head council member, preeminent religious leader, warlord of warlords, etc.) stands inside the case and you spend a charge, it projects a giant illusory replica of that leader across a battlefield. This leader can see everything that their projection can see, and their booming presence grants your units a +1 bonus on all Rally saving throws for the battle.

Glasses of Truth Seeing
4th-level artifact

Charges: 4

While reading a written message, the owner of these glasses can spend one charge to determine if any information in the correspondence is true or false.

Goblet of Motivation
5th-level artifact

Charges: 3
Equipped: capital

This majestic ceramic goblet, installed in your capital as closely as possible to your senior leader(s), is always near-to-filled with a hot, refreshing liquid that, when imbibed by those leaders, instills them with renewed energy.

Once per turn, you can spend a charge of this artifact to conduct one additional task this turn. Alternatively, you can spend 3 charges to conduct two additional tasks this turn, assuming you add sweetener and cream.

Gond's Blacksmith
8th-level artifact

Charges: 8

This artifact tirelessly creates superior quality armor. When you make a Population (Recruitment) check to create a light infantry unit, you can spend one charge to increase the unit's AC by +1

Historical Slab
1st-level artifact

Charges: 4

This granite slab covers a wall roughly 20 feet by 10 feet tall. Whenever your realm gains experience for any reason, you can spend one charge of this artifact to cause the slab to become inscribed with your achievements and victories, including any flourishes and embellishments, thereby increasing that experience reward by 1 XP.

Horn of Ragnarök
7th-level artifact

Charges: 2
Equipped: army

If 3 or more of your units are currently broken, you can spend one charge of this artifact to immediately rally all of your broken units. Those units regain 2 hit points.

Imprisoning Cube
3rd-level artifact

Charges: 4
Equipped: capital

Spending one of this artifact's charges physically teleports a creature of your choice into a 20 feet by 20 feet cube of magical energy. The cube resides in your capital at a location you choose (town square, inner sanctum, etc.). Anyone inside the cube finds that it is modestly furnished, has an unlimited supply of breathable air, and generates three meals a day—enough to sustain the prisoner with whatever food they would normally eat. The owner of the cube must spend a charge at the start of each turn or the prisoner is teleported back into the closest open space to where they came from.

Ioun Blocks
9th-level artifact

Charges: n/a
Equipped: capital

Ioun blocks are precious gems, roughly one to two tons in weight each. When creating these blocks, they are placed within your capital and slowly hover in orbit around whichever structure your realm deems the most vital. Only one block can be equipped at a time, but once it is, it provides a permanent boost to your attributes as shown on the Ioun Blocks table. This boost may adjust your attribute modifier, but it does not adjust your settlements, provinces, or the game's map in any way.

Ioun Blocks

Block Type	Benefit
Red rhomboid	Population +1
Cloudy red sphere	Economy +1
Pink rhomboid	Order +1
Marbled scarlet and blue pear	Magic +1
Incandescent blue cube	Culture +1
Marbled pink and green ovoid	Diplomacy +1

Liar's Lyre
3rd-level artifact

Charges: 3

Right after losing a battle, you can spend a charge to use this musical instrument to compose a song that retells the story as a heroic pyrrhic victory. This reduces the stability point loss you would otherwise take by up to twice your level.

Library on a Rope
4th-level artifact

Charges: 6
Equipped: army

This tiny notebook is no larger than a deck of tarot cards and attaches snugly by rope to its owner's belt. Flipping through it shows nothing but blank pages. If its owner expends a charge after setting up their units in battle, however, the pages instantly are filled with spell chants, ingredients, tactics, and necessary reagents, which allows you to readjust your list of prepared spells.

Liquid Green Fire
8th-level artifact

Charges: 2
Equipped: army

This artifact allows an army to create havoc while pillaging enemy territory. When that army successfully makes a Population (Raiding) check, you can spend one of its charges to gain that province's normal income, cause stability damage to that realm equal to half this army's weight, or both if you spend two charges.

Magnificent Menagerie
2nd-level artifact

Charges: 2

This artifact is built to resemble a large barn. You can spend a charge to open its door, upon which an enormous herd of animals wanders out. You can then add 1 food resource of your choice from alpaca, bison, camels, cattle, goats, horses, pigs, reindeer, sheep, or wild game as if you had succeeded on an Exploration check.

Mana Conduit Rod
3rd-level artifact

Charges: 3

This artifact, attached to the top of a building, is a 20 foot reinforced steel rod with a crystal orb on the end. At the start of a season, when realms collect their mana, you can spend one charge of this artifact to steal 1 point of mana from a target realm. That realm, unless it has some means of detection, is not told the source of this theft.

Mana Orb
3rd-level artifact

Charges: 3

This seemingly innocuous steel orb holds 3 mana. For each charge you spend, you gain one mana.

Mechanical Monocle
4th-level artifact

Charges: 8

This artifact consists of a black-lens monocle that normally obscures its wearer's vision. When worn after spending a charge, however, the lens opens a visual portal that allows you to target any realm, whereupon you become aware of the efforts of that realm from the previous turn.

The monocle provides limited information that includes what types of tasks were attempted and whether they were successful or not. The monocle does not provide details on the targets of those tasks, or their methods.

Mirror of Sight
1st-level artifact

Charges: 6
Equipped: capital

When you spend a charge, you can communicate secretly with any other leader/player. The contents of this message are considered secure and cannot be intercepted or manipulated by any means.

Mithriltine Gauntlet
2nd-level artifact

Charges: 6
Equipped: commander

This heavy gauntlet completely covers its wearer's hand in a tight fist of crimson mithral and adamantine alloy. When an enemy unit attempts to teleport via trait or some other magical means, the wearer of this gauntlet can spend a charge to prevent that instance of teleportation.

Model Globe of Diabolism
3rd-level artifact

Charges: 7
Equipped: university

Residing in one of your universities, this artifact appears as a scale globe model of the world, measuring 20 feet in diameter. As the fortunes rise and fall across the realms, the globe adjusts automatically, redrawing its borders and giving you greater insight into the precise geographic points where your spell usage will strike.

You can spend one charge of this artifact to add a d6 to your Spell Attack bonus. You can spend the charge after making a Spell Attack roll but before you know if it's successful.

Moradin's Weaponsmith
8th-level artifact

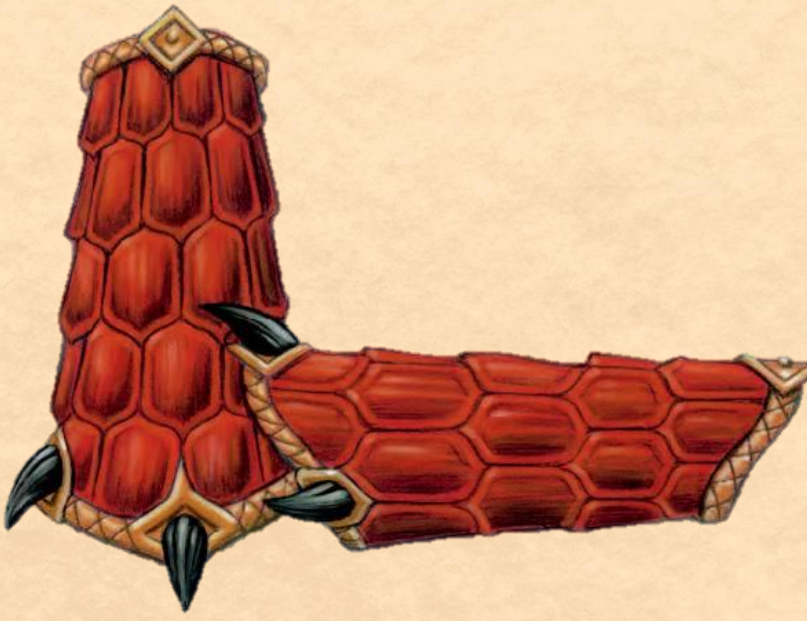
Charges: 8

This artifact tirelessly creates superior quality weapons. When you make a Population (Recruitment) check, you can spend one charge to reduce the Recruit DC by -5.

Niklf's Training Array
2nd-level artifact

Charges: 3

You can spend a charge of this tome of training techniques to permanently change the class of one of your commanders to a different class that you could normally create.



Noble Decree
2nd-level artifact

Charges: 2

You can spend a charge of this artifact when creating a new commander to only pay 10 gold instead of 20.

Opal Owl
1st-level artifact

Charges: 4
Equipped: army

This gem encrusted automaton bird grants you limited insight into the movements of nearby armies. This lets you win initiative ties before a battle to determine who sets up first after surveying the field. Additionally, you can spend one charge to increase the initiative values of each unit in your army by 2 for the battle.

Palanquin of Gifts
1st-level artifact

Charges: 5

When conducting talks with an NPC realm, you can use this box to present the perfect gift to smooth the diplomatic process. When you spend a charge of this artifact, it fills with precisely the right set of gifts to flatter and show respect to the target of your talks, granting you advantage on any Diplomacy (Negotiation) checks you make with this NPC realm or its representatives.

Pearl Pigeon
2nd-level artifact

Charges: 3
Equipped: army

When the unit attached to your commander breaks, retreats, or is destroyed, you can expend one charge of this tiny ornamental bird to attach your commander to a new unbroken unit you control.

Pen of Perfect Forgery
3rd-level artifact

Charges: 2

If your realm fails an Intelligence, Sabotage, Influence, or Raiding check, or other furtive attempt against another realm, the DM will inform you of the failure and you can then spend one charge from this artifact to flawlessly cast blame on another realm. The DM will inform the original target player that the framed player made the attempt instead, including adjusting any details that would trace the attempt back to you.

PippleJam's Café
2nd-level artifact

Charges: 8

You can spend a charge of this artifact to eat one of your available strategic resources this turn and gain 20 supply for the turn.

Planar Gateway
3rd-level artifact

Charges: 6

You have created an extra-planar portal that makes it easier to summon amazing creatures. Use one charge to add a +4 bonus when making a Magic (Lore) check to recruit a fantastic unit.

Pocket Bridge
2nd-level artifact

Charges: 4
Equipped: army

Spending a charge of this bag of ethereal dust immediately creates a bridge up to 300 feet wide by 300 feet long, or smaller if you choose. This lasts for the battle and takes on the appearance of a sturdy wooden bridge that is translucent and blue. Only your allied units can use this bridge.

Portrait of Excellence
1st-level artifact

Charges: 3

This artistic work showing a character of great renown in your realm inspires great pride in the people causing them to take up arms against your enemies. You can spend a charge of this artifact to add 1 light infantry unit to the intrinsic garrison forces of a settlement when that settlement is attacked.

Printing Press of Prevarication
1st-level artifact

Charges: 2

This iron-forged device, when activated with a charge, generates thousands of pamphlets everywhere in a province you target. The pamphlets are filled with false information and rousing stories of misdoings, crime, and abuse from whomever those citizens fear most, afflicting the province with unrest. A realm affected by this cannot be targeted again until the start of a new year.

Prophetic Texts of Thoth
4th-level artifact

Charges: 2

This artifact reveals lost and unusual facts about your realm's history. After successfully making an Economy (Exploration) check to discover a new resource, you can spend one charge to increase the rarity of that resource by one level.

Pyrite Parrot
6th-artifact

Charges: 3
Equipped: army

You can spend one charge of this artifact to have the metallic parrot litter the battlefield with undetectable explosives. Every time an enemy unit uses its full movement allowance in this battle, it must make a Magic saving throw using its own initiative value as the DC. On a failure, that unit triggers a mine and takes 1 fire damage. After 3 mines have exploded during the battle, the parrot pines for the fjords and is considered exhausted and no further saving throws are needed.

Radiant Robes
3rd-level artifact

Charges: 2

The wearer of these robes can spend one charge to give a magnificent speech that is heard throughout a realm. The effect of this speech restores 4d6 stability points to that realm.

Reliquary of Holding
5th-level artifact

Charges: 5
Equipped: cathedral

This chest resides in one of your cathedrals and contains a holy relic of immense power, previously owned by someone from your realm's history. When you spend a charge, you can increase your spell DC by a d4 for 3 turns. Only one such spell DC bonus may be active at a time and if you spend a charge before the 3 turns is up, the previous bonus is deactivated.

Repeater Mechanisms
8th-level artifact

Charges: n/a
Equipped: siege unit

This powerful artifact magically hastens an existing siege unit giving it the ability to fire twice as fast. This unit can make a ranged attack as a bonus action. This artifact is destroyed when this unit is destroyed.

Rings of Warning
2nd-level artifact

Charges: 4

Up to 12 of these rings can be distributed to members of your royal family, key scholars, religious leaders, battle champions, or other notable figures in your realm. They provide the wearer with an intense extrasensory perception regarding their own safety. Any attempted assassination, coup, poisoning, kidnapping, or other physical harm that may be plotted against them, such as from a Diplomacy (Sabotage) check, is made with disadvantage. Unlike other artifacts, charges are spent automatically each time an attempt is made against the rings' wearers.

Robes of Royal Healing
7th-level artifact

Charges: 3
Equipped: commander

As an action in battle, your commander can spend a charge of this artifact to regain HP for its attached unit equal to that commander's rating.

Rotating Orrery
6th-level artifact

Charges: 4

While in battle, you can spend one or more charges of this astrological model to gain that many concentration slots for battle spells. These slots are lost at the end of the battle.

Ruby Raven
3rd-level artifact

Charges: 5
Equipped: army

By spending a charge, this gem-studded bird can fly up to 3 times the movement range of its attached army and see the contents of one army it can reach. The raven returns with information including:

- The commander's rating and class
- The total weight of the army
- How many units and what type are in the army

Sack of Glitter
4th-level artifact

Charges: 2
Equipped: army

Spending a charge of this sack imbues every unit of your army with the Fly trait for the duration of a battle.

Sapphire Sparrow
5th-level artifact

Charges: 3
Equipped: army

Before a battle begins, you can spend a charge to have this gemstone bird rush toward an enemy army and return with enough time and information that you can coordinate your own forces and prevent being ambushed or surprised.

Scrying Mirror
4th-level artifact

Charges: 3

This mirror allows you to see future events unfold. If you have attempted two or more tasks this turn that required attribute checks, you can spend one of this artifact's charges and swap the value of two of those rolls for each other. This may cause one or both of the attempts to become failures or successes.

Sepulcher of Avarice
9th-level artifact

Charges: 2

This artifact is a stone tomb for a large creature. Once per turn, you can spend one of its charges to call upon the spirit of greed to magically and secretly transport gold from a target realm to your own treasury. Up to 5d20 gold is stolen from that realm after they finish the current turn. A realm cannot be targeted more than once per season and a realm cannot lose more gold than it has.

Servant Mirror
1st-level artifact

Charges: 6

This enchanted mirror contains the ghost of a brilliant, affable, and attractive advisor. Once per turn, by spending a charge and calling upon the mirror's aid, this ghost's image will coalesce in the mirror and provide detailed, personalized advice for whatever goal you are currently contemplating. This ghost's knowledge is limited to whatever you and your realm know, but the ghost can offer tips and strategies not unlike those that a friendly DM would provide.

Simulacrum Triad
3rd-level artifact

Charges: 3

When anyone of importance in your realm is successfully assassinated or killed outside of battle, you can choose to spend a charge of this artifact to ignore that death, which instead destroys one of your planted simulacrums.

Slip Clipped Slat Traps
3rd-level artifact

Charges: 3
Equipped: unit

Attaching these spring-loaded spike mechanisms to a friendly unit allows you to retaliate against attacking foes. When that unit takes melee damage, you can spend a charge and use that unit's reaction to deal 1 piercing damage to its attacker.

Staff of Conscription
3rd-level artifact

Charges: 4

If you fail a Population (Recruitment) check, you can spend a charge to use the roll to recruit an alternate unit on your race's list with a lower DC if your check total matches or exceeds the alternate unit's Recruit DC. Using this artifact lets you ignore the building requirements of the alternate unit.

Stalwart Harness
3rd-level artifact

Charges: n/a
Equipped: commander and fantastic unit

This artifact permanently binds a commander to one of your fantastic units. Once bound, the two cannot be willingly separated. The attached unit adds +1 to its attack rolls and AC for as long as the commander is attached. This artifact is destroyed when the equipped fantastic unit is destroyed.

Stonecrunch Imp
5th-level artifact

Charges: 1

This 4-foot-tall device resembles a hunched demon with a gaping maw of hundreds of interlocking teeth. When you expend its only charge, the imp sets to work grinding and chewing its way through a building you control until that building is destroyed.

You can also set the imp upon a specific building in another realm if you know where that building exists. This information can come from a previous Intelligence or Sabotage attempt, or from a character in your realm having previously visited the province and seen the building.

Tangdor War Manual
6th-level artifact

Charges: 2
Equipped: commander

Before starting a battle, you can spend a charge of this jeweled bird to increase your commander's weight limit by 5 for this battle. You cannot use this artifact to increase a commander's weight limit beyond 25.

Tapestries of Truth
5th-level artifact

Charges: 4
Equipped: capital

This artifact is a collection of wall-hanging tapestries depicting historical figures from your realm who were either heroically martyred for speaking truth to power, or viciously punished for lies.

When dignitaries, ambassadors, diplomats, messengers, or other similar representatives are present where these tapestries have been installed, you can spend one of this artifact's charges to prevent anyone in the room (including yourself) from deliberately telling a lie. People in the room are aware of the tapestries' effects and can attempt to obscure their answers.

The effect ends at the end of the turn, but can be reactivated by spending another charge on subsequent turns or meetings.

Terracotta Army
9th-level artifact

Charges: 1
Equipped: one province

This artifact is a small set of terracotta figurines that one might use to conduct wargaming or strategy exercises on a reduced map. When the artifact's charge is spent, it creates up to 15 weight worth of units that you choose from your race's list. These units have the same statistics as their normal counterparts, except each also has the Construct trait.

If these units are destroyed, they do not cause stability damage to their owner.

Once created, these units cannot leave the province they were created in, and if an army contains nothing but these construct units, that army does not need supply.

When another *terracotta army* artifact is created, any remaining units from the previous use are destroyed.

Treaty of Anniv
1st-level artifact

Charges: 2

When a realm declares war on you or one of your allies, you can use a charge of this artifact to cancel that declaration. This to cancel that declaration this turn.

Turquoise Toucan
1st-level artifact

Charges: 5
Equipped: army

Spending a charge of this stone-encrusted bird gives you limited prescience, allowing you to learn the special scenario rules, including those that may otherwise be secret, before setting up your forces in battle.

Vault of Delights
8th-level artifact

Charges: 1

You can spend the charge of this artifact to double your income at the start of the next new season. On that turn, you cannot conduct any tasks or skill checks that require a roll.

Vault of Horror
4th-level artifact

Charges: 2

When you pay gold to construct a building or create a unit, you can spend a charge of this artifact to make an enemy realm lose half that much gold after it has finished its turn. The enemy realm cannot lose more gold than it has in its treasury and the enemy realm is informed of this action regardless of how much gold is lost.

Wagon of Plenty
2nd-level artifact

Charges: 2
Equipped: army

Spending a charge for this artifact supplies the army to which it is equipped for the remainder of the year.

War Monolith
5th-level artifact

Charges: 5
Equipped: one province

This monolith is considered a building in one of your provinces and appears as a jet-black obsidian obelisk. You can spend one charge to gain advantage on Population (Recruitment) checks that you make this turn.

Warding Harpsichord
3rd-level artifact

Charges: 3
Equipped: capital

When you create this artifact, choose one realm condition from appendix A. This decorated harp plays continuously in your capital and soothes all who hear its melody. Anytime your realm would become affected by the condition that you chose, you can spend one charge to make your realm immune to that condition this turn.

Weather Vane
3rd-level artifact

Charges: 3
Equipped: army

This artifact appears to be a bronze weather vane topped by a majestic rooster. Spending a charge of this artifact allows your army to ignore any adverse weather conditions that may be present as a battle begins. Your opponent still suffers any adverse weather affects.

Whisper Well
1st-level artifact

Charges: 4

This stone well can be installed anywhere within your realm and appears to be filled in when not in use. When a charge is spent, its base opens into a seemingly bottomless pit that catches and collects any malicious intentions toward your realm within the last 3 turns.

If any realm has plotted against you, either through subversive actions, backwater channels, or any player-to-player communications that the DM may have been privy to, the well expels a noxious cloud.

Spending a second charge when this cloud appears causes the cloud to take the shape of a clue as to which realm has plotted against you, although the severity, ill-will, targets, or specific realm's suspects are still obfuscated.

Chapter 11: Running the Game

This chapter makes consideration for C&C DMs starting their campaigns and includes discussion of the unique aspects of C&C, sample storylines that you can run as is or modify to fit your world, and a table of 100 open-ended random events to jumpstart conflict and introduce new mysteries to your players. This chapter is written under the assumption that you are at least somewhat familiar with the concepts inherent to running D&D games even if you haven't acted as a DM before.

Preparation

Your first step is gathering players. You can run a game with as little as 1, but a group of 5-7 is manageable and offers ample opportunity for meaningful interactions. Anything more than 7 players will be labor-intensive for a new DM and you may want to consider coordinating with a second DM and splitting your players into multiple nearby continents.

Whatever the game's size, it's up to you to guide your players in creating their realms and work with them as they create a map of their territory. As the DM, it's your task to stitch these maps together in a way that makes sense in terms of geography – arctic lands closer to the poles, deserts next to mountains, etc. You'll also need to consider how your layout balances the players' starting positions.

As you create the map, add other large NPC realms, whether these are generally good-natured, neutral allies, or potential antagonists. Include minor realms in the spaces between so that your players have opportunity for lower-level conflicts or conquestas they build their empires.

Encourage your players to create detailed histories of their nations and carefully read these documents. Nothing increases player engagement more than showing them that their contribution matters to the game's stories. And the fastest way to do that is by incorporating their realms' backstories into a central plot.

Player Types

Once players are on board, take some time to understand them and the kind of game they want. Think about how frequently they prefer battles to take place and whether they prefer player-vs-player or vs-environment or both.

NOTE: If your game focuses on player vs. player stories, encourage all players to take the standard attribute score array when creating realms.

Actors

Some players will be intrigued by the possibility of acting out the backstabbing, politicking, romance, relationships, and treacheries of a large cast of characters set over a longform story. For these kinds of players, expect to plan your storylines as episodes/seasons of a melodrama with cliffhangers and plot twists.

Tacticians

Players who are primarily interested in flexing their combat prowess will prefer a player-vs-player game with no guaranteed allies and no promises to peaceful interaction. In these games, relationships are constantly shifting and you can expect significant conflict. As a DM, take extra care to manage expectations so that players do not take losses personally.

Builders

Players who don't enjoy constantly looking over their shoulder or questioning their friends' motives may prefer a collaborative game where they are allied against a greater NPC power that threatens the world. In these games, player-vs-player wars are either forbidden or limited. These players will prefer to build their realms in relative safety, maximizing their task rolls, gold output, and making plans for the long-term futures.

Strategists

Players who want a mixed experience may enjoy a coalition game where they start as semi-friendly member states collected in a loose organization, or as a group of families/protectorates of a larger empire. Once that organization is attacked by marauding hordes or some outside force, the players must balance their desire for conquest with their obligation to defend the group as the larger conflict on the horizon approaches.

Storytellers

Some players, including the DM, will be interested in using the events of their C&C game as a storytelling engine to cross-play broader strokes that are resolved in their own D&D campaigns. For these players, expect to receive detailed histories of their realms, which become great material to mine for D&D sessions. These games may move slower than others as they allow room for D&D groups to play their sessions between the C&C turns.

Session 0

Before the first turn, gather your players for an introductory Session 0. Explain how tasks will be rolled, answer any questions, and allow players to introduce their realms to each other. Give them the chance to explain what they believe the rest of the world already knows or thinks it knows about them. You should also use this opportunity to explain the social contract and reiterate that even though players may become adversaries, it is still everyone's ultimate goal to ensure that everyone is having a good time.

Using the world's history you've created, set the stage for the players and tell them what everyone would already know—there's trouble along the borderlands, resurrection magic has recently stopped functioning, a handful of new gods have suddenly appeared in the world's pantheon, a war between demons and devils has spilled into the Material Plane, a new continent is rising from the ocean depths, etc.

Map and Calendar

It's important for players, no later than session 0, to see a final version of the world map to get a sense of location, potential allies, enemies, trading partners, and plans. Create a simple calendar showing the 12 months that your world uses, with clearly marked seasons so they know when to collect income, generate mana, and when their government features refresh. Some realms may use different names for these months in their own language, but you can use this group calendar as a turn tracker that everyone can see.

Make sure your players know what's expected in terms of how often you meet at the table or how often you take turns and where you submit your tasks to the DM. Depending on the number of players, one turn per day or every other day seems reasonable for most schedules, but be understanding when that schedule slips.

C&C has a different pace than most games and it requires a different strategy to keep players engaged. If someone forgets to submit a turn, try to remind them with story-based information, perhaps a new plot complication, random event, or mystery that's occurred.

Subsequent Sessions

Once the game begins, players describe their tasks to you. Whether you or they roll for these tasks, you might narrate at least one of a player's tasks each turn by describing how or why their attempt succeeded or failed. For a failed Economy (Construction) check, "You try to build a barracks, but the architect complains that the delivered lumber won't withstand regular lizardfolk soldier punishment and so they refuse to build." For a Population (Raiding) check, "Your party waits until nightfall and manages to take the halflings' wheat without hurting anyone." Narrating results this way can lead to additional storylines and keep players grounded.

Dropping Out

Through the course of the game, a player may need to pause their involvement or drop out entirely. Let everyone know early that this isn't a problem so long as the player lets you know to avoid game delays. You can find a replacement player and if none are available, let everyone know you'll be running the realm as a large NPC until a replacement can be found.

Running NPC Realms

As the DM, you are in control of everything not directly owned by the players. When a player wants to make contact with NPC realms, you are the dignitary, the Princess, the Holy Prelate, the Lord Commander, and the innkeeper—in short, you are everyone they aren't.

This places upwards of three dozen or more realms under your purview. Making choices for those realms, including task rolls and gold reserves does not necessarily require countless hours of additional work. Much like D&D, the DM only needs to worry about what is current and reasonable. In addition to whatever background storyline elements and motivations are happening behind the player's view, the DM only needs to be concerned with what is immediately on the table and affected by player choices. Once any part of an NPC realm is involved in a player interaction, you only need to generate enough detail to reasonably pass. If a player steals gold from an NPC city's bank, assume they find 2d6 gp in the coffers rather than trying to calculate that NPC's treasury starting from turn 1.

Assume that these minor realms progress in their own goals behind the scenes at relatively the same rate as the players. As a general rule, unless there isn't a story-based reason to do otherwise, keep most NPC realms within plus or minus one or two levels of the players' average realm level.

Combat Encounters

When players' armies do battle, it's okay if they're wildly mismatched. As the DM, you can use your discretion to adjust an encounter to make the battle more competitive or interesting. Give the weaker side a terrain advantage, choose a weather condition that affects the stronger side, have a nearby realm meddle in their affairs with a well-timed spell. Battles do not always have to be adjusted or evenly-matched. Sometimes, the forces brought to bear are simply overwhelmed. It's your job as the DM to create interesting challenges.

When composing enemy forces against a player, use the weight statistic to keep battles on relatively equal footing to ensure battles are challenging but not unbeatable—assuming that is what you want. However, not all battles need to be matched against forces of equal weight. Don't be afraid to mix things up.

One way to balance those challenges is by creating scenario victory conditions that might favor a weaker army. This way, the weaker side may technically achieve a victory condition (XP, gold, mana, etc.) even if the final state of the field shows they've "lost" the fight when considering casualties and losses. This way, both players walk away feeling like they have achieved something.

Battle Scenarios

The DM is responsible for making battles feel fresh and unique. Most could have additional scenario victory conditions that are rooted in the context established by the players' choices. The standard battle is a fight to the last—rout or kill all units to win. This is common if the armies are of roughly equal weight (plus or minus 2–3 weight). When one army is outmatched, expect one player to want to run early. To keep this from feeling stale, add special scenario rules to give the outnumbered player a chance to earn some additional XP. The smaller army may not have a chance of destroying the larger, but you can still create conditions that give them a chance at victory using some suggestions below.

Additional Scenario Rules

When considering the following additional rules to create unique battles, make sure you contextualize *why* that rule is being added:

- A specific unit must survive for X turns; if it does, its allies regain hit points or gain a bonus to their attacks
- A unit has to race from one edge of the map to the other; doing so delivers a message that aids their realm's efforts in subsequent turns
- A challenging unit from a 3rd party arrives; destroying that unit grants a bonus in addition to the XP reward
- A unit must reach a difficult position on the battlefield to activate an object
- A unit from either army must take something from the center of the map and retreat off their deployment area
- One side has control of defensive ballista, cannon, or catapult towers that fire ranged missile attacks
- Two unaligned purple worms erupt from empty spaces and attack whomever is closest
- A trio of terrain-appropriate giant units arrive and attack anyone who crosses some arbitrary threshold into their territory
- A wizard's device, left on the field, adjusts the battle's weather condition each round until it is destroyed or shut off
- A playful god toys with the battle by dealing 1 radiant damage to the unit with the most hit points each round
- If the battle hasn't ended after turn 8, three hostile dragons arrive and attempt to destroy everyone
- A caravan of riches races across the battlefield; attacking the caravan directly gives that army 2d6 gold
- If one army has more weight than the other on top of a hill at the end of a turn, that army generates 1 mana
- Due to an arcane storm, spells have a 50% chance of either fizzling in failure or doubling their number of targets
- A larger NPC force of up to 20 weight declares all player-led units as enemies and now both player armies must work together temporarily
- On initiative count 20, a random unit is teleported back to its deployment area

Throwing in the Towel

In every battle, there may be a turning point where one side wants to stop or call the fight. At that point, if both players agree, the retreating side can gather all their surviving units and treat them as having fled. The winning side can then make a Raiding check against a Scouting check from the losing side to determine prisoners of war as described in chapter 5.

Custom Units

Creating your own units first asks you to conceptualize the role that the unit will play. Will it support others, serve as a frontline defender, act as a fragile but resourceful damage dealer, or plant itself and be a sponge for incoming fire? As you assign the following stats, consider if an individual of this unit were a D&D creature:

- ***AC.*** What would the creature's AC be in D&D? This value is occasionally reduced by 1 or 2 for militia and light infantry or ranged units.
- ***HP.*** Estimate its hit points using the ranges on the table below. Units whose HP falls outside that range are set intentionally as an exception to the norm, such as with Goliath units

Unit HP Table

Unit Type	HP Range
Militia	2–4
Light Infantry Unit	3–5
Ranged Unit	3–5
Heavy Infantry Unit	4–7
Mounted Unit	3–6
Siege Unit	4–8
Fantastic Unit	5–10+

- ***Speed.*** A creature's speed in D&D is how far it can move in one round (6 seconds), but rounds of C&C are one minute long, so multiply that creature's speed by 10.
- ***Initiative.*** Call upon the fates and roll a d20. Or, if the unit is a lighting quick cavalry or permanently hastened fey, assign a higher value. If you're looking to build a player-usable set of units, ensure that these initiative values don't overlap to avoid tie breaking rolls at setup.
- ***Morale.*** Undead and Construct units typically have a Morale modifier of +0. For other units, consider a range of +1 to +6, depending on the discipline, organization, and fervor of the unit.
- ***Requires.*** If you want a unit to be regularly recruitable by a player, consider one or two buildings (see chapter 6) as a requirement. Militia generally require no buildings, while siege and fantastic units usually require upper-level buildings to prevent the quick creation of overpowered armies.
- ***Traits and Reactions.*** See appendix B and choose no more than three that fit this unit's concept. Most traits can be added for flavor, but those that conditionally deal extra damage can drastically unbalance a unit's concept. Tread carefully.
- ***Attack Modifier.*** You can estimate a unit's modifiers for melee and ranged weapon attacks by taking their D&D modifiers and dividing those in half.
- ***Maximum Damage.*** Consider what that unit's maximum damage per round could reasonably be—a dragon's 250 feet breath weapon could technically deal 5 damage per turn under ideal conditions, but 2 damage is more likely. Most units do 1 damage, some lower-classed units do 2 damage conditionally (with Charge, Gouge, etc.) and siege/fantastic units regularly do 2 damage.

Recruit DC, Cost, and Weight Formulas

With that information in mind, calculate the unit's Recruit or Lore DC using the following formula:

Recruitment/Lore DC = (AC × .5) + (HP × .75) + (highest attack roll bonus × .5) + (maximum damage per round)

Round this result up to the nearest integer. To calculate the unit's cost, multiply its DC by a factor determined by its type in the Cost and Weight table.

Cost and Weight Table

Unit Type	Factor	Weight
Militia	0	1
Light Infantry Unit	.9	2
Ranged Unit	1.1	2
Heavy Infantry Unit	1.25	3
Mounted Unit	1.5	4–5
Siege Unit	1.75	4–6
Fantastic Unit	3	5+

To calculate its weight, start with the standard range shown above and consider if this unit has an ability or attack that makes them exceptionally deadlier or weaker than this standard.

Finally, test the unit in a basic skirmish and see how it performs.

Experience Point Awards

The DM determines the XP that players earn from accomplishing their goals, but to keep the pace moving and keep your players looking forward to new levels and features, we suggest:

- 1 XP per successful completion of a task including Administration, Intelligence, Exploration, Influence, Lore, Raiding, Sabotage, Scouting, Trade, and Training tasks; this may increase by 1 or 2, depending on the impact of the task
- 1 XP for signing a trade agreement or treaty with an NPC realm
- 1 XP per level of artifact created
- 1 XP per level of researched spell
- 1, 2, or 4 XP for a successful Construction check
- 1 to 4 XP for discovery of new resource based on that resource's rarity/DC
- 1 XP per weight of a unit defeated in battle
- 1 XP per rival's level when accepting surrenders
- 0 XP for successful Recruitment checks, as these units earn their worth in battle
- 1-5 XP for interesting, challenging, story-driving moments of roleplaying from your players

Milestones

Rather than rewarding individual tasks, you can instead award XP after players accomplish significant milestones in their history, such as at the start of a new year. This may include abandoning experience point tracking altogether and allowing players to level up after meeting certain self-created story-based objectives. This method is particularly useful in cooperative games where players of unequal levels may unbalance the narrative.

Storylines

Adventures in D&D are what individuals embark on, a series of challenges, social interactions, puzzles, exploration, and combat that a DM and group of characters can tackle in an evening.

The scale of C&C, however, covers years and involves far-reaching, uncountable decisions by vast populations. Instead of adventures, C&C runs on **storylines**, which are broad-stroke decision-points. The DM can think of a storyline as a chess set, with each piece independently following its own motivations and aiming for its own goals. The players may not see all the pieces at once, but they're always moving.

We include three storyline options to add to your existing C&C world and give an idea of these large-scale campaigns. Each storyline has the following parts:

- ***Summary.*** A brief overview of the central concern.
- ***Level.*** The level your players' realms should be when implementing this storyline.
- ***Inciting Incident.*** The event, background, or initial information that begins the story.
- ***Conflict.*** Further details on why this story will be challenging for them and what is at stake.
- ***Resolution.*** How your players can resolve the conflict, or barring that, what happens if they fail.
- ***Major/Minor Realms.*** A description of the central forces and minor realms to add to your world. If you add a storyline to an ongoing world, you can modify an existing NPC realm to fit. This section also includes the race, government, level, usual army composition, central characters, and motivations of the realm.

The Blood War Revisited

Summary

The war between devils and demons spills into the Material Plane as they hunt an *infernal sphere*.

Level

This storyline's antagonists scale with the players' realm level and can be added to any existing world. If there are any player-run devil or demon realms, assume these antagonists are not aligned with them in any way.

Inciting Incident

A dark force, located centrally in the largest continent of your world, springs from the ground. It begins as a tiny black sphere that drains the life of nearby plants and animals. While this happens, realms surrounding the sphere receive rumors about a curse, a ghost, a scorned god, or a magical experiment gone wrong. Any living creature or construct that comes within 250 feet of the sphere is immediately killed. The sphere grows as it feeds and its size stabilizes at 200 feet in diameter after one year.

Conflict

The demons and devils, tasked with retrieving the sphere, begin entering the Material Plane via portals on opposite sides of the continent, equally distant from the sphere. Their armies emerge and grow as they march toward the sphere, hoping to slowly drag the massive weapon back toward their starting portals.

The demon and devil armies devastate any province they move through, often going out of their way to create chaos. With each victory, these armies replenish units by converting the suffering they create into the necessary energy to funnel new troops to the world.

When one of these armies is destroyed, another spawns a turn later at a new portal, equally distant from the opposing devil or demon army to the sphere.

If a devil or demon army reaches the sphere, they begin moving it toward the most recent portal they arrived from, moving at half speed. When devil and demon armies clash, the DM can estimate casualties, or say that both sides were wiped out. The cycle continues.

A Lore check (DC 12) shows that if the sphere is returned home by either side, 2d6 portals will open across the world, funneling out fresh armies that are hellbent (or abyssbent) on the apocalypse.

Resolution

A Scouting check (DC 11) from a nearby army shows that this is an infernal, physical object and not a curse or any of the other rumored items or effects. A Research check (DC 14) tells players that while close proximity to the sphere is deadly, it can be safely attacked using spells or ranged attacks. If a player army engages with the sphere, it uses the following unit block.

Infernal Sphere

Artifact, fantastic

Armor Class 18 **Initiative** 20
Hit Points 50 **Morale** +0
Speed 200 ft. **Weight** 0

Agile. The sphere treats all terrain as normal terrain.

Crush. Once per turn, the sphere can move through one enemy larger than one square as if it were difficult terrain. That enemy takes 1 bludgeoning damage. This movement does not trigger attacks of opportunity.

Magic Immunity. The sphere can choose to succeed on a saving throw against spells and other magical effects.

Actions

Infernal Force. All units within 250 feet of the sphere must succeed on a Magic save (DC 18) or take 2 force damage.

Damage done to the sphere cannot be restored, and any damage it takes carries over to the next battle. The sphere can adjust its path, but it generally tries to move from its deployment zone to the other side of the field. When it exits the map, the battle ends and it cannot be captured as a prisoner of war.

The only way the sphere can be destroyed is by dropping its hit points to 0 and any spell or effect that would automatically destroy it can be ignored. Should the sphere be destroyed, likely from multiple battle encounters that whittle it down, it will shrink to the size of a human skull, and no further armies will spawn from portals.

The realm that deals the most cumulative damage to the sphere gains 25 XP, and the realm that destroys the sphere gains 15 XP and gains the following artifact:

Infernal Sphere

9th-level artifact

Charges: 4
Equipped: army

Spend a charge of this fiendish object to create a 200-feet diameter black sphere that remains in place for the duration of the battle. Any enemy unit that ends its turn within 250 feet of it must make a Magic saving throw. On a failed save, that unit takes 2 force damage. As an artifact, the infernal sphere cannot take damage, be destroyed, regain spent charges, or move in battle.

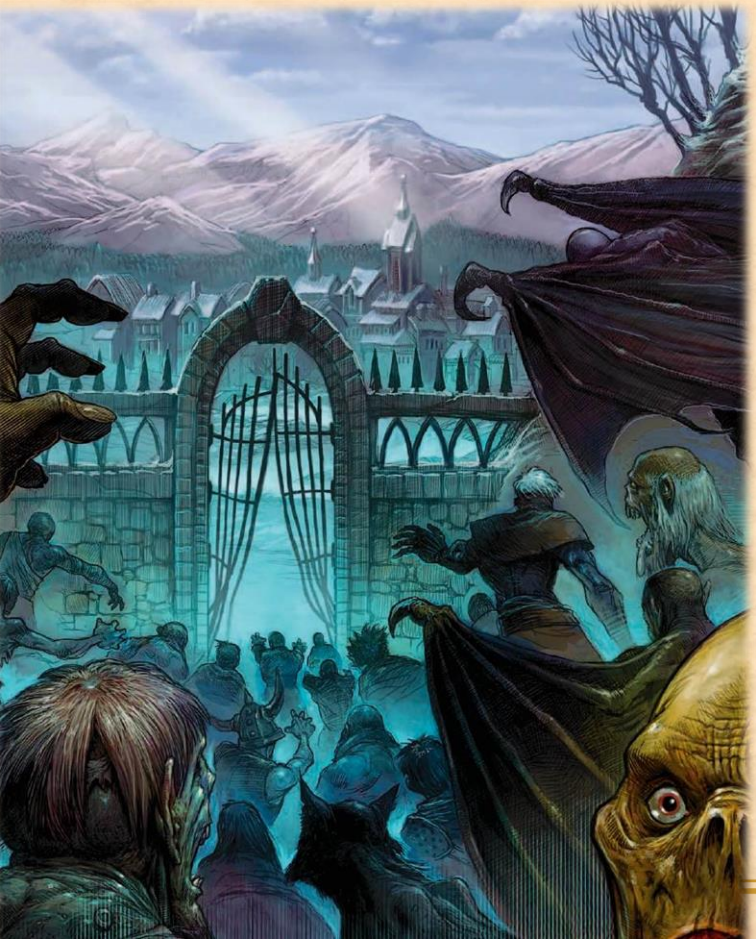
Major Realms

The Abyssal Forces

- **Race:** Demons, which include the following units: abyssal wretches, armanites, babaus, barlguras, bulezaus, chasmes, dretches, dybbuks, glabrezus, goristros, hezrous, manes, mariliths, maw demons, nabassus, nalfeshnees, quasits, rutterkins, shadow demons, sibriexes, vrocks, and wastriliths
- **Government:** Collective (Bonded subtype)
- **Level:** The Abyssal forces begin 1 level higher than the highest-level player realm
- **Armies:** Demon armies favor overwhelming the enemy with large numbers of weak units. Each turn, a demon army will move 8 miles toward the sphere regardless of terrain difficulty.
- **Characters**: Other than the intrinsic warlock commanders of their armies, the demons have no central authority and instead act on instinct. Players who attempt to negotiate with the demons will find them to be capricious and unhelpful.
- **Motivations**: Demons have no interest in a permanent foothold in the Material Plane and will raze whatever they fight on their way to the sphere. Their destruction can damage settlement buildings, destroy resources, and leech mana from neighboring realms.

The Nine Hells Expedition

- **Race:** Devils, which include the following units: barbed devils, bearded devils, bone devils, chain evils, erinyes, ice devils, imps, horned devils, spined devils, and pit fiends
- **Government:** Dictatorship
- **Level**: 3 levels greater than the highest-level player realm
- **Armies:** Devil armies favor fewer units with higher weight composition. They focus their attacks against a player's most expensive units first. Devil armies move 8 miles toward the sphere every other turn, regardless of terrain difficulty.
- **Characters:** The devils are led by a flamboyant and charming schemer, Beseghor Binsfield, whose demeanor with the players is polite, penitent, and apologetic for all the damage his armies have created. Unfortunately, Beseghor tells them, it simply must be done and the best course of action is to stand aside and allow them to have what they want.
- **Motivations:** Devils are more sophisticated than demons but are no less willing to slaughter. As they march toward the sphere, the devils will make countless diplomatic overtures to both NPC realms (who are quick to buckle at their intimidation) as well as player realms, offering bargains and temporary treaties to gain safe passage. These treaties will be respected at first, but the devils have no intention of allowing anyone to escape unscathed in this conflict. If an opportunity becomes obvious, the devils will break a treaty and attack.



Quotian's Bargain

Summary

A minor realm makes a deal with a lich, and the world soon finds itself overrun with mountains of undead.

Level

This storyline is for players level 3–5 and requires one unconquered minor realm.

Inciting Incident

The archlich Quotian offers an unsavory deal to one of your less noble players: if that player provides sanctuary in a tower or village settlement, Quotian will generate 2 mana per turn for that realm. If the player agrees, Quotian will honor the deal for two seasons while secretly abducting indigent citizens to create undead soldiers, after which point Quotian stops providing mana and leaves the realm if called out on the broken deal. Otherwise, Quotian will offer the same deal to an unsuspecting NPC minor realm who will be too intimidated to say no.

This minor realm will become the base of operations for Quotian's continued research and efforts to create unstoppable undead armies.

Conflict

Over the course of the next year, undead raiding parties of 8 to 15 weight will spawn up to 200 miles from Quotian's new home and attack undefended settlements. These may be little more than a recurring nuisance to some, but astute players will correctly see these armies as a harbinger of greater danger and any Intelligence, Lore, or Scouting checks made to learn of the threat will slowly unravel a thread that points the player toward Quotian. By this point, however, it will be too late, as three undead armies of 25 weight will simultaneously spawn by Quotian's home and start their march toward the players' most vulnerable and weakest-defended capitals.

Resolution

If one of these undead armies has uncontested control of a capital for one turn, Quotian's forces will damage all buildings and infest the location with an undead rot. If that weren't enough, each time a capital is infested, another 25 weight army will spawn and Quotian's Undead realm will gain a level. This unrelenting advance continues until Quotian is destroyed in his lair via a substantial siege defense battle where he commands an astounding 30 weight army. As the players search for a motivation, let them know in bits and pieces that if Quotian is able infest each player's capital, essentially tagging it with rot, then he will be in full control of the world and the game will end.

Major Realms

The Gathering of the Dead

- **Race**: Undead, which include the following units: allips, bodaks, beholder zombies, deathlocks, deathlock mastermind, deathlock wights, demiliches, eidolon statues, flameskulls, ghasts, ghosts, mummies, mummy lord, nightwalkers, shadows, skull lord, spawn of Kyuss, sword wraith commander, sword wraith warriors, wights, wraiths, zombie ogres, and zombies
- **Government**: Theocracy (Death, Grave, and Twilight subtype)
- **Level**: Starts at level 3 and gains 1 level each time one of their armies has uncontested control of a player's capital for at least one turn.
- **Armies**: Quotian balances his armies with a handful of cheap militia that protect a control unit, such as a demilich, mummy lord, or skull lord. The only lich unit in Quotian's army is Quotian himself, who resides in his home and has twice the hit points of a standard lich. While in battle, Quotian will use an array of direct damage spells every turn, typically on the most wounded unit. Quotian's final siege defense battle should be punishingly difficult and test a player's tactical abilities and will include a set of walls and a few automated skull catapults that deal necrotic damage.
- **Characters**: Once Quotian's armies are en route to the capitals, he refuses to negotiate and in fact, seeks no surrender from the players, nor will he accept unconditional surrenders. With each capital infected, his power, spells, and control over his own forces increases.
- **Motivations**: The undead have no independent thought save for their combat efficiency and all are eternally bound to Quotian's will. Where possible, Quotian's armies will pick off the weakest resistance to prevent players from uniting against him.

The Land of Kodo

Summary

A small island continent is under constant attack from invading humanoids. To combat this, the players have entered into a fragile alliance with the possibility of player-vs-player conflict.

Level

This storyline is for level 1 realms starting their histories. When setting up the map, the DM should make space for 1 castle settlement per 3 players, located near the coast, and outside the borders of any realm. These castles are unaligned and communally owned by all players.

Inciting Incident

All players are members of the League of Palaces, the name for the defensive alliance that protects Kodo from invaders.

The players don't know the reason for these invasions. Their understanding is only that the land is rich and teems with possibility that would be a fair target for any unscrupulous empire. However, underneath each player's capital, unbeknownst to them, is a glowing ember of light that can add direct experience points to whoever is able to combine these embers with others. The invaders know of these embers and will not stop until they have them.

A successful Exploration check (DC 15) is necessary to find an ember under a capital, but these lantern-sized globes are deadly to anyone who comes within 100 feet. A successful Research check (DC 12) explains how these embers function and that the realm that possesses two or more embers gains that many experience points each turn. A successful Lore check (DC 18) shows a realm how to harness, combine, and safely move an ember.

Once this information comes to light and players realize how valuable these embers are, the alliance that once protected Kodo may turn against itself as the players find they are now involved in a tragedy of the commons.

Conflict

Every turn and for each communal castle held by the League, one or two invading armies of 10 weight appear along the map's ocean edge. These armies move 64 miles per turn until they reach landfall, aiming at first to take the castle strongholds, and then to attack player capitals.

Every year after the first, the weight of the invading armies increases by +5.

Resolution

The players may be able to set aside their differences and the promise of quickly leveling up, but the invaders continue to gain strength. If they or a player amass four or more embers, a trigger is activated deep within the continent's core that unearths a tarrasque. This fearsome unaligned beast will then march across the continent doing as much damage as possible before being put down.

Major Realms

The Enemies of Kodo

- **Race**: Any units found in the descriptions of gnoll, goliath, hobgoblin, illithid, kobold, lizardfolk, and orc.
- **Government:** Anarchy (pirate enclave origin)
- **Level**: Starts at level 2 and gains strength with each occupied stronghold
- **Armies**: Invader armies are composed of one race's units. These forces are led by sorcerer and wizard commanders and can cast level 1 and 2 spells.
- **Characters:** Invader emissaries will attempt to pick off League realms, promising and adhering to cease fires and may even ally with the players if they choose.
- **Motivations**: The Enemies of Kodo understand the immense power of the embers hidden beneath the major players' capitals and will do everything they can to steal them.

D&D Cross-Play

Any task that a player wants to attempt could ostensibly be run as a one-shot D&D session. Some tasks, of course, are more conducive to this mode of play than others, including checks for Intelligence, Exploration, Lore, Negotiation, Raiding, Sabotage, and Scouting. If a player, for instance, wants to send a spy to determine the plans of a rival nation, as the DM, you might give that player a choice of 3 pre-generated PCs:

- A college of whispers bard
- A divination wizard
- A mastermind rogue

You could then run a brief one-on-one session to play out that spy mission. If the PC is caught in this attempt, the target player could be brought in to play the palace guard for an interrogation scene. Whatever the results of that session, the game is enriched with narrative potential as that captured spy may be a leverage point in future dealings or they might be called upon in the future for more challenging tasks.

Worldbuilding Integration

Similarly, you may also want to coordinate with other D&D DMs willing to set a campaign or series of sessions in the C&C world you and your players have created. This requires flexibility and communication with those DMs. The results of one game could feed into the other, either on a personal-character level, or even as a series of story kernels for your C&C players.

If those DMs have epic D&D campaigns planned, there's likely little reason those stories couldn't be happening at the same time your C&C world's gears are turning.

You'll need to remain cognizant of the time lag between D&D sessions, which may happen once a month and only cover a few hours of game time versus a C&C turn that covers one month of game time and could be happening once every 24 hours. In those cases, adjust the time scale of your C&C turns.

Integrating one system with the other makes it possible to have large-scale communal storytelling where dozens of players' actions affect everyone else's games. It's an exciting possibility, and in this way, you'd be able to play in a living world—a massive multiplayer tabletop roleplaying game.

Think big.

Random Events

If you are looking for a storyline hook or complication to throw at a player, consult the Random Events table below. These are purposely open-ended to give the DM and players an opportunity to customize a resolution.

Random Events (d100)

Roll	Event
1	The sewers below a settlement have become overrun with a small horde of lizardfolk.
2	A realm's commander has become disgruntled and is feeling out options to serve a rival realm if the pay and/or goals of that realm are acceptable.
3	Nearly a dozen meteors have crashed all over the world, each filled with a valuable new resource that temporarily staves off death.
4	The will of a recently deceased sorceress describes the locations of three *wish upon day* scrolls that have been hidden somewhere in the world.
5	A long dormant volcano becomes active and starts spitting out magical energy whenever artifacts of any level are sacrificed in its fire.
6	A heretical cult is operating inside someone's realm and will steadily grow in power if left unchecked.
7	Four clouds form at distant locations, each one pouring out various monsters in large numbers.
8	An island rises from the sea, covered with gravestones centered around a castle made of coral.
9	A jittery merchant begs someone to take a cursed artifact off his hands; he claims this will make a realm wealthy, but he refuses to share further details.
10	The ground cracks open in a pastoral patch of grassland, spilling out magma and various fire-based creatures
11	A minor realm pledges its vassalage to whomever can protect them from an unmet distant realm.
12	Brigands, raiders, and thieves are harassing the sources of food resources in the poorest villages in a realm.
13	The mines/quarries of one player have unearthed an ancient evil that has taken an incorporeal form and can only be damaged by magic.
14	Jagged obelisks have risen across the world, and when overseen by the presence of an army, these obelisks generate harvestable magical energy.
15	Someone claiming to be a messiah in a far-off realm has announced a pilgrimage to someone's capital and they are gathering supporters along the way.
16	Two warring families of dragons are creating havoc across the world and those who refuse to take a side are considered enemies to both.
17	Witches have foretold of a hero that will topple someone's realm, and that child has now come of age.
18	The ruler of a minor realm has recently gone quite mad and their behavior is equally violent, erratic, and potentially profitable.
19	Some spice resources in a player's realm have become tainted and unusable and they must discover why or face potential revolt from the merchant class.
20	A realm's leader has fallen terribly ill with a spotted plague and only a particular mushroom can restore them, but it only grows in the forests of their enemy.
21	A gang of itinerant killers is taking small jobs for gold, and while they are occasionally heroic, they often cause more trouble than they resolve.
22	A rogue approaches a realm, offering to sell an artifact that happened to belong to another realm last turn.
23	A displaced band of infantry and ranged units arrives to make their services available for a considerably reduced mercenary rate.
24	One realm's people are suddenly and intensely interested in who will succeed the current leadership, prompting the question as to what they know.
25	The unexplored ruins of an ancient city, long forgotten and omitted from maps, has begun to slowly reconstitute itself as its stones tumble back into place.
26	A close family relation of a member of someone's ruling class has been abducted, leaving only a ransom note written in the kidnapped person's hand.
27	A band of bards and theater types is traveling across someone's realm performing a ballad that hints at a top commander's personal indiscretions.
28	Theft, assaults, and petty crimes have increased in the more populated provinces with no explanation.
29	A small but vocal contingent of detractors has consolidated political power within someone's realm by allying itself to other minority parties.
30	A portion of secluded terrain in a realm is slowly turning to stone and at its current rate of expansion, will swallow nearby arable land within a year.
31	Scouts have found a lost unit of soldiers wandering the wilderness, cold and hungry, and with no memory of the preceding events.
32	The people in a small, unmarked village have become frozen in time, having been paralyzed by an ancient curse.
33	A minor realm is suspected of being in possession of a *terracotta army* artifact, leading many to wonder about their hidden alchemical talents.
34	An extra-planar entity has offered the services of its military to someone's realm on the condition that they only be used during the coldest months.
35	NPC realms petition the players to follow a strict code of laws that bans declarations of war without a consensus toward *casus belli*.
36	An important building in someone's realm has mysteriously transformed into a breathing entity with veins and bones.
37	The treasury with the most gold is reduced by half due to shady accounting practices and an internal turncoat.
38	Forests, or other flammable terrain types, in multiple realms catch ablaze and it seems the only thing that puts out these fires is blood.
39	The religion of a neighboring realm has made substantial progress in a short time, causing unrest from village to city populations.
40	A floating island, large enough to be a city, has been spotted by multiple realms as it circles between the capitals.
41	One player's realm enters a time loop, giving them an additional 3 tasks to perform separate from the actions of all other realms.
42	Deep in the untouched tundra, a great worm stirs from its slumber and awaits the faithful to ask it questions of the future.
43	An unscrupulous grave robber has unearthed the tomb of an old god thought to have ascended eons ago, but it has now reattached itself to its mortal frame and seeks revenge
44	While investigating a murder, a city guard discovers a floating artifact that can merge 2 people into a stronger version of either.
45	The trunks, branches, and limbs of a hidden forest in someone's realm are discovered to be made of magical incantations, runes, and potentially vital spell research.
46	A pair of gods have decided to use neighboring realms as a living board for a game of cosmic chess, moving their armies and waging proxy battles for sport.
47	A pair of minor realms with a long-standing religious conflict are on the brink of war and they ask a player's realm to take a side or stop the conflict.

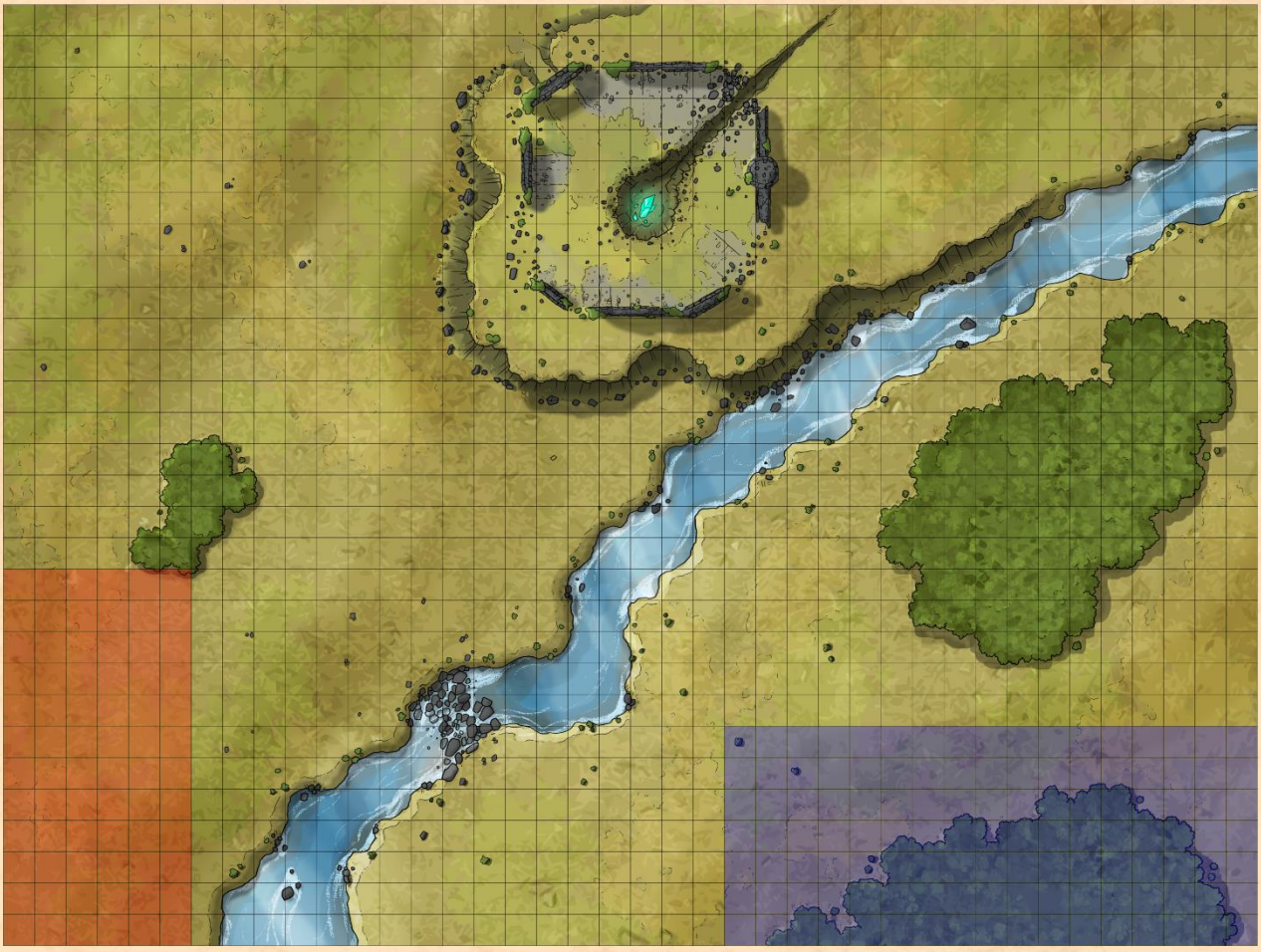
48	A caravan of curiosities is seeking safe passage through three realms and is willing to pay substantially for protection, but they refuse to explain from whom.
49	A literal mountain of gold is rising in the form of a prolonged volcanic eruption in ocean waters close enough to be reached by multiple realms.
50	A wandering doomsayer's predictions have become increasingly specific and alarmingly accurate.
51	Two sources of diamonds, one source of gemstones, and three sources of gold have appeared seemingly out of nowhere in neutral lands.
52	All food resources for a realm disappear entirely for three turns and on the fourth turn, they reappear with one extra food resource.
53	A commander makes a devil's bargain for glory and victories, but is now cursed to feel the pains of every soldier under their command.
54	A merchant in a poor realm begins uncontrollably vomiting gold coins and begs for a cure or else this condition may kill them.
55	The oceans begin receding at an alarming rate, which opens up new territory for settlers and refugees, but also threatens triton and sea elf realms.
56	The commoners of a realm have grown anxious and weary from work and demand a grand festival to let off some steam.
57	An impenetrable tangle of brambles surrounds a tower settlement, preventing anyone from entering the province, leading to questions of nefarious research.
58	An infant in silver-threaded swaddling clothes has been found in the wild bearing a runic mark of omen across her forehead.
59	Villagers report an explosion in the hills, followed by a plume of smoke that has lasted for over two weeks.
60	A group of gnomes with a criminal background arrive requesting political asylum in a realm while offering their alchemical expertise in return.
61	The weakest minor realm on the continent declares war on the most powerful and seems quite certain of victory.
62	Increased uses of globe-spanning magic are resulting in decaying lands, crumbling glaciers, wild storms, and magma ruptures along mountain ridges.
63	Large numbers of migrants have arrived and are determined to make a home for themselves, whether in unclaimed lands or those currently occupied.
64	A strange, hidden factory underground activates and begins churning out construct monsters at an alarming rate.
65	A new herbal concoction gaining popularity first induces euphoria but leads to a debilitating dependency and eventual catatonic subservience.
66	A shrine is built in a player's province without their knowledge that first attracts benevolent clerics who are later suspected of kidnappings.
67	A village or town enjoying increased productivity and loyalty toward the realm is later discovered to be under the sway of a vampire lord.
68	A cross-regional contest is announced to discover the world's greatest artist, warrior, and mage.
69	A tiefling lawyer approaches a player, demanding an outrageous blood payment for an agreement the previous leader signed.
70	Recent failed tasks of a player's realm can be attributed to doppelgangers who have infiltrated a realm's government.
71	An intelligent animated construct has grown so popular in a city that it has been elected mayor, but a vocal minority would prefer it destroyed.
72	A gateway to a multiverse hub has been discovered within a well-built but abandoned home.
73	Those who enter the recently discovered Tomb of Souls become immortal, but can never leave and are doomed to fight an endless horde of intelligent squirrels.
74	An orphan who glows with a radiant healing aura is found near death in the wilderness, and they are marked with the runic crest of a realm's leader.
75	Some quarriable materials begin forming themselves into powerful golems that may be helpful or rebellious.
76	A charismatic figure has garnered the support of the least-privileged and most talented among the people of a realm and has begun crafting a commune.
77	Illithids, having arrived on an ether-bound space pod, have encountered the locals, inspiring fear and panic.
78	A monarch in need of refuge from an off-map nation seeks sanctuary in your realm.
79	A shadow army mimicking one of your own marches toward your most vulnerable settlement.
80	An NPC realm is taking steps to unearth a buried tarrasque with the hopes of taming the beast.
81	A library appears in a minor realm whose shelves only hold history of events that have not yet occurred.
82	In the next three battles, a different lord of Hell and a lord of the Abyss appear and fight each other.
83	An adventuring party composed entirely of your race is suspected of murdering town guards and vandalizing another realm's sacred tombs.
84	A mischievous fey lord kidnaps a child from one of your leaders' families and demands increasingly outrageous entertainment as ransom.
85	An off-map village has been wiped out by an underground slaadi invasion that continues to grow.
86	A cult of psionicists has taken control of a fortress and demand its realm adopt a pacifist stance in the future.
87	A prodigy sorcerer child capable of destroying the world must be taught ethics and morality.
88	A well-respected professor at one of your universities has been killed and signs point to another realm.
89	A fortress guarded by yugoloths holds untold riches and teleports across the planet each turn in a pattern.
90	A minor realm announces to the world that it has an *Ioun Block* and will gift it to the realm that loves them best.
91	Frost giants living in the unsettled mountains/hills of a realm have decided to reclaim long-standing territory from long before that realm was founded.
92	A river congeals into a dense jelly that soon sprouts an edible yellow fungus.
93	A meek tax collector (from Avernus) roams between realms, demanding gold or mana payments as an extortion threat against some future catastrophe.
94	An advanced realm originating deep below the underdark erupts into the world, promising riches to those that are willing to worship them.
95	A wizard who has discovered mana crystals in a small village seeks to open a mine, but the local clerics condemn him, thus starting a small revolt.
96	After a particularly long lunar (or solar) eclipse, magic-using realms are struck by heresy and non-magic-using realms are struck by unrest.
97	An artifact of religious historical significance finds its way into the hands of a realm halfway across the world.
98	A baba yaga roams the countryside, poisoning food resources and causing starvation everywhere it steps.
99	The gods decide your world needs an emperor and players and minor realms must vote on the position that begins as a figurehead but may lead to more.
100	An expeditionary party from your most beloved D&D multiverse property arrives to establish trade and link their world with yours.

Battle Scenarios

The following scenarios are offered as examples of how you can create context-dependent victory conditions to a battle to keep them from becoming stale.

Scenario 1. Race for the Shard

This simple battle is appropriate for evenly-matched forces. The attacking army (red) arrives after its scouts bring word of a mana shard inside the pitiful ruins of an abandoned keep. The defending army (blue) is positioned across the river, either in an attempt to lure their opponents toward the prize, or to rush the shard first. Neither side knows who created the shard, but they are both aware of the power it possesses.



Special Scenario Rules

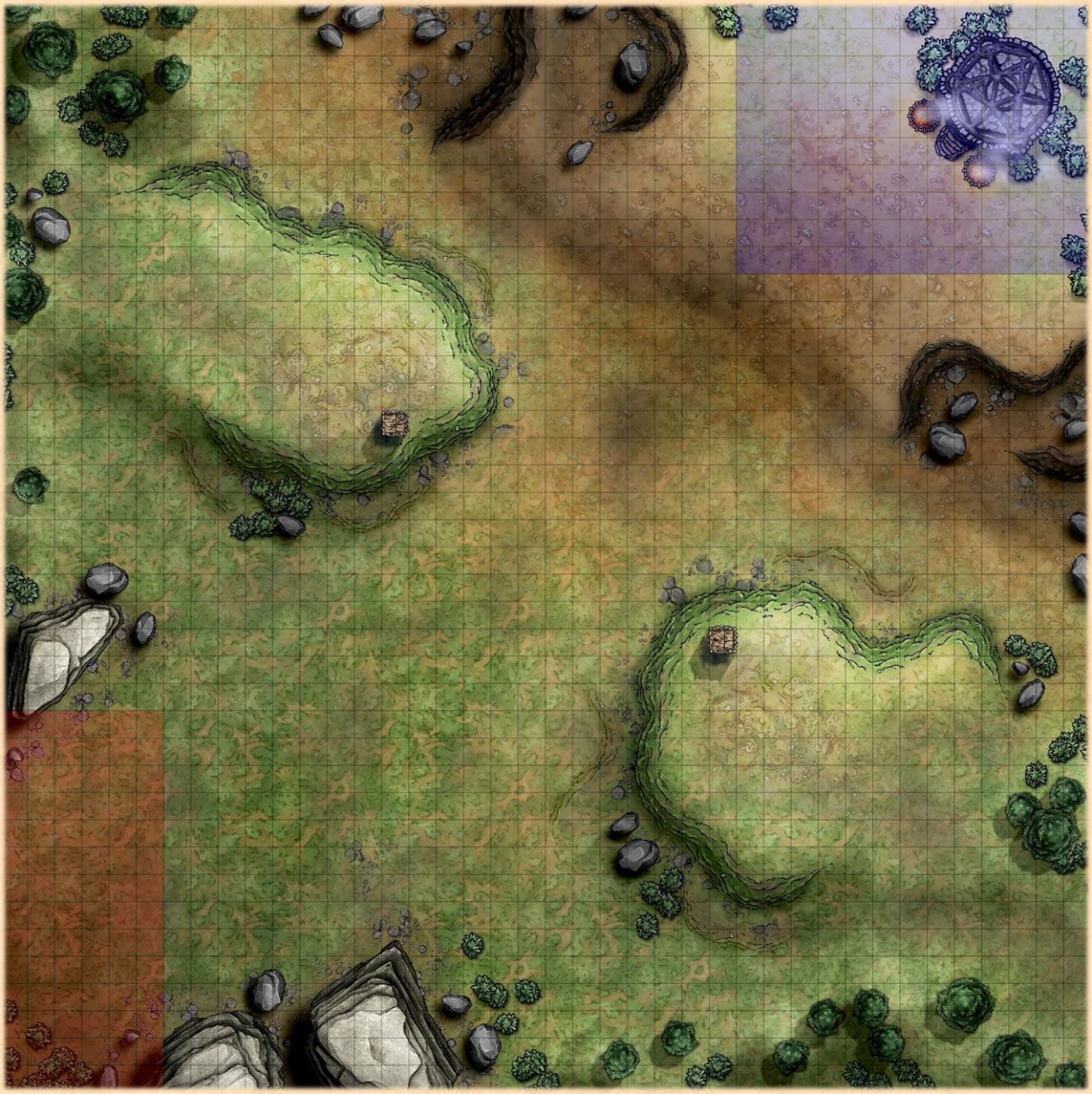
- The first unit to move adjacent to the mana shard captures its power. That unit's army gains 3 mana that function like 3 crystals (no storage necessary).
- The rocky cliffside rises over 100 feet straight up. Only flying, burrowing, or teleporting units can cross at the cliff's border.
- The river is shallow enough to cross, but like the forest, is considered difficult terrain. The rocky ford traversing the river is normal terrain.
- The castle ruins consist of huge blocks of crumbled stone; crossing them is considered difficult terrain.

Victory and Experience

- The player who does not retrieve the shard can concede the battle after the shard is retrieved. That player is considered the loser and their army retreats with no further conflict. Any unbroken units remaining on the field are not tallied for experience.
- Otherwise, the battle continues until one side's units are defeated (broken, fled, or destroyed).

Scenario 2. Battle At Shallow Mountain

This scenario is appropriate for evenly-matched forces. The defenders (blue) have secured a summoning circle currently holding an adult red dragon. The attackers (red) must release the dragon in the hopes that it will join their forces.



Special Scenario Rules

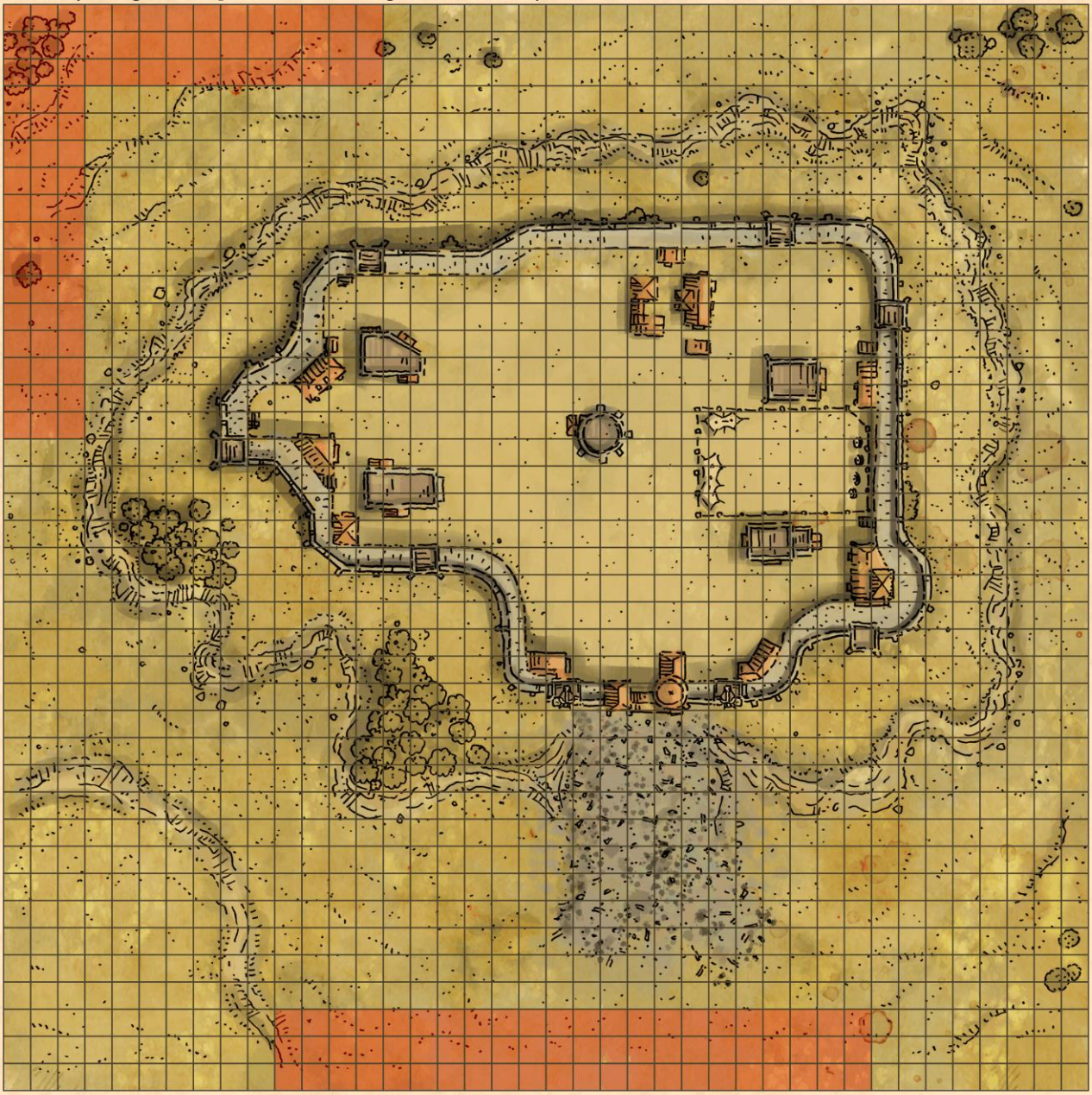
- If the attacking army moves a unit adjacent to the circle and spends its action, the dragon is released. They gain 7 XP and then win the battle. If the defenders can prevent this for 6 turns, they gain 7 XP and win.
- On either hill are ballista towers (AC 10, HP 4). An adjacent unit gains the following action if no enemy is also adjacent to the tower: **Ballista Bolt.** *Ranged Weapon Attack:* +2 to hit, range 700 feet, one target. *Hit:* 2 piercing damage.

Victory and Experience

- The battle ends if the dragon is released, if 6 turns elapse and the dragon has not been released, or if one side has 4 or fewer weight on the field.
- If the attackers release the dragon, there is a 70% chance it will join their army directly (or be placed in their realm's reserve if no room is available).

Scenario 3. Siege of Sudrabax

This scenario pits a defender (15—20 weight) inside a castle settlement against two invading forces (5—10 more weight than the defender combined). Though the defender has less weight, the castle of Sudrabax is well designed with only one gate, and part of the invading forces are delayed for 5 turns before their arrival.



Special Scenario Rules

- The DM places 8 trou-de-loup traps outside the walls near the gate, each within 150 feet of any other trap.
- Defender units gain the following action if they are adjacent to the south-facing ballistae (AC 10, HP 4): ***Ballista Bolt.*** *Ranged Weapon Attack:* +1 to hit, range 700 feet, one target. *Hit:* 2 piercing damage.
- The attackers split their forces in half (or as close as they can). One side deploys in the southern area and the other arrives in the northwest *after* five full rounds.
- The attackers have built ladders.

Victory and Experience

- If the invader's total forces drop below 50% of their starting weight *and* the defender's forces retain at least 50% of theirs, the defenders are considered victorious and they can promote 2 units into veterancy for their heroic efforts.
- If more than two attacking units are adjacent to the circular building at the center of the castle, the attackers gain 8 XP.

Appendix A: Realm Conditions

Realm conditions adversely affect your economic, political, and military capabilities. These conditions last until a feature, spell, or effect ends them.

Some conditions can also be ended with an Order (Administration) check, the DC for these is listed next to the condition.

Bankrupt (DC 20)

- A bankrupt realm cannot perform any task that requires a gold payment, including recruiting units, constructing buildings, hiring mercenaries, paying unsupplied army upkeep, or purchasing artifacts.
- Bankruptcy ends when the affected realm amasses over 100 gold in its treasury.

Corruption (DC 20)

- A realm suffering from corruption must × 3 the amount of supply for each of their armies.
- Corruption ends when a realm has three or less armies.

Heresy (DC 20)

- A realm suffering from heresy produces no mana from its towers or other mana-producing buildings.
- Heresy ends at the end of the year.

Insurgence

- When a realm suffers an insurgency, an army of monsters, thieves, brigands, humanoids, and other NPC units determined by the DM forms.
- The DM places an army token in one of that realm's provinces that is led by a +1 barbarian commander.
- This army begins with 3 weight and gains 3 weight per turn until it reaches 15.
- The army marches against a settlement in its province when it reaches 15 weight and it disbands after losing a battle.

Panic (DC 20)

- When a realm suffers from economic panic, it gains no gold income from its trade routes.
- Panic ends if you spend gold equal to the total value of your current trade routes.

Plague (DC 20)

- A realm suffering from a plague automatically fails any Population (Recruitment) checks and has disadvantage on other Population-related skill checks and contests.
- Each turn, the plague may spread to a neighboring realm, as determined by the DM.
- The plague ends when four or more realms have the plague at the same time.

Politicking (DC 20)

- A realm suffering from internal politicking cannot agree on a proper course of action and finds its louder voices prevailing over the wiser.
- This realm cannot sign any new treaties (including trade routes), or make any declarations of war
- Any Diplomacy-related skill checks and contests are made with disadvantage.
- Politicking ends when another realm succeeds on an Order (Administration) check (DC 10) to stop this condition.

Poverty (DC 20)

- A realm affected by poverty gains no strategic resources from mines and quarries
- A realm can pay 20 gold to end poverty

Revolt

- When a realm revolts, an army of rebels determined by the DM using the realm's unit list forms.
- The DM places an army token in one of that realm's provinces that is led by a +0 fighter commander.
- This army begins with 2 weight and gains 2 weight per turn until it reaches 10.
- The army marches against a settlement in its province when it reaches 10 weight and it disbands after losing a battle.
- While the army exists, the province it occupies generates no gold or resources.

Rioting (DC 20)

- Each turn, a realm suffering from rioting has one random building damaged. A building that has been repaired during this time cannot be damaged again by the same instance of rioting.
- Riots end after 4 buildings (or fewer if the realm has less than 4 buildings) in the affected realm have been damaged.

Starvation (DC 20)

- A starving realm generates no additional supply from its butchers, farms, or fisheries.
- Starvation ends at the start of the next season.

Unrest (DC 20)

- The cities in a realm with unrest generate no gold income.
- Unrest ends after the realm affected chooses to take stability damage equal to its level × 3.

Appendix B: Unit Traits and Reactions

The following list describes unit traits and reactions for each race as well as those units controlled by the DM.

Acid Absorption. When this unit is subjected to acid damage, it takes no damage and regains that number of hit points.

Acid Immunity. This unit is immune to acid damage.

Aggressive. As a bonus action, this unit can move up to its movement speed. If this unit does this, all attack rolls made against it have advantage until the start of its next turn.

Agile. This unit treats all terrain as normal terrain.

Aim. If this unit does not move this turn and is not adjacent to another unit, its ranged attack rolls have advantage.

Alert. This unit adds its Morale modifier to adjacent allies when they make Magic saving throws.

Ambush. This unit has advantage on its melee attack rolls against targets that haven't taken a turn this round.

Anchor. This unit can either move or make a ranged attack each turn.

Animating Spores. When an enemy unit larger than one square is destroyed while adjacent to this unit, this unit can use its reaction to raise a myconids unit in the closest empty space.

Annihilating Aura. Enemy units that start their turn adjacent to this unit must succeed on a Magic saving throw or take 1 necrotic damage.

Antimagic Cone. This unit ignores any negative effects caused by the first spell used against it each turn.

Antimagic Shell. When this unit succeeds on a Magic saving throw, it can use its reaction to convert the magical energy and redirect it against an adjacent unit. That unit takes 1 force damage.

Army Arcana. This unit and its adjacent allies are immune to any damage or negative magical effects caused by spells cast by their army.

Astral Entity. This unit cannot leave the Astral Plane, nor can it be banished from or otherwise transported out of the Astral Plane.

Attuned. When this unit's army casts a spell, this unit regains 1 hit point and removes the broken status if currently afflicted.

Aura of Madness. Enemies adjacent to this unit have disadvantage on saving throws.

Axiomatic Mind. This unit is immune to any negative effect that requires a Magic saving throw.

Bend Space. When this unit takes damage from a melee attack, it can use its reaction to teleport up to 300 feet away to an empty space.

Berserk. When this unit starts a turn with half (or less) of its maximum hit points, it can make a melee attack as a bonus action.

Blood Frenzy. This unit has advantage on melee attack rolls against units that don't have all their hit points.

Blood Pact. This unit can destroy itself as an action. If it does, one ally regains 1 hit point.

Bloodthirsty. When an enemy unit breaks or is destroyed, allied units with Bloodthirsty have a +2 bonus when making attack rolls until the end of their next turn.

Boastful. Gain 1 XP when this unit scores a critical hit.

Bombardier. This unit can make a ranged attack as they fly over a unit. These ranged attack rolls always have advantage.

Boulder Roll. Moving downhill costs this unit no movement.

Brace. When attacked with the Charge trait, this unit can use its reaction to make one melee weapon attack roll with advantage against its attacker.

Brutal. When this unit drops an enemy to 0 hit points, that enemy is destroyed.

Burrower. This unit can burrow 100 feet through the ground and reappear in an unoccupied space facing any direction.

Cantrip. Once per battle, as an action, this unit can cast a level 1 battle spell its realm knows as if that realm had spent 1 mana.

Careful. This unit cannot make a ranged attack when adjacent to an enemy unit's front.

Celestial Armor. This unit is immune to radiant and necrotic damage.

Charge. If this unit moves forward at least 50 feet toward a target and then hits with a melee attack, the target takes an extra 1 piercing damage. The target is then pushed back 50 feet.

Close Range. Being adjacent to an enemy does not impose disadvantage on this unit's ranged weapon attack rolls.

Cold Immunity. This unit is immune to cold damage.

Competitive. This unit adds a +2 bonus to its attack rolls when it has fewer hit points than its target. This unit cannot attack a broken unit.

Confer Fire Resistance. This unit and its adjacent allies have immunity to fire damage.

Confusing Gaze. An enemy that targets this unit with a melee attack must succeed on a Magic saving throw or that enemy's melee attack rolls against this unit have disadvantage until the start of that enemy's next turn.

Constrict. When this unit deals melee damage to a target, that target cannot move on its next turn.

Construct. This unit cannot take the Rally action. When it drops to 0 hit points, it is destroyed.

Contamination. Any unit that starts its turn adjacent to this unit must succeed on a Magic saving throw or take 1 poison damage. A unit that succeeds on this roll is immune to the contamination for the rest of the battle.

Corpses. This unit regains 1 hit point when any unit is destroyed.

Corrupt Water. At the start of this unit's turn, adjacent enemies that are in water must make a Magic saving throw or take 1 poison damage.

Corruption. As a bonus action, this unit forces an enemy within 100 feet to make a Magic saving throw. On a failure, this unit controls that enemy until the end of that enemy's next turn. On a successful save, that enemy is immune to this unit's corruption for the rest of the battle. Only one unit can be under this unit's control in this way at a time.

Counterspell. In response to an enemy using a Cantrip action, this unit can use its reaction to force the casting player to make a Magic saving throw. On a failure, this unit cancels the spell and ignores its effects.

Create Specters. Once per battle, after a non-fantastic enemy is destroyed, this unit can use its reaction to create a specters unit with 0 weight in the closest empty space to that destroyed enemy. These specters are removed after the battle.

Creature Sense. All attack rolls made against this unit have disadvantage.

Crippling Fear. Enemies that start their turn adjacent to this unit must make a Magic saving throw. On a failed save, that enemy has disadvantage on melee attack rolls against this unit this turn. On a successful save, the unit is immune to Crippling Fear for the remainder of the battle.

Crush. Once per turn, this unit can move through one enemy larger than 1 square as if it were difficult terrain. That enemy takes 1 bludgeoning damage. This movement does not trigger opportunity attacks.

Crystalline Edge. This unit has a +1 bonus to slashing damage if their target is at full hit points.

Cunning Opportunist. This unit has advantage on attack rolls for opportunity attacks.

Cursed Kiss. If a broken enemy starts its turn adjacent to this unit and then flees the field, that enemy is destroyed. This unit's army adds a new unit of the same type after the battle if its commander can accommodate the additional weight.

Dark Pact. When this unit retreats or is destroyed, you gain 1 mana that is lost after this battle if not used.

Deadly Reach. In response to an enemy moving adjacent to this unit's front side, this unit can make a melee attack as a reaction.

Death Burst. When this unit is destroyed, each adjacent unit must make a Magic saving throw or take 1 fire damage.

Death Flash. When this unit is destroyed, adjacent enemy units' melee attack rolls are made with disadvantage until the end of their next turn.

Death Gaze. At the start of this unit's turn, all adjacent enemy units must make a Magic saving throw. On a failure, that unit's Morale modifier is reduced to +0 until the start of that unit's next turn.

Death Throes. This unit explodes when it dies and it deals 3 fire damage to each adjacent unit.

Defend. As a reaction to an adjacent ally being hit by an attack roll, this unit gives that ally a +3 bonus to its AC, potentially causing a miss.

Dimensional Lock. Enemies cannot teleport to or from spaces adjacent to this unit.

Diseased. Enemies damaged by this unit cannot regain hit points on their next turn.

Displacement. At the start of each round, melee attack rolls against this unit have disadvantage until this unit takes damage. This trait is disabled when this unit is broken.

Disrupt Concentration. This unit can use its reaction to attempt to cancel a spell as it is being cast. If this unit succeeds on a Magic contest with the caster, the spell fails and has no effect. and no mana is spent.

Distraction. Allied units have advantage on melee attack rolls if this unit is adjacent to those allies' target.

Distress Spores. When this unit takes damage, allies can use their reaction to move 50 feet.

Draconic Immunity. This unit is immune to the damage type associated with its draconic ancestry.

Dreadful. An enemy that begins its turn adjacent to this unit must make a Rally saving throw. On a failed save, that enemy cannot attack this unit with melee attacks this turn.

Earth Shake. As a bonus action after moving, this unit can send a shockwave against all adjacent enemy units. Those units must make a Rally saving throw. On a failure, that unit takes 1 bludgeoning damage and cannot move on its next turn.

Eldritch Enchantment. If this unit is not adjacent to another unit, it adds 100 feet of the range of its ranged attacks.

Engine of Pain. In response to an adjacent ally taking damage, this unit can use its reaction to emit a sonic burst on a square within 100 feet. This burst covers an area that is 100 feet by 100 feet. Each enemy in that area must make a Magic saving throw or take 1 thunder damage.

Enlarge. As a reaction to taking damage from a critical hit, this unit can use its reaction to deal a bonus +1 damage on melee attacks for the remainder of the battle.

Enslave. Once per battle as a bonus action, this unit can force an adjacent enemy to make a Magic saving throw. On a failure, this unit controls that enemy until the end of that enemy's next turn.

Evil Eye. As a bonus action this unit can force an adjacent unit to make a Magic saving throw. On a failure, that unit takes 1 psychic damage.

Expendable. You take no stability damage when this unit is destroyed.

Explosive. When this unit drops to 0 hit points, it is destroyed, explodes, and deals 1 fire damage to each adjacent unit.

Extract Brain. If this unit destroys a unit of equal or lesser weight, you pay no gold for the next unit of this type that you recruit.

Faultless Tracker. Armies with this unit have advantage on Scouting checks.

Favored Servant. When an allied elder brain is about to take damage, this unit can use its reaction to take that damage instead.

Fearful Voice. When taking damage, this unit can use its reaction to utter a dreadful word of power. Enemies adjacent to this unit must succeed on a Magic saving throw or they cannot target this unit with a melee attack until the start of this unit's next turn. Units that succeed on this save are immune to Fearful Voice for the rest of the battle.

Feed on Weakness. If an enemy fails a saving throw, this unit can use its reaction to regain 1 hit point.

Fetid Cloud. Units that begin their turn adjacent to this unit cannot take a bonus action on their turn.

Fiery Strike. This unit scores a critical hit on a roll of 18–20.

Fire Absorption. Whenever this unit is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Fire Immunity. This unit is immune to fire damage.

Fire Vulnerability. When this unit takes fire damage, it takes an additional 1 fire damage.

Fly. This unit ignores difficult terrain and can move over other units. This unit must end its turn on the ground in an empty area.

Flyby. While flying, this unit can make a melee attack as an action that doesn't provoke attacks of opportunity.

Forester. This unit treats forest as normal terrain. If any part of it is in forest, it adds a +2 bonus to its AC against ranged attacks.

Freezing Strike. This unit scores a critical hit on a roll of 18–20.

Frenzy. This unit can make a melee attack as a bonus action if it has less than full hit points.

Frightful Presence. Units adjacent to this unit must make a Rally saving throw or they cannot attack or target this unit on their turn.

Generate Water. Allies adjacent to this unit have advantage on Rally checks.

Gibbering. Units adjacent to this unit can't take reactions.

Gouge. This unit adds +1 bonus damage to its melee attacks when made against an enemy's side or rear.

Gravemaster. When an adjacent ally with the Undead trait takes damage, this unit can use its reaction to prevent that instance of damage.

Gruumsh's Fury. When this unit destroys an enemy, you gain gold equal to that enemy's weight and that enemy's realm loses up to an equal amount of gold.

Heal. Adjacent allies double their Morale modifier when they take the Rally action.

Heart of the Dragon. This unit has advantage on all saving throws, including Rally and Magic saves.

Heated Body. When this unit is hit with a melee attack, the attacker takes 1 fire damage.

Hellish Rejuvenation. If this unit dies in the Nine Hells, a new instance of this unit is added to its army at the end of the battle.

Hidden Potential. If this unit becomes veterans, in addition to adding 1 to their maximum hit points, they also gain 2 to AC, +100 feet to their movement, and +2 to their attack rolls.

Horde. When an adjacent ally with the same name breaks, this unit can absorb it and gain 2 temporary hit points. Broken allies absorbed in this way are considered destroyed. This unit cannot deal critical hits.

Imprison Soul. As a bonus action, this unit can target a unit with 0 hit points that is within 100 feet. That unit is destroyed and this unit's Soul Rend ability immediately recharges.

Incorporeal Movement. This unit treats allies, enemies, and otherwise impassable terrain as normal terrain.

Inspire. As a bonus action, an ally this unit chooses gains advantage on its next attack roll. Only one ally can be inspired at a time.

Instinctive Charm. As a bonus action, this unit can force an adjacent enemy to make a Rally saving throw. On a failed save, that enemy cannot attack this unit on its next turn. If a unit makes this save, it is immune to this unit's Instinctive Charm for the rest of the battle.

Invisible. All melee attack rolls made against this unit have disadvantage.

Iron Boots. This unit cannot be moved against its will.

It's a Trap! Before deployment when you have been attacked, you can designate up to 3 empty squares outside the enemy's deployment zone as having explosive traps. When any portion of a unit enters these squares, they take 1 piercing damage.

Life Drain. When this unit damages a unit from a melee attack, it regains that many hit points.

Life Hunger. If an enemy unit regains hit points, this unit deals a bonus +1 damage on its melee attack rolls until the start of its next turn.

Lightning Strike. This unit scores a critical hit on a roll of 18–20.

Lightning Absorption. When this unit is subjected to lightning damage, it takes no damage and regains that number of hit points.

Lightning Blood. When this unit takes damage from a melee attack, the attacker must make a Rally saving throw. On a failure, that unit takes 1 lightning damage.

Lightning Immunity. This unit is immune to lightning damage.

Living Storm. While this unit is on the field, no units can fly. All ranged attack rolls are at a −2 penalty, and all units subtract 100 feet from their movement. Other weather effects are ignored.

Loyal Bodyguard. When an adjacent ally is hit by an attack, this unit takes the damage instead.

Lucky. When this unit rolls a 1, treat it as if it rolled a 20.

Magic Immunity. This unit can choose to succeed on saving throws against spells and other magical effects.

Magic Resistance. This unit has advantage on saving throws against spells and other magical effects.

Martial Advantage. This unit deals +1 damage if their target is at full hit points and that target is adjacent to an ally with Martial Advantage.

Martial Fury. This unit can make an attack as a bonus action. If it does, attack rolls against it have advantage until the start of their next turn.

Martyr. This unit deals 1 stability damage to the realm that destroys it.

Meditative Transposition. If an ally within 200 feet takes damage, this unit can use its reaction to take that instance of damage instead.

Mind Fangs. Once per battle, this unit can add a bonus +1 psychic damage when they make a successful melee attack.

Mobile. This unit can rotate twice a turn.

Mouth of Madness. At the start of this unit's turn, it uses all its movement toward the nearest enemy.

Multiheaded. Enemy melee attack rolls against this unit do not benefit from advantage.

Necrotic Immunity. This unit is immune to necrotic damage.

Negative Energy Ray. This unit emits an invisible ray of magical negative energy with a range of 150 feet by 50 feet. At the start of this unit's turn, it decides which way the ray faces and whether it is active. Any unit in that area cannot regain hit points.

Nilbogism. When an enemy targets this unit with a melee attack, that enemy must first succeed on a Magic saving throw or it must choose a new target.

Nimble. This unit can disengage as a bonus action and move through allies as if they were normal terrain.

Out-of-Phase Movement. This unit can move through enemies as if they were difficult terrain. Those enemies take 1 psychic damage; no enemy can take this damage more than once per turn.

Pack Tactics. This unit has advantage on melee attack rolls against a target if at least one of its unbroken allies is adjacent to the target.

Parry. This unit can use its reaction to add its Morale modifier to its AC before an enemy makes a melee attack roll against them.

Performance. When this unit destroys an enemy, you gain 1 XP.

Petrifying Gaze. If an enemy begins its turn adjacent to this unit's front, it must make a Magic saving throw. On a failed save, the unit takes 1 necrotic damage. If a unit drops to 0 hit points in this way, it is destroyed, remains on the field, and is now considered difficult terrain. On a successful save, the unit is immune to any petrifying gazes for the rest of the battle.

Phalanx. This unit adds +1 to its AC when adjacent to another instance of the same unit.

Pickpocket. Gain 1 gold when you recruit this unit.

Pin. Enemies cannot take the Disengage action when adjacent to this unit's front.

Pivot. This unit can rotate for 50 feet of movement.

Plague. When this unit deals poison damage to an enemy, that enemy's adjacent allies take 1 poison damage.

Plant Regeneration. If this unit starts with more than half their hit points, they regain 1 hit point. If this unit takes cold, fire, or necrotic damage, this trait doesn't function on their next turn.

Poison Immunity. This unit is immune to poison.

Poison Splash. When this unit takes damage from any type other than psychic, all adjacent enemies take 1 poison damage.

Possess Corpses. Once per battle, when an enemy larger than one square is destroyed within 300 feet of this unit, this unit can disappear into that enemy. That enemy rises and is controlled by this unit. While possessing the enemy, this unit gains 3 temporary hit points and takes on the AC, Speed, Traits, and Actions of that possessed unit. The possession lasts until the temporary hit points are lost, at which point the enemy unit is replaced by this unit.

Poison Splash. When this unit takes damage from any type other than psychic, all adjacent enemies take 1 poison damage.

Pounce. If this unit moves at least 50 feet toward a target and then hits with a melee attack, this unit can make a melee attack as a bonus action.

Precision Strike. If this unit does not move this turn and is not adjacent to any allied unit, their melee attack rolls have advantage.

Project Defenses. In response to an ally taking damage, this unit can use its reaction to increase that ally's AC by +2 until the end of that ally's next turn.

Proud. Only one of this unit can be in an army. Critical hits against it count as normal hits.

Psychic Engine. When this unit suffers a critical hit or drops to 0 HP, it deals 1 psychic damage to its attacker.

Psychic Immunity. This unit is immune to psychic damage.

Psychic Leech. If an enemy starts its turn adjacent to this unit, it must succeed on a Magic saving throw or take 1 psychic damage.

Psychic Mirror. If this unit takes psychic damage, each adjacent unit takes that damage instead; this unit takes none of that damage.

Pursuer. Your army has advantage when rolling to capture prisoners of war if this unit is alive after the battle.

Rage Strike. This unit scores a critical hit on a roll of 18—20.

Rampage. When this unit destroys a unit with a melee attack on its turn, it can take a bonus action to move up to half its speed and make a melee attack.

Rancid Degeneration. At the end of this unit's turn, adjacent enemies take 1 necrotic damage unless this unit has taken acid or fire damage since the end of its last turn.

Ravenous. This unit regains 1 hit point when it destroys an enemy.

Rebound. In response to taking melee damage, this unit can use its reaction to make a Rally check.

Recharge (X–Y). Some actions recharge on a d6 roll of X–Y as similarly described in the Monster Manual.

Reckless. At the start of its turn, this unit can gain advantage on all melee attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Reflective Carapace. This unit is unaffected by 1st level battle spells.

Regeneration. This unit doubles its Morale modifier when taking the Rally action.

Rejuvenation. If this unit is killed, make a Population (Recruitment) check after the battle using this unit's Recruit DC. On a success, a new instance of this unit is recruited without paying its cost.

Relentless. If this unit takes 2 or more damage in a single attack, the damage is reduced by 1.

Reversal of Fortune. When this unit takes damage from a melee attack, it can use its reaction to reduce the damage to 0 and instead regain 1 hit point.

Rising Anger. If another unit deals damage to this unit, this unit's attack rolls have advantage until the start of its next turn.

Scavenger. When this unit destroys an enemy, you gain gold equal to that destroyed unit's Recruit DC.

Shadow Step. This unit can magically teleport up to 100 feet to an unoccupied area by spending 100 feet of movement. This unit can use this trait after making a melee attack.

Shielded. This unit can add its Morale modifier to its AC as a reaction against ranged attacks.

Siege Monster. This unit deals double damage to structures and buildings.

Slither. This unit never triggers opportunity attacks and can move through enemy units as though they were normal terrain.

Sneaky Sorcery. This unit deals +1 damage on melee attack rolls if they are granted advantage by Pack Tactics.

Speed. If this unit spends all its movement in a turn without reentering any of the same squares, it adds +4 to its AC until the start of its next turn.

Spell Reflection. When an opponent casts a spell targeting an ally, this unit can use its reaction to redirect that spell's target to itself.

Spider Climb. This unit can climb impassable surfaces as if they were normal terrain.

Stalwart. This unit can rally while adjacent to an enemy.

Stench. The first melee attack roll made against this unit each turn has disadvantage.

Sticky Shield. When an enemy unit misses this unit with a melee attack, this unit can use its reaction to give that unit disadvantage on its future melee attack rolls. This effect ends once the enemy unit hits with a melee attack.

Stone Camouflage. This unit is not required to deploy at the start of a battle. On any round's initiative count that matches this unit's initiative, any of these units that have not been deployed can be placed adjacent to a rocky or hill terrain feature in an empty space and can then take their turn.

Stubborn. When this unit takes the Rally action, add a +1 bonus to the check for each currently defeated ally.

Student. This unit can be improved through Order (Training) checks as though they were not militia.

Summon Demon. In response to the enemy rolling an unmodified attack roll of 1 against an ally, this unit can use its reaction to summon a protective demon that gives that ally 2 temporary hit points.

Summon Servant. In response to the enemy rolling an unmodified attack roll of 1 against an ally, this unit can use its reaction to summon a raging demon that deals 1 necrotic damage to that ally's attacker.

Summon Specters. In response to a unit being destroyed, this unit can use its reaction summon the spirits of those slain to enact repairs on itself and regain 1 hit point.

Swimmer. This unit treats water as normal terrain.

Telepathic Hub. This unit has a telepathic link to any elder brains in the battle.

Telepathic Link. As a bonus action, this unit can take control of an unbroken ally with Telepathic Hub. That ally can then use its reaction to make a melee or ranged attack or take the Rally action. If the unit rallies, it uses this unit's Morale modifier.

Teleport. This unit can magically teleport up to 200 feet to an unoccupied area by spending 200 feet of movement.

Thrives on Company. If this unit is not adjacent to an ally, it has advantage on melee attack rolls.

Tightening Embrace. If an enemy retreats from the map while this unit's front is adjacent to one or more enemies, this unit can deal 1 psychic damage to one of those enemies.

Titan. Attack rolls against this unit from non-siege and non-fantastic units have disadvantage.

Toxins. When this unit deals poison damage to an enemy, that enemy breaks if it is adjacent to a broken ally.

Trackless. Armies with trackless units do not appear on the world map and other realms have disadvantage when attempting a Scout check on these armies.

Transformation. If this unit destroys an enemy with a melee attack, this unit is replaced by another if its army's commander can hold the additional weight.

Tree Stride. If any portion of this unit starts a turn in forest terrain, they spend no movement while moving within that contiguous forest.

Troll Regeneration. If this unit starts a turn with less than half its hit points, it regains 1 hit point. If this unit takes acid or fire damage, this trait doesn't function on their next turn.

Unbreakable. This unit does not break when it drops to 0 hit points.

Unbridled Fury. In response to being hit by a melee attack, this unit can use its reaction to make one melee attack roll with advantage against the attacker.

Undead. When this unit starts a turn with 0 hit points, it regains 1 hit point. If radiant damage drops this unit to 0 hit points, it is destroyed.

Under Pressure. This unit needs to roll one less on a melee attack roll to score a critical hit for each enemy adjacent to them.

Undetectable. An army with this unit cannot be targeted, scouted, or perceived through magical means.

Unnerving Mask. In response to being targeted by a melee attack, this unit can use its reaction to force the attacker to make a Magic saving throw. On a failure, the attacker cannot attack this unit this turn.

Veil of Shargaas. Ranged attack rolls made against this unit and its adjacent allies have disadvantage.

Vengeful Strike. In response to being reduced to 0 hit points, this unit can use its reaction to make a melee attack.

Vicious. This unit adds +2 to its attack rolls if it has less than full hit points.

Vicious Reprisal. In response to taking damage from a melee attack, this unit can use its reaction to make a melee attack against their attacker.

Water Bound. If this unit is not on or adjacent to water terrain at the start of its turn, it takes 2 force damage.

Watery Advantage. While any portion of this unit is in water, it has advantage on its melee attack rolls and melee attack rolls against this unit have disadvantage.

Weakening Gaze. An enemy that begins its turn adjacent to this unit must make a Rally saving throw. On a failed save, that enemy has a −1 damage penalty to melee attacks to this unit until the end of its next turn.

Wild Magic. If your modified attack roll is 10 or more above the target's AC, you do +1 damage.

Worms. If this unit destroys an enemy, a new instance of this unit rises in the closest empty area if its commander can hold the additional weight.

Wounded Fury. While this unit has half (or less) than its maximum hit points, it has advantage on melee attack rolls and deals +1 damage when making melee attacks.

Wretched. The enemy that destroys this unit gains no fame or experience.

Appendix C: NPC Units

NPC Units

The units presented here are based on fifth edition books (*Monster Manual*, *Mordenkainen's Tome of Foes*, and *Volo's Guide to Monsters*). With competent leadership, units in this appendix could reasonably organize themselves into fighting forces that align with C&C's combat system.

Other creatures, animals, and mindless killers are included on the possibility that they have been coerced, controlled, or simply summoned into service. Some have been omitted by editorial choice. For example, in the case of the crawling claw, even if hundreds of tiny hands coordinated as a unit, it would be little more than a nuisance to an army. Other creatures, like the alkilith, darkmantle, and hags were omitted because their solitude or methods of attack simply don't fit the scale of C&C.

Descriptions of each unit, their ecology, history, animosities, prevalence in D&D lore, etc., have also been omitted because they have been adequately described in their respective fifth edition books.

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Aarakocra

Humanoid, militia

Armor Class 12
Hit Points 2
Speed 500 ft.

Initiative 16
Morale +2
Weight 1

Charge. If the aarakocra move at least 50 feet toward a target and then hit with a melee attack, the target takes an extra 1 piercing damage. The target is then pushed back 50 feet.

Fly. Aarakocra ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty space.

Actions

Javelin. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage.

Javelin. *Ranged Weapon Attack:* +2 to hit, range 150 ft., one target. *Hit:* 1 piercing damage.

Aboleth

Aberration, siege

Armor Class 17
Hit Points 5
Speed 400 ft.

Initiative 8
Morale +4
Weight 4

Swimmer. The aboleth treats water as normal terrain.

Life Drain. When the aboleth damages a unit using a ranged attack, it regains 1 hit point.

Actions

Tentacle. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 2 piercing damage.

Psychic Drain. *Ranged Weapon Attack:* +5 to hit, range 100 ft., one target. *Hit:* 1 psychic damage.

Charm. Each enemy adjacent to the aboleth must make a Rally save. On a failed save, that enemy cannot attack or target the aboleth on its next turn.

Allips

Undead, light infantry

Armor Class 13
Hit Points 3
Speed 400 ft.

Initiative 19
Morale +2
Weight 2

Fly. Allips ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty space.

Nimble. Allips can disengage as a bonus action and move through allies as if they were normal terrain.

Actions

Maddening Touch. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 psychic damage damage.

Whispers of Maddnes. Any enemy adjacent to the allips must make a Rally save. On a failed save, that enemy cannot attack or target the allips on its next turn.

Angel, Deva

Celestial, fantastic

Armor Class 17
Hit Points 6
Speed 450 ft.

Initiative 19
Morale +6
Weight 5

Fly. The deva ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

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

Actions

Mace. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 2 radiant damage.

Angel, Solar

Celestial, fantastic

Armor Class 21
Hit Points 8
Speed 600 ft.

Initiative 20
Morale +8
Weight 7

Fly. The solar ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

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

Proud. Only one solar can be in an army. Critical hits against the solar count as normal hits.

Actions

Greatsword. *Melee Weapon Attack:* +6 to hit, one target touching front. *Hit:* 1 slashing damage and 1 radiant damage.

Slaying Longbow (Recharge 6). *Ranged Weapon Attack:* +6 to hit, 450 ft. range, *Hit:* 3 radiant damage.

Ankhegs

Monstrosity, light infantry

Armor Class 14
Hit Points 4
Speed 300 ft.

Initiative 11
Morale +2
Weight 2

Burrower. Ankhegs can burrow 100 feet through the ground and reappear in an unoccupied space facing any direction.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage and the target must make a Rally check. On a failure, the unit takes 1 poison damage.

Astral Dreadnought
Elemental, fantastic

Armor Class 20
Hit Points 8
Speed 800 ft.
Initiative 4
Morale +8
Weight 8

Astral Entity. The dreadnought cannot leave the Astral Plane, nor can it be banished from or otherwise transported out of the Astral Plane.

Fly. The dreadnought ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty space.

Magic Immunity. The dreadnought can choose to succeed on saving throws against spells and other magical effects.

Actions

Claw. *Melee Weapon Attack:* +8 to hit, one target touching front. *Hit:* 3 slashing damage.

Azers
Elemental, light infantry

Armor Class 14
Hit Points 4
Speed 300 ft.
Initiative 7
Morale +3
Weight 2

Phalanx. Azers add +2 to their AC when adjacent to an allied instance of the same unit.

Actions

Warhammer. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 fire damage.

Balhannoth
Aberration, siege

Armor Class 17
Hit Points 5
Speed 250 ft.
Initiative 10
Morale +3
Weight 3

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

Teleport. The balhannoth magically teleports up to 200 feet to an unoccupied area it can see by spending 200 feet of movement.

Actions

Tentacle. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Banderhobbs
Monstrosity, heavy infantry

Armor Class 15
Hit Points 4
Speed 300 ft.
Initiative 11
Morale +3
Weight 3

Shadow Step. The banderhobbs can teleport up to 100 feet to an unoccupied area they can see by spending 100 feet of movement. They can use this trait after making a melee attack.

Actions

Tongue. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 necrotic damage.

Bandits
Humanoid, militia

Armor Class 10
Hit Points 3
Speed 300 ft.
Initiative 14
Morale +2
Weight 1

Distraction. Allied units have advantage on melee attack rolls if bandits are adjacent to their target.

Actions

Scimitar. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +2 to hit, 200 ft. range, one target. *Hit:* 1 piercing damage.

Barghests
Fiend, mounted

Armor Class 17
Hit Points 3
Speed 600 ft.
Initiative 15
Morale +2
Weight 3

Fire Vulnerability. When barghests take fire damage, they take an additional 1 fire damage.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Basilisks
Monstrosity, heavy infantry

Armor Class 15
Hit Points 3
Speed 200 ft.
Initiative 7
Morale +2
Weight 3

Petrifying Gaze. If an enemy begins its turn adjacent to the basilisk's front, it must make a Magic saving throw (DC 12). On a failed save, the unit takes 1 necrotic damage. If a unit drops to 0 hit points in this way, it is destroyed, remains on the field, and is now considered difficult terrain. On a successful save, the unit is immune to any petrifying gazes for the rest of this battle.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage.

Behir

Monstrosity, siege

Armor Class 17 **Initiative** 18
Hit Points 5 **Morale** +4
Speed 500 ft. **Weight** 4

Lightning Immunity. The behir is immune to lightning damage.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 piercing damage and 1 lightning damage.

Beholder

Aberration, fantastic

Armor Class 18 **Initiative** 18
Hit Points 6 **Morale** +6
Speed 200 ft. **Weight** 7

Antimagic Cone. The beholder ignores any negative effects caused by the first spell used against it each turn.

Fly. The beholder ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage.

Eye Rays. *Ranged Weapon Attack:* +6 to hit, 150 ft. range, one target. *Hit*: roll a d4 twice (reroll duplicates):

1. *Paralyzing Ray.* The target makes a Magic saving throw. On a failure, the target cannot take actions or move on its next turn.
2. *Telekinetic Ray.* The target is pushed 50 feet in a direction the beholder chooses.
3. *Disintegration Ray.* The target takes 1 force damage.
4. *Death Ray.* The target takes 2 necrotic damage.

Beholder, Death Kisses

Aberration, mounted

Armor Class 16 **Initiative** 18
Hit Points 4 **Morale** +3
Speed 300 ft. **Weight** 3

Fly. The death kisses ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Lightning Blood. When the death kisses take damage from a melee attack, the attacker must make a Rally save. On a failure, that unit takes 1 lightning damage.

Actions

Tentacle. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 piercing damage and the target cannot take the Disengage action on its next turn.

Beholder, Death Tyrant

Aberration, fantastic

Armor Class 19 **Initiative** 6
Hit Points 6 **Morale** +7
Speed 200 ft. **Weight** 7

Fly. The tyrant ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Negative Energy Ray. The tyrant emits an invisible ray of magical negative energy with a range of 150 feet by 50 feet. At the start of the tyrant's turn, it decides which way the ray faces and whether it is active. Any unit in that area cannot regain hit points.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage.

Eye Rays. *Ranged Weapon Attack:* +6 to hit, 150 ft. range, one target. *Hit*: roll a d4 twice (reroll duplicates):

1. *Paralyzing Ray.* The target makes a Magic save (DC 17). On a failure, the target cannot take actions or move on its next turn.
2. *Telekinetic Ray.* The target is pushed 50 feet in a direction the tyrant chooses.
3. *Disintegration Ray.* The target takes 1 force damage.
4. *Death Ray.* The target takes 2 necrotic damage.

Beholder, Gauths

Aberration, heavy infantry

Armor Class 15 **Initiative** 12
Hit Points 4 **Morale** +3
Speed 200 ft. **Weight** 3

Fly. The gauths ignores difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Death Throes. When the gauths are destroyed, all adjacent units must make a Rally save. On a failure, that unit takes 1 force damage.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage.

Eye Rays. *Ranged Weapon Attack:* +3 to hit, 100 ft. range, one target. *Hit:* roll a d4:

1. *Devour Magic Ray.* The target makes a Magic save (DC 12). On a failure, that target's army loses 1 mana.
2. *Stunning Gaze.* The target makes a Magic save (DC 12). On a failure, that target cannot take actions or move on its next turn.
3. *Enervation Ray.* The target takes 1 necrotic damage.
4. *Fire Ray.* The target takes 2 fire damage.

Beholder, Spectators

Aberration, light infantry

Armor Class 14 **Initiative** 17
Hit Points 3 **Morale** +2
Speed 300 ft. **Weight** 2

Fly. The spectators ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Spell Reflection. When the spectators make a successful Magic save, they can redirect the spell to a new target they are adjacent to and force that target to make a Magic save against the same effects.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, one target touching front. *Hit:* 1 piercing damage.

Eye Rays. *Ranged Weapon Attack:* +3 to hit, 100 ft. range, one target. *Hit:* roll a d2:

1. *Paralyzing Ray.* The target makes a Magic save (DC 13). On a failure, that target cannot take actions or move on its next turn.
2. *Wounding Ray.* The target takes 1 necrotic damage.

Berbalangs

Aberration, light infantry

Armor Class 14 **Initiative** 16
Hit Points 3 **Morale** +3
Speed 350 ft. **Weight** 2

Fly. The berbalangs ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Berserkers

Humanoid, light infantry

Armor Class 13 **Initiative** 9
Hit Points 3 **Morale** +3
Speed 300 ft. **Weight** 2

Reckless. At the start of their turn, the berserkers can gain advantage on melee attack rolls they make during that turn, but attack rolls against them have advantage until the start of their next turn.

Actions

Greataxe. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Blights

Plant, militia

Armor Class 9 **Initiative** 9
Hit Points 3 **Morale** +1
Speed 200 ft. **Weight** 1

Forester. Blights treat forest as normal terrain. If any portion of this unit is in forest, they add +2 to their AC against ranged attacks.

Pin. Enemies cannot take the Disengage action when adjacent to the blights' front.

Actions

Thorns. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 piercing damage.

Spores. *Ranged Weapon Attack:* +1 to hit, range 100 ft., one target. *Hit:* 1 poison damage.

Bodaks

Undead, heavy infantry

Armor Class 15
Hit Points 4
Speed 300 ft.

Initiative 13
Morale +2
Weight 2

Death Gaze. At the start of the bodaks' turn, all adjacent enemy units must make a Magic saving throw (DC 13). On a failure, that unit's Morale modifier is reduced to +0 until the start of that unit's next turn.

Actions

Fist. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 necrotic damage.

Bugbears

Humanoid, light infantry

Armor Class 13
Hit Points 4
Speed 300 ft.

Initiative 13
Morale +2
Weight 2

Vicious. Add +2 to bugbears' attack rolls if they have less than full hit points.

Actions

Morningstar. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Javelin. *Ranged Weapon Attack:* +2 to hit, range 150 ft., one target. *Hit:* 1 piercing damage.

Bulettes

Monstrosity, light infantry

Armor Class 16
Hit Points 4
Speed 400 ft.

Initiative 12
Morale +2
Weight 2

Burrower. Bulettes can burrow 100 feet through the ground and reappear in an unoccupied space facing any direction.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage.

Cadaver Collectors

Construct, siege

Armor Class 17
Hit Points 6
Speed 300 ft.

Initiative 2
Morale +0
Weight 4

Construct. The collectors cannot take the Rally action. When they drop to 0 hit points, they are destroyed.

Magic Resistance. The collectors have advantage on saving throws against spells and other magical effects.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 bludgeoning damage and 1 necrotic damage.

Paralyzing Breath (Recharge 5–6). *Melee Weapon Attack:* +5 to hit, all units touching front, make an attack roll for each. *Hit:* target must make a Magic save (DC 18). On a failed save, that target cannot take actions or move on its next turn.

Reactions

Summon Specters. In response to a unit being destroyed, the collectors can use its reaction to summon the spirits of those slain to enact repairs on themselves and regain 1 hit point.

Cave Fishers
Monstrosity, light infantry

Armor Class 16 **Initiative** 12
Hit Points 3 **Morale** +2
Speed 200 ft. **Weight** 2

Spider Climb. The fishers can climb impassable surfaces as if they were normal terrain.

Actions
Claw. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Adhesive Filament. The fishers make a claw attack. On a hit, the target must succeed on a Magic save (DC 13) or that target cannot move on its next turn.

Cholidriths
Monstrosity, mounted

Armor Class 15 **Initiative** 12
Hit Points 5 **Morale** +3
Speed 300 ft. **Weight** 3

Spider Climb. The cholidriths can climb impassable surfaces as if they were normal terrain.

Actions
Dagger. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Web. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* the target must succeed on a Magic save (DC 11) or it cannot move or take actions on its next turn.

Chimeras
Monstrosity, mounted

Armor Class 14 **Initiative** 17
Hit Points 4 **Morale** +3
Speed 600 ft. **Weight** 3

Fly. The chimeras ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Actions
Claw. *Melee Weapon Attack:* +6 to hit, one target touching front. *Hit:* 1 fire damage.

Chuuls
Aberration, heavy infantry

Armor Class 16 **Initiative** 16
Hit Points 5 **Morale** +4
Speed 300 ft. **Weight** 3

Swimmer. The chuuls treat water terrain as normal terrain.

Actions
Pincer. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 bludgeoning damage and the target must succeed on a Magic save (DC 14) or it cannot move on its next turn.

Chitines
Monstrosity, militia

Armor Class 12 **Initiative** 18
Hit Points 2 **Morale** +2
Speed 300 ft. **Weight** 1

Agile. The chitines treat all terrain as normal terrain.

Actions
Dagger. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Chokers
Aberration, militia

Armor Class 15 **Initiative** 15
Hit Points 2 **Morale** +2
Speed 300 ft. **Weight** 1

Nimble. Chokers can disengage as a bonus action and move through allied units as if they were normal terrain.

Pin. Enemies cannot take the Disengage action when adjacent to the chokers.

Spider Climb. The chokers can climb impassable surfaces as if they were normal terrain.

Actions
Tentacle. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Cloakers
Aberration, mounted

Armor Class 14
Hit Points 5
Speed 400 ft.
Initiative 19
Morale +2
Weight 3

Fly. The cloakers ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage.

Moan. Units adjacent to the cloakers must succeed on a Magic save (DC 13) or they cannot attack the cloakers on their next turn. Units that succeed are immune to the cloakers' moan for the rest of the battle.

Phantasms (Once per Battle). The cloakers' AC increases to 18 for the next three attack rolls made against them.

Cockatrices
Monstrosity, militia

Armor Class 11
Hit Points 3
Speed 400 ft.
Initiative 10
Morale +1
Weight 1

Fly. The cockatrices ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Actions

Bite. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 piercing damage and the target must succeed on a Magic save (DC 11) or it cannot move or take actions on its next turn. Units that succeed are immune to this effect for the rest of the battle.

Corpse Flowers
Plant, siege

Armor Class 12
Hit Points 5
Speed 200 ft.
Initiative 9
Morale +3
Weight 4

Corpses. The flowers regain 1 hit point when any unit is destroyed.

Spider Climb. The flowers can climb impassable surfaces as if they were normal terrain.

Stench. The first melee attack roll made against the flowers each turn has disadvantage.

Actions

Tentacle. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 bludgeoning and 1 poison damage.

Couatls
Celestial, fantastic

Armor Class 19
Hit Points 5
Speed 900 ft.
Initiative 6
Morale +6
Weight 6

Fly. The couatls ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Psychic Immunity. The couatls are immune to psychic damage.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 piercing damage.

Change Shape. The couatls polymorph into another unit of the same shape that is of lesser or equal weight, or they change back into their original form. In the new form, the couatls' AC changes to that of the new unit and it adds any traits and Actions listed for the new unit.

Cultists
Humanoid, militia

Armor Class 11
Hit Points 3
Speed 300 ft.
Initiative 14
Morale +4
Weight 1

Attuned. When their army casts a spell, cultists regain 1 hit point and remove the broken status if currently afflicted.

Actions

Scimitar. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Cyclopes
Humanoid, siege

Armor Class 14 **Initiative** 12
Hit Points 7 **Morale** +3
Speed 300 ft. **Weight** 4

Stubborn. When cyclopes take the Rally action, add a +1 bonus to the check for each currently defeated ally.

Actions
Greatclub. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Rock. *Ranged Weapon Attack:* +4 to hit, 150 ft. range, one target. *Hit:* 2 bludgeoning damage.

Darklings
Fey, militia

Armor Class 14 **Initiative** 16
Hit Points 2 **Morale** +2
Speed 300 ft. **Weight** 1

Death Flash. When darklings are destroyed, adjacent enemy units' melee attack rolls are made with disadvantage until the end of those units' next turn.

Actions
Dagger. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage.

Deathlocks
Undead, militia

Armor Class 12 **Initiative** 10
Hit Points 3 **Morale** +0
Speed 300 ft. **Weight** 1

Unbreakable. The deathlocks do not break when they drop to 0 hit points.

Undead. When the deathlocks start a turn with 0 hit points, they regain 1 hit point. If radiant damage drops them to 0 hit points, they are destroyed.

Actions
Deathly Claw. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 necrotic damage.

Cantrip. Once per battle, the deathlocks can cast a level 1 combat spell their realm knows as though that realm had spent 1 mana.

Deathlock Mastermind
Undead, fantastic

Armor Class 16 **Initiative** 5
Hit Points 6 **Morale** +0
Speed 300 ft. **Weight** 5

Unbreakable. The mastermind does not break when it drops to 0 hit points.

Undead. When the mastermind starts a turn with 0 hit points, it regains 1 hit point. If radiant damage drops it to 0 hit points, it is destroyed.

Actions
Deathly Claw. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 necrotic damage.

Grave Bolts. *Ranged Weapon Attack:* +3 to hit, range 150 ft., one target. *Hit:* 1 necrotic damage and the target must succeed on a Magic save (DC 14) or it cannot move or take actions on its next turn.

Cantrip. Once per battle, the mastermind can cast a level 1 combat spell its realm knows as though that realm had spent 1 mana.

Deathlock Wights
Undead, heavy infantry

Armor Class 15 **Initiative** 12
Hit Points 4 **Morale** +0
Speed 300 ft. **Weight** 3

Unbreakable. The wights do not break when they drop to 0 hit points.

Undead. When the wights start a turn with 0 hit points, they regain 1 hit point. If radiant damage drops them to 0 hit points, they are destroyed.

Actions
Life Drain. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 necrotic damage and the target must succeed on a Magic save (DC 13) or the wights regain 1 hit point.

Cantrip. Once per battle, the wights can cast a level 1 combat spell their realm knows as though that realm had spent 1 mana.

Deep Scions
Humanoid, light infantry

Armor Class 12 **Initiative** 8
Hit Points 4 **Morale** +2
Speed 300 ft. **Weight** 2

Swimmer. The scions treat water terrain as normal terrain.

Actions
Battleaxe. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Demilich
Undead, fantastic

Armor Class 20 **Initiative** 6
Hit Points 4 **Morale** +6
Speed 300 ft. **Weight** 6

Fly. The demilich ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Magic Immunity. The demilich can choose to succeed a saving throw against spells and other magical effects.

Actions

Howl. The demilich emits a bloodcurdling howl. Any unit adjacent to the demilich must make a Magic save (DC 15). On a failure, that unit cannot move or take actions on its next turn.

Life Drain. The demilich targets up to 3 adjacent units. Those units must make a Magic save (DC 15). On a failure, those units , that unit takes 1 necrotic damage. For every unit damaged this way, the demilich regains 1 hit point.

Demon, Abyssal Wretches
Fiend, militia

Armor Class 11 **Initiative** 10
Hit Points 2 **Morale** +4
Speed 400 ft. **Weight** 1

Wretched. Enemies who destroy wretches gain no fame or experience.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage.

Demon, Babaus
Fiend, light infantry

Armor Class 16 **Initiative** 19
Hit Points 3 **Morale** +3
Speed 400 ft. **Weight** 2

Weakening Gaze. An enemy that begins its turn adjacent to babaus must make a Rally saving throw. On a failed save, that enemy has a –1 damage penalty to melee attacks to the babaus until the end of its next turn.

Actions

Spear. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage.

Demon, Baphomet
Fiend, fantastic

Armor Class 22 **Initiative** 16
Hit Points 10 **Morale** +8
Speed 400 ft. **Weight** 8

Charge. If Baphomet moves at least 50 feet toward a target and then hits with a melee attack, the target takes an extra 1 piercing damage. The target is then pushed back 50 feet.

Magic Immunity. Baphomet can choose to succeed on saving throws against spells and other magical effects.

Proud. Only one Baphomet can be in an army. Critical hits against Baphomet are treated as normal hits.

Reckless. At the start of its turn, Baphomet can gain advantage on all melee attack rolls he makes during that turn, but attack rolls against Baphomet have advantage until the start of Baphomet's next turn.

Actions

Heartcleaver. *Melee Weapon Attack:* +9 to hit, one target touching front. *Hit:* 3 slashing damage.

Baphomet's Presence (Recharge 6). Enemy units within 150 feet of Baphomet must make a magic save (DC 19). On a failed saved, a unit cannot choose to move closer to Baphomet on its next turn.

Demon, Barlguras
Fiend, heavy infantry

Armor Class 15 **Initiative** 14
Hit Points 6 **Morale** +3
Speed 300 ft. **Weight** 3

Reckless. At the start of their turn, the barlguras can gain advantage on all melee attack rolls they make during that turn, but attack rolls against them have advantage until the start of the next turn.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 slashing damage.

Demon, Chasmes
Fiend, mounted

Armor Class 14 **Initiative** 20
Hit Points 4 **Morale** +3
Speed 600 ft. **Weight** 2

Fly. Chasmes ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Pin. Enemies cannot take the Disengage action when adjacent to the chasmes' front.

Actions

Probiscus. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage and the target cannot regain hit points until the start of its next turn.

Demon, Demogorgon

Fiend, fantastic

Armor Class 22
Hit Points 14
Speed 500 ft.

Initiative 11
Morale +8
Weight 10

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

Multiheaded. Enemy melee attack rolls against the demogorgon do not benefit from advantage.

Proud. Only one demogorgon can be in an army. Critical hits against the demogorgon count as normal hits.

Actions

Tentacle. *Melee Weapon Attack:* +9 to hit, one target touching front. *Hit:* 2 bludgeoning damage and 1 necrotic damage.

Gaze. The demogorgon stares at a unit up to 150 feet away. That unit must make a Magic save (DC 23). On a failure, the demogorgon beguiles the unit and gains control of it. The target can repeat this save at the end of its turn to end the effect. If the target makes the save, the unit cannot be affected by the gaze for the rest of this battle. The demogorgon can only control one unit at a time.

Demon, Devourers

Fiend, siege

Armor Class 16
Hit Points 6
Speed 300 ft.

Initiative 8
Morale +4
Weight 5

Imprison Soul. As a bonus action, the devourers can target a unit with 0 hit points that is within 100 feet. That unit is destroyed and the devourers' Soul Rend ability immediately recharges.

Actions

Claw. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 2 slashing damage.

Soul Rend (Recharge 6). The devourer creates a vortex of life-draining energy. All units adjacent to the devourers must make a Magic save (DC 18). On a failed save, that unit takes 1 necrotic damage.

Demon, Fraz-Urb'Luu

Fiend, fantastic

Armor Class 18
Hit Points 14
Speed 400 ft.

Initiative 13
Morale +8
Weight 10

Fly. Fraz-Urb'Luu ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Magic Immunity. Fraz-Urb'Luu can choose to succeed on saving throws against spells and other magical effects.

Proud. Only one Fraz-Urb'Luu can be in an army. Critical hits against Fraz-Urb'Luu count as normal hits.

Undetectable. An army with Fraz-Urb'Luu cannot be targeted, scouted, or perceived by magical means.

Actions

Fist. *Melee Weapon Attack:* +8 to hit, one target touching front. *Hit:* 3 bludgeoning damage.

Madness of Fraz-Urb'Luu (Recharge 6). Fraz-Urb'Luu causes hallucinations in all adjacent enemy units. Those units must make a Magic save (DC 24) or they break.

How to fight a Demogorgon. If you consult with the greatest generals, living or dead, and analyze the tactical genius of a thousand years' worth of warfare, there will be one coherent winning strategy. Run.

~Rinore Legean, Lord Regent

Demon, Glabrezus

Fiend, heavy infantry

Armor Class 16
Hit Points 6
Speed 400 ft.

Initiative 11
Morale +5
Weight 4

Magic Resistance. Glabrezus have advantage on saving throws against spells and other magical effects.

Actions

Pincer. *Melee Weapon Attack:* +6 to hit, one target touching front. *Hit:* 2 piercing damage.

Demon, Goristros

Fiend, fantastic

Armor Class 19
Hit Points 8
Speed 400 ft.

Initiative 8
Morale +6
Weight 6

Charge. If the goristros move at least 50 feet toward a target and then hit with a melee attack, the target takes an extra 1 piercing damage. The target is then pushed back 50 feet.

Magic Resistance. Goristros have advantage on saving throws against spells and other magical effects.

Actions

Gore. *Melee Weapon Attack:* +7 to hit, one target touching front. *Hit:* 2 piercing damage.

Demon, Graz'zt

Fiend, fantastic

Armor Class 22
Hit Points 14
Speed 400 ft.

Initiative 11
Morale +8
Weight 10

Magic Immunity. Graz'zt can choose to succeed on saving throws against spells and other magical effects.

Poison Immunity. Graz'zt is immune to poison damage.

Proud. Only one Graz'zt can be in an army. Critical hits against Graz'zt count as normal hits.

Teleport. Graz'zt can magically teleport up to 200 feet to an unoccupied area it can see by spending 200 feet of movement.

Actions

Wave of Sorrow (Greatsword). *Melee Weapon Attack:* +7 to hit, one target touching front. *Hit:* 2 slashing damage and 1 acid damage.

Dance, My Puppet! (Recharge 6). Graz'zt forces a unit to make a Magic save (DC 23). On a failure, that unit must use its reaction to move up to its speed as Graz'zt directs.

Demon, Hezrous

Fiend, heavy infantry

Armor Class 15
Hit Points 6
Speed 300 ft.

Initiative 10
Morale +4
Weight 3

Stench. The first melee attack roll made against hezrous each turn has disadvantage.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 poison damage.

Demon, Jubilex

Fiend, fantastic

Armor Class 18
Hit Points 14
Speed 300 ft.

Initiative 15
Morale +8
Weight 10

Magic Immunity. Jubilex can choose to succeed on saving throws against spells and other magical effects.

Poison Immunity. Jubilex is immune to poison damage.

Proud. Only one Jubilex can be in an army. Critical hits against Jubilex count as normal hits.

Regeneration. Jubilex doubles its Morale modifier when taking the Rally action.

Spider Climb. Jubilex can climb impassable surfaces as if they were normal terrain.

Actions

Acid Lash. *Melee Weapon Attack:* +7 to hit, one target touching front. *Hit:* 2 acid damage.

Eject Slime (Recharge 5–6). Jubiles spews out corrosive slime, targeting one adjacent unit. That unit must make a Magic save (DC 21). On a failure, the target takes 2 acid damage and takes a –1 penalty to its AC and a –1 penalty to its melee attack rolls that last until the battle is over.

Demon, Manes

Fiend, militia

Armor Class 9
Hit Points 1
Speed 200 ft.

Initiative 16
Morale +1
Weight 1

Wretched. Enemies who destroy manes gain no fame or experience.

Unbreakable. The manes do not break when they drop to 0 hit points.

Actions

Claws. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 slashing damage.

Demon, Mariliths

Fiend, fantastic

Armor Class 18
Hit Points 7
Speed 400 ft.

Initiative 9
Morale +5
Weight 5

Magic Resistance. Mariliths have advantage on saving throws against spells and other magical effects.

Teleport. Mariliths magically teleport up to 200 feet to an unoccupied area they can see by spending 200 feet of movement.

Actions

Longsword. *Melee Weapon Attack:* +6 to hit, one target touching front. *Hit:* 2 slashing damage.

Reactions

Parry. The mariliths can use their reaction to add their morale modifier to their AC before an enemy makes a melee attack roll against them.

Demon, Maurezhi

Fiend, heavy infantry

Armor Class 15
Hit Points 4
Speed 300 ft.

Initiative 4
Morale +3
Weight 3

Magic Resistance. Maurezhi have advantage on saving throws against spells and other magical effects.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 slashing damage.

Raise Ghoul. The maurezhi target one adjacent ghouls or ghasts unit. That target regains 1 hit point.

Demon, Maw Demons

Fiend, militia

Armor Class 13
Hit Points 3
Speed 300 ft.

Initiative 6
Morale +2
Weight 1

Rampage. When maw demons destroy a unit, they can take a bonus action to move up to 150 feet and make a bite attack.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage.

Demon, Nabassus

Fiend, fantastic

Armor Class 18
Hit Points 6
Speed 600 ft.

Initiative 15
Morale +4
Weight 6

Fly. The nabassus ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Magic Resistance. Nabassus have advantage on saving throws against spells and other magical effects.

Actions

Claws. *Melee Weapon Attack:* +6 to hit, one target touching front. *Hit:* 2 slashing damage.

Soul-Stealing Gaze. The nabassus target one adjacent enemy that isn't undead or a construct. That enemy must succeed on a Magic save (DC 16) or it takes 1 necrotic damage and the nabassus regain 1 hit point.

Demon, Orcus

Fiend, fantastic

Armor Class 19
Hit Points 16
Speed 400 ft.

Initiative 9
Morale +9
Weight 11

Fly. Orcus ignores difficult terrain and can move over other units. Orcus must end its turn on the ground in an empty area.

Magic Immunity. Orcus can choose to succeed on saving throws against spells and other magical effects.

Proud. Only one Orcus can be in an army. Critical hits against Orcus count as normal hits.

Actions

Wand of Orcus. *Melee Weapon Attack:* +10 to hit, one target touching front. *Hit:* 2 bludgeoning damage and 1 necrotic damage.

Creeping Death. Orcus points to a unit within 400 feet, causing a swirling torrent of necrotic energy to engulf that unit. That unit no longer has necrotic immunity for the rest of the battle.

Master of Undeath (Recharge 6). Orcus creates an undead unit of 4 weight or less within 100 feet in an empty space. Orcus cannot use this ability if it the added unit would exceed the commander's weight limit.

Demon, Rutterkins

Fiend, light infantry

Armor Class 12
Hit Points 3
Speed 200 ft.

Initiative 6
Morale +2
Weight 2

Poison Immunity. Rutterkins are immune to poison damage. attack.

Crippling Fear. Enemies that start their turn adjacent to the rutterkins must make a Magic saving throw (DC 11). On a failed save, that enemy has disadvantage on melee attack rolls against the rutterkins this turn. On a successful save, the unit is immune to Crippling Fear for the remainder of the battle.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage and the target must make a Magic save (DC 13) or it takes an additional 1 poison damage.

Demon, Shadow Demons

Fiend, light infantry

Armor Class 13
Hit Points 4
Speed 300 ft.

Initiative 19
Morale +3
Weight 2

Fly. Shadow demons ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Actions

Claws. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Demon, Shoosuvas

Fiend, mounted

Armor Class 14
Hit Points 6
Speed 400 ft.

Initiative 12
Morale +3
Weight 4

Rampage. When shoosuvas destroy a unit, they can take a bonus action to move up to 150 feet and make a melee attack.

Actions

Tail Stinger. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage and the target must succeed on a Magic save (DC 14) or it cannot take a bonus action on its next turn.

Demon, Sibriex

Fiend, fantastic

Armor Class 19
Hit Points 8
Speed 200 ft.

Initiative 8
Morale +5
Weight 6

Contamination. Any unit that starts its turn adjacent to the sibriex must succeed on a Magic saving throw (DC 20) or take 1 poison damage. A unit that succeeds on this roll is immune to the contamination for the rest of the battle.

Fly. The sibriex ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Magic Resistance. A sibriex has advantage on saving throws against spells and other magical effects.

Actions

Chain. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage.

Squirt Bile. *Ranged Weapon Attack:* +3 to hit, 150 ft. range, one target. *Hit:* 1 acid damage.

Warp Creature. The sibriex targets a unit within 150 feet to make a Rally save. On a successful save, that unit is immune to the sibriex's Warp Creature. On a failure, that unit's attack rolls are made with disadvantage. The unit can repeat the save at the end of subsequent turns, ending the effect on a successful save.

Demon, Vrocks

Fiend, mounted

Armor Class 14
Hit Points 5
Speed 600 ft.

Initiative 18
Morale +3
Weight 4

Fly. Vrocks ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Plague. When vrocks deal poison damage to an enemy, that enemy's adjacent allies take 1 poison damage.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 slashing damage.

Spores. *Melee Weapon Attack:* +3 to hit, one target. *Hit:* 1 poison damage.

Demon, Wastriliths

Fiend, siege

Armor Class 18
Hit Points 6
Speed 300 ft.

Initiative 19
Morale +4
Weight 5

Corrupt Water. At the start of the wastriliths' turn, adjacent enemies that are in water must make a Magic saving throw (DC 18) or take 1 poison damage.

Magic Resistance. Wastriliths have advantage on saving throws against spells and other magical effects.

Swimmer. The wastriliths treat water as normal terrain.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 2 slashing damage.

Grasping Spout. *Ranged Weapon Attack:* +5 to hit, 100 ft. range, one target. *Hit:* 1 acid damage and the target is pulled 50 feet toward the wastriliths.

Demon, Yeenoghu

Fiend, fantastic

Armor Class 20
Hit Points 14
Speed 500 ft.

Initiative 10
Morale +9
Weight 10

Magic Immunity. Yeenoghu can choose to succeed on saving throws against spells and other magical effects.

Poison Immunity. Yeenoghu is immune to poison damage.

Proud. Only one Yeenoghu can be in an army. Critical hits against Yeenoghu count as normal hits.

Rampage. When Yeenoghu destroys a unit, it can take a bonus action to move up to half its speed and make a flail attack.

Actions

Flail. *Melee Weapon Attack:* +8 to hit, one target touching front. *Hit:* 3 bludgeoning damage and the target must succeed on a Magic save (DC 17) or it cannot move on its next turn.

Demon, Zuggtmoy

Fiend, fantastic

Armor Class 18
Hit Points 12
Speed 300 ft.

Initiative 18
Morale +8
Weight 10

Magic Immunity. Zuggtmoy can choose to succeed on saving throws against spells and other magical effects.

Poison Immunity. Zuggtmoy is immune to poison damage.

Proud. Only one Zuggtmoy can be in an army. Critical hits against Zuggtmoy count as normal hits.

Actions

Pseudopod. *Melee Weapon Attack:* +7 to hit, one target touching front. *Hit:* 1 bludgeoning damage and 1 poison damage.

Infestation Spores (Recharge 6). Zuggtmoy releases spores and forces all adjacent enemies to make a Magic save (DC 19). On a failed save, Zuggtmoy controls that enemy on their next turn. On a successful save, that unit is immune to Zuggtmoy's Infestation Spores for the rest of the battle.

Reactions

Protective Thrall. When Zuggtmoy is hit by an attack, one adjacent unit being controlled by her spores uses its reaction to be hit by the attack instead.

Derro

Humanoid, militia

Armor Class 12
Hit Points 3
Speed 300 ft.

Initiative 14
Morale +2
Weight 1

Magic Resistance. Derro have advantage on saving throws against spells and other magical effects.

Actions

Hooked Spear. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +2 to hit, 200 ft. range, one target. *Hit:* 1 piercing damage.

Devil, Black Abishais

Fiend, heavy infantry

Armor Class 15
Hit Points 4
Speed 400 ft.

Initiative 12
Morale +3
Weight 3

Fly. Abishais ignore difficult terrain and can move over other units. Abishais must end their turn on the ground in an empty area.

Magic Resistance. Abishais have advantage on saving throws against spells and other magical effects.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 slashing damage.

Creeping Darkness (Recharge 6). The abishais create an area of magical darkness over a 150 feet by 50 feet area. Attack rolls made by non-underdark units in that darkness have disadvantage. Only one area of creeping darkness can exist at a time and if the abishais create a new one, the previous area dissipates.

Devil, Blue Abishai

Fiend, siege

Armor Class 19
Hit Points 6
Speed 500 ft.

Initiative 19
Morale +4
Weight 5

Fly. The abishai ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

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

Teleport. The abishai magically teleports up to 200 feet to an unoccupied area they can see by spending 200 feet of movement.

Actions

Quarterstaff. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Chain Lightning (Recharge 5–6). *Ranged Weapon Attack:* +4 to hit, range 150 feet, one target. *Hit:* 1 lightning damage and a new target you choose within 150 feet takes 1 lightning damage.

Devil, Green Abishai

Fiend, heavy infantry

Armor Class 18
Hit Points 6
Speed 400 ft.

Initiative 14
Morale +5
Weight 3

Fly. The abishai ignores difficult terrain and can move over other units. The abishai must end its turn on the ground in an empty area.

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

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 slashing damage.

Devil, Red Abishai

Fiend, fantastic

Armor Class 22
Hit Points 7
Speed 500 ft.

Initiative 10
Morale +5
Weight 6

Fly. The abishai ignores difficult terrain and can move over other units. The abishai must end its turn on the ground in an empty area.

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

Actions

Morningstar. *Melee Weapon Attack:* +7 to hit, one target touching front. *Hit:* 1 bludgeoning damage and 1 fire damage.

Incite Fanaticism (Recharge 6). The abishai chooses up to 4 adjacent allies. Those allies' next attack rolls are made with advantage.

Devil, White Abishais

Fiend, heavy infantry

Armor Class 15
Hit Points 3
Speed 400 ft.

Initiative 15
Morale +3
Weight 3

Fly. Abishais ignore difficult terrain and can move over other units. Abishais must end their turn on the ground in an empty area.

Magic Resistance. Abishais have advantage on saving throws against spells and other magical effects.

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Reactions

Vicious Reprisal. In response to taking damage from a melee attack, the abishais can use their reaction to make a melee attack against their attacker.

Devil, Bael

Fiend, fantastic

Armor Class 18
Hit Points 7
Speed 300 ft.

Initiative 18
Morale +6
Weight 6

Alert. Bael adds its Morale modifier to adjacent allies when they make Magic saving throws.

Dreadful. An enemy that begins its turn adjacent to Bael must make a Rally saving throw. On a failed save, that enemy cannot attack Bael with melee attacks until the end of its next turn.

Magic Immunity. Bael can choose to succeed on saving throws against spells and other magical effects.

Regeneration. Bael doubles its Morale modifier when it takes the Rally action.

Teleport. Bael magically teleports up to 200 feet to an unoccupied area it can see by spending 200 feet of movement.

Actions

Hellish Morningstar. *Melee Weapon Attack:* +7 to hit, one target touching front. *Hit:* 2 piercing damage.

Devil, Bearded Devils

Fiend, light infantry

Armor Class 13
Hit Points 3
Speed 300 ft.

Initiative 11
Morale +3
Weight 2

Magic Resistance. The devils have advantage on saving throws against spells and other magical effects.

Actions

Glaive. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Devil, Bone Devils

Fiend, siege

Armor Class 19
Hit Points 5
Speed 400 ft.

Initiative 9
Morale +4
Weight 4

Fly. The devils ignore difficult terrain and can move over other units. The devils must end its turn on the ground in an empty area.

Magic Resistance. The devils have advantage on saving throws against spells and other magical effects.

Actions

Claw. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 2 slashing damage.

Devil, Chain Devils

Fiend, heavy infantry

Armor Class 16
Hit Points 5
Speed 300 ft.

Initiative 10
Morale +3
Weight 3

Magic Resistance. The devils have advantage on saving throws against spells and other magical effects.

Actions

Chain. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 slashing damage.

Reactions

Unnerving Mask. In response to being targeted by a melee attack, the devils can use their reaction to force the attacker to make a Magic save (DC 14). On a failure, the attacker cannot attack the devils this turn.

Devil, Geryon

Fiend, fantastic

Armor Class 19
Hit Points 9
Speed 500 ft.

Initiative 8
Morale +7
Weight 8

Cold Immunity. Geryon is immune to cold damage.

Fly. Geryon ignores difficult terrain and can move over other units. Geryon must end its turn on the ground in an empty area.

Magic Immunity. Geryon can choose to succeed on saving throws against spells and other magical effects.

Proud. Only one Geryon can be in an army. Critical hits against Geryon count as normal hits.

Regeneration. Geryon doubles its Morale modifier when it takes the Rally action.

Actions

Stinger. *Melee Weapon Attack:* +8 to hit, one target touching front. *Hit:* 2 piercing damage and 1 poison damage.

Devil, Horned Devils

Fiend, heavy infantry

Armor Class 18
Hit Points 5
Speed 600 ft.

Initiative 6
Morale +4
Weight 4

Fire Immunity. The devils are immune to fire damage.

Fly. The devils ignore difficult terrain and can move over other units. The devils must end their turn on the ground in an empty area.

Magic Resistance. The devils have advantage on saving throws against spells and other magical effects.

Actions

Fork. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 2 piercing damage.

Hurl Flame. *Ranged Weapon Attack:* +3 to hit, 150 ft. range, one target. *Hit:* 1 fire damage.

Devil, Hutijin

Fiend, fantastic

Armor Class 19
Hit Points 10
Speed 600 ft.

Initiative 19
Morale +8
Weight 9

Fire Immunity. Hutijin is immune to fire damage.

Fly. Hutijin ignores difficult terrain and can move over other units. Hutijin must end its turn on the ground in an empty area.

Magic Immunity. Hutijin can choose to succeed on saving throws against spells and other magical effects.

Proud. Only one Hutijin can be in an army. Critical hits against Hutijin count as normal hits.

Regeneration. Hutijin doubles its Morale modifier when taking the Rally action.

Actions

Mace. *Melee Weapon Attack:* +7 to hit, one target touching front. *Hit:* 3 bludgeoning damage.

Lightning Storm (Recharge 6). Hutijin discharges lightning against all adjacent units. Those units must succeed on a Magic save (DC 22) or take 1 lightning damage.

Reactions

Fearful Voice (Recharge 5–6). When taking damage, Hutijin can use its reaction to utter a dreadful word of power. Enemies adjacent to Hutijin must succeed on a Magic saving throw (DC 22) or they cannot target Hutijin with a melee attack until the start of their next turn. Units that succeed on this save are immune to Fearful Voice for the rest of the battle.

Devil, Lemures

Fiend, militia

Armor Class 7
Hit Points 2
Speed 150 ft.

Initiative 4
Morale +0
Weight 1

Hellish Rejuvenation. If lemures die in the Nine Hells, a new instance of lemures is added to their army at the end of the battle.

Wretched. Enemies that destroy lemures gain no fame or experience.

Actions

Fist. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Devil, Moloch

Fiend, fantastic

Armor Class 19
Hit Points 9
Speed 300 ft.

Initiative 3
Morale +9
Weight 8

Fire Immunity. Moloch has immunity to fire damage.

Magic Immunity. Moloch can choose to succeed on saving throws against spells and other magical effects.

Proud. Only one Moloch can be in an army. Critical hits against Moloch count as normal hits.

Regeneration. Moloch doubles its Morale modifier when taking the Rally action.

Teleport. Moloch can magically teleport up to 200 feet to an unoccupied area by spending 200 feet of movement.

Actions

Many-Tailed Whip. *Melee Weapon Attack:* +7 to hit, one target touching front. *Hit:* 1 slashing damage and 2 lightning damage.

Breath of Despair (Recharge 5–6). Moloch exhales a noxious gas against an adjacent enemy. That enemy must succeed on a Magic save (DC 21) or it takes 1 psychic damage and breaks.

Devil, Narzugons

Fiend, mounted

Armor Class 20
Hit Points 5
Speed 300 ft.

Initiative 20
Morale +8
Weight 4

Charge. If the narzugons move at least 50 feet toward a target and then hit with a melee attack, the target takes an extra 1 piercing damage. The target is then pushed back 50 feet.

Magic Resistance. Narzugons have advantage on saving throws against spells and other magical effects.

Actions

Hellfire Lance. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 piercing damage. If this damage destroys a non-construct, non-fiend unit larger than one square, the narzugons' army can choose to add a lemures unit at the end of the battle.

Devil, Pit Fiend

Fiend, fantastic

Armor Class 19
Hit Points 8
Speed 600 ft.

Initiative 11
Morale +7
Weight 9

Dreadful. An enemy that begins its turn adjacent to the pit fiend must make a Rally saving throw. On a failed save, that enemy cannot attack the pit fiend with melee attacks until the start of its next turn.

Fire Immunity. The pit fiend has immunity to fire damage.

Fly. The pit fiend ignores difficult terrain and can move over other units. The pit fiend must end its turn on the ground in an empty area.

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

Actions

Mace. *Melee Weapon Attack:* +7 to hit, one target touching front. *Hit:* 2 bludgeoning damage and 1 fire damage.

Devil, Spined Devils

Fiend, light infantry

Armor Class 13
Hit Points 4
Speed 400 ft.

Initiative 18
Morale +2
Weight 2

Fly. The devils ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Magic Resistance. Devils have advantage on saving throws against spells and other magical effects.

Actions

Fork. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 piercing damage.

Tail Spine. *Ranged Weapon Attack:* +2 to hit, 100 ft. range, one target. *Hit:* 1 piercing damage.

Devil, Titivilus

Fiend, fantastic

Armor Class 20
Hit Points 7
Speed 600 ft.

Initiative 10
Morale +5
Weight 7

Cold Immunity. Titivilus is immune to cold damage.

Fly. Titivilus ignores difficult terrain and can move over other units. Titivilus must end its turn on the ground in an empty area.

Magic Immunity. Titivilus can choose to succeed on saving throws against spells and other magical effects.

Proud. Only one Titivilus can be in an army. Critical hits against Titivilus count as normal hits.

Regeneration. Titivilus doubles its Morale modifier when it takes the Rally action.

Actions

Silver Sword. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 slashing and 1 necrotic damage.

Frightful Word. Titivilus targets one adjacent unit. That unit must succeed on a Magic save (DC 21) or it breaks. A unit that succeeds on this save is immune to Titivilus's Frightful Word for the rest of this battle.

Devil, Zariel

Fiend, fantastic

Armor Class 21
Hit Points 20
Speed 1500 ft.

Initiative 13
Morale +10
Weight 13

Fly. Zariel ignores difficult terrain and can move over other units. Zariel must end its turn on the ground in an empty area.

Magic Immunity. Zariel can choose to succeed on saving throws against spells and other magical effects.

Necrotic Immunity. Zariel is immune to necrotic damage.

Proud. Only one Zariel can be in an army. Critical hits against Zariel count as normal hits.

Regeneration. Zariel doubles its Morale modifier when it takes the Rally action.

Actions

Longsword. *Melee Weapon Attack:* +8 to hit, one target touching front. *Hit:* 2 slashing and 1 fire damage.

Javelin. *Ranged Weapon Attack:* +8 to hit, 150 ft. range, one target. *Hit:* 2 piercing damage and 1 fire damage.

Dinosaur, Allosauruses

Beast, light infantry

Armor Class 13
Hit Points 3
Speed 600 ft.

Initiative 9
Morale +2
Weight 2

Pounce. If allosauruses move at least 50 feet toward a target and then hit with a melee attack, the allosauruses can make a bite attack as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage.

Dinosaur, Ankylosauruses

Beast, light infantry

Armor Class 15
Hit Points 3
Speed 300 ft.

Initiative 6
Morale +2
Weight 2

Phalanx. Ankylosauruses add +2 to their AC when adjacent to an allied instance of the same unit.

Actions

Tail. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Dinosaur, Brontosauruses

Beast, siege

Armor Class 15
Hit Points 5
Speed 300 ft.

Initiative 10
Morale +3
Weight 4

Crush. Once per turn, brontosauruses can move through one enemy larger than 1 square as if it were difficult terrain. That enemy takes 1 bludgeoning damage.

Actions

Stomp. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 2 bludgeoning damage.

Dinosaur, Deinonychuses

Beast, militia

Armor Class 13
Hit Points 3
Speed 400 ft.

Initiative 11
Morale +2
Weight 1

Pounce. If deinonychuses move at least 50 feet toward a target and then hit with a melee attack, the deinonychuses can make a bite attack as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage.

Dinosaur, Dimetrodons

Beast, militia

Armor Class 12
Hit Points 3
Speed 300 ft.

Initiative 8
Morale +2
Weight 1

Pivot. Dimetrodons can rotate for 50 feet of movement.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage.

Dinosaur, Hadrosauruses

Beast, light infantry

Armor Class 11
Hit Points 3
Speed 400 ft.

Initiative 5
Morale +2
Weight 2

Frenzy. Hadrosauruses can make a melee attack as a bonus action if they have less than full hit points.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage.

Dinosaur, Plesiosauruses

Beast, light infantry

Armor Class 13
Hit Points 4
Speed 200 ft.

Initiative 8
Morale +2
Weight 2

Swimmer. Plesiosauruses treat water as normal terrain.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Dinosaur, Pteranodons

Beast, militia

Armor Class 11
Hit Points 3
Speed 600 ft.

Initiative 3
Morale +2
Weight 1

Fly. Pteranodons ignore difficult terrain and can move over other units. Pteranodons must end their turn on the ground in an empty area.

Actions

Bite. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 piercing damage.

Dinosaur, Quetzacoatuluses

Beast, light infantry

Armor Class 13
Hit Points 3
Speed 800 ft.

Initiative 18
Morale +2
Weight 2

Fly. Quetzacoatuluses ignore difficult terrain and can move over other units. Quetzacoatuluses must end their turn on the ground in an empty area.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage.

Dinosaur, Stegosauruses

Beast, light infantry

Armor Class 13
Hit Points 4
Speed 400 ft.

Initiative 1
Morale +2
Weight 2

Phalanx. Stegosauruses add +2 to their AC when adjacent to an allied instance of the same unit.

Actions

Tail. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage.

Dinosaur, Triceratopses

Beast, mounted

Armor Class 15
Hit Points 5
Speed 500 ft.

Initiative 6
Morale +2
Weight 3

Phalanx. Triceratopses add +2 to their AC when adjacent to an allied instance of the same unit.

Actions

Gore. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 piercing damage.

Dinosaur, Tyrannosaurus Rex

Beast, siege

Armor Class 14
Hit Points 5
Speed 500 ft.

Initiative 3
Morale +3
Weight 4

Rampage. When the tyrannosaurus rex destroys a creature, it can take a bonus action to move up to half its speed and make a melee attack.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 piercing damage.

Dinosaur, Velociraptors

Beast, militia

Armor Class 13
Hit Points 3
Speed 300 ft.

Initiative 8
Morale +2
Weight 1

Pack Tactics. Velociraptors have advantage on melee attack rolls against a target if at least one of their unbroken allies is adjacent to the target.

Actions

Claw. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Draegloths

Fiend, heavy infantry

Armor Class 15
Hit Points 5
Speed 300 ft.

Initiative 5
Morale +2
Weight 3

Nimble. Draegoloths can disengage as a bonus action and can move through allies as if they were normal terrain.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 slashing damage.

Dragon, Young

Dragon, fantastic

Armor Class 17
Hit Points 6
Speed 400 ft.

Initiative 10
Morale +5
Weight 4

Draconic Immunity. The dragon is immune to the damage type associated with its draconic ancestry.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

Actions

Claw. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 2 slashing damage.

Breath Weapon (Recharge 5–6). *Melee Weapon Attack*: +5 to hit, 150 ft. range in a straight line, make an attack roll for each unit affected. *Hit:* 1 damage associated with this dragon's type.

Dragon, Ancient

Dragon, fantastic

Armor Class 22
Hit Points 16
Speed 550 ft.

Initiative 12
Morale +10
Weight 12

Draconic Immunity. The dragon is immune to the damage type associated with its draconic ancestry.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty space.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

Actions

Claw. *Melee Weapon Attack:* +10 to hit, one target touching front. *Hit:* 3 slashing damage.

Breath Weapon (Recharge 5–6). *Melee Weapon Attack:* +10 to hit, range 250 ft. in a straight line, make an attack roll for each unit affected. *Hit:* 1 damage associated with this dragon's type.

Dragon, Black Young

Dragon, fantastic

Armor Class 18
Hit Points 5
Speed 400 ft.

Initiative 16
Morale +6
Weight 4

Acid Immunity. The dragon is immune to acid damage.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

Actions

Claw. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 2 slashing damage.

Acid Breath (Recharge 5–6). *Melee Weapon Attack:* +4 to hit, range 150 ft. in a straight line, make an attack roll for each unit affected. *Hit:* 1 acid damage.

Dragon, Black Adult

Dragon, fantastic

Armor Class 19
Hit Points 8
Speed 450 ft.

Initiative 14
Morale +8
Weight 6

Acid Immunity. The dragon is immune to acid damage.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

Actions

Claw. *Melee Weapon Attack:* +6 to hit, one target touching front. *Hit:* 2 slashing damage.

Acid Breath (Recharge 5–6). *Melee Weapon Attack:* +6 to hit, range 150 ft. in a straight line, make an attack roll for each unit affected. *Hit:* 1 acid damage.

Dragon, Black Ancient

Dragon, fantastic

Armor Class 22
Hit Points 14
Speed 600 ft.

Initiative 12
Morale +10
Weight 10

Acid Immunity. The dragon is immune to acid damage.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

Actions

Claw. *Melee Weapon Attack:* +8 to hit, one target touching front. *Hit:* 3 slashing damage.

Acid Breath (Recharge 5–6). *Melee Weapon Attack:* +8 to hit, range 200 ft. in a straight line, make an attack roll for each unit affected. *Hit:* 1 acid damage.

Dragon, Blue Young

Dragon, fantastic

Armor Class 18 **Initiative** 14
Hit Points 6 **Morale** +5
Speed 600 ft. **Weight** 5

Lightning Immunity. The dragon is immune to lightning damage.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

Actions

Claw. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 2 slashing damage.

Lightning Breath (Recharge 5–6). *Melee Weapon Attack:* +10 to hit, range 150 ft. in a straight line, make an attack roll for each unit affected. *Hit:* 1 lightning damage.

Dragon, Blue Adult

Dragon, fantastic

Armor Class 19 **Initiative** 12
Hit Points 8 **Morale** +7
Speed 600 ft. **Weight** 7

Lightning Immunity. The dragon is immune to lightning damage.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

Actions

Claw. *Melee Weapon Attack:* +7 to hit, one target touching front. *Hit:* 2 slashing damage.

Lightning Breath (Recharge 5–6). *Melee Weapon Attack:* +7 to hit, range 150 ft. in a straight line, make an attack roll for each unit affected. *Hit:* 1 lightning damage.

Dragon, Blue Ancient

Dragon, fantastic

Armor Class 22 **Initiative** 10
Hit Points 16 **Morale** +7
Speed 700 ft. **Weight** 12

Lightning Immunity. The dragon is immune to lightning damage.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

Actions

Claw. *Melee Weapon Attack:* +10 to hit, one target touching front. *Hit:* 3 slashing damage.

Lightning Breath (Recharge 5–6). *Melee Weapon Attack:* +10 to hit, range 150 ft. in a straight line, make an attack roll for each unit affected. *Hit:* 1 lightning damage.

Dragon, Brass Young

Dragon, fantastic

Armor Class 17 **Initiative** 14
Hit Points 5 **Morale** +5
Speed 800 ft. **Weight** 4

Fire Immunity. The dragon is immune to fire damage.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

Actions

Claw. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 2 slashing damage.

Breath Weapon (Recharge 5–6). The dragon uses one of the following breath weapons:

Fire Breath. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 fire damage.

Sleep Breath. The dragon breathes sleep gas against an adjacent target. That unit must make a Magic save (DC 14). On a failure, that unit cannot take actions or move on its next turn.

Dragon, Brass Adult

Dragon, fantastic

Armor Class 18 **Initiative** 12
Hit Points 8 **Morale** +7
Speed 800 ft. **Weight** 7

Fire Immunity. The dragon is immune to fire damage.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

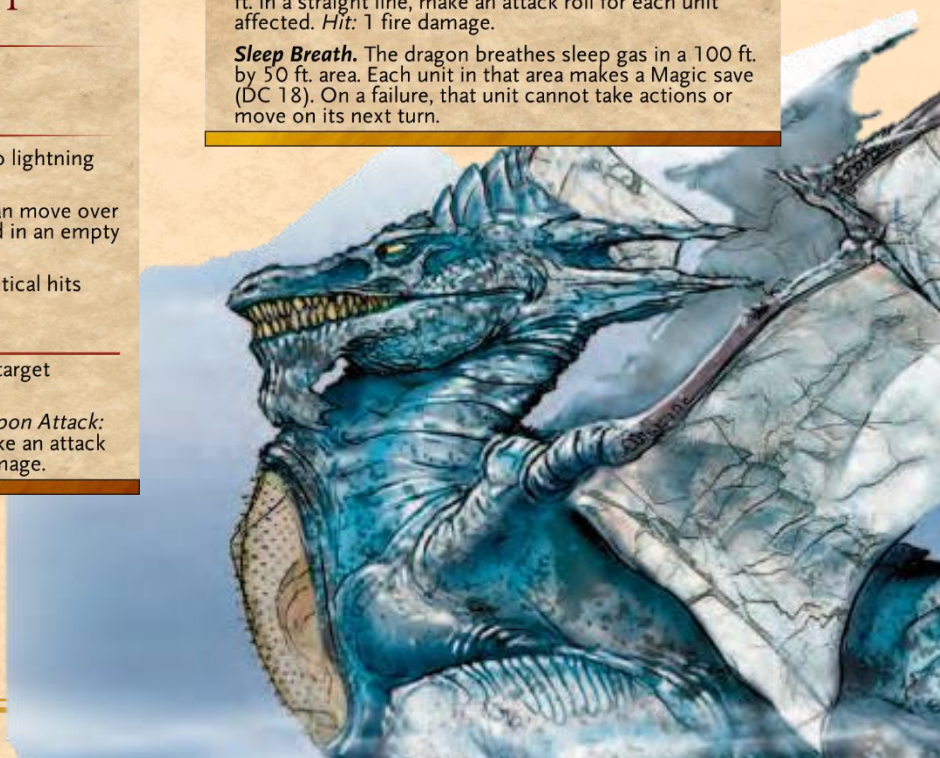
Actions

Claw. *Melee Weapon Attack:* +7 to hit, one target touching front. *Hit:* 2 slashing damage.

Breath Weapon (Recharge 5–6). The dragon uses one of the following breath weapons:

Fire Breath. *Melee Weapon Attack:* +7 to hit, range 100 ft. in a straight line, make an attack roll for each unit affected. *Hit:* 1 fire damage.

Sleep Breath. The dragon breathes sleep gas in a 100 ft. by 50 ft. area. Each unit in that area makes a Magic save (DC 18). On a failure, that unit cannot take actions or move on its next turn.



Dragon, Brass Ancient

Dragon, fantastic

Armor Class 20
Hit Points 16
Speed 800 ft.

Initiative 10
Morale +9
Weight 12

Fire Immunity. The dragon is immune to fire damage.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

Actions

Claw. *Melee Weapon Attack:* +10 to hit, one target touching front. *Hit:* 3 slashing damage.

Breath Weapon (Recharge 5–6). The dragon uses one of the following breath weapons:

Fire Breath. *Melee Weapon Attack*: +10 to hit, range 150 ft. in a straight line, make an attack roll for each unit affected. *Hit:* 1 fire damage.

Sleep Breath. The dragon breathes sleep gas in a 100 ft. by 50 ft. area. Each unit in that area makes a Magic save (DC 21). On a failure, that unit cannot take actions or move on its next turn.

Dragon, Bronze Young

Dragon, fantastic

Armor Class 17
Hit Points 4
Speed 800 ft.

Initiative 14
Morale +5
Weight 4

Lightning Immunity. The dragon is immune to lightning damage.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

Actions

Claw. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 2 slashing damage.

Breath Weapon (Recharge 5–6). The dragon uses one of the following breath weapons:

Lightning Breath. *Melee Weapon Attack*: +5 to hit, range 150 ft. in a straight line, make an attack roll for each unit affected. *Hit:* 1 lightning damage.

Repulsion Breath. The dragon exhales repulsion energy 150 ft. in a straight line. Each unit in that area makes a Magic save (DC 15). On a failure, that unit is pushed 50 feet away from the dragon.

Dragon, Bronze Adult

Dragon, fantastic

Armor Class 19
Hit Points 8
Speed 650 ft.

Initiative 12
Morale +7
Weight 6

Lightning Immunity. The dragon is immune to lightning damage.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

Actions

Claw. *Melee Weapon Attack:* +7 to hit, one target touching front. *Hit:* 2 slashing damage.

Breath Weapon (Recharge 5–6). The dragon uses one of the following breath weapons:

Lightning Breath. *Melee Weapon Attack*: +7 to hit, range 150 ft. in a straight line, make an attack roll for each unit affected. *Hit:* 1 lightning damage.

Repulsion Breath. The dragon exhales repulsion energy 150 ft. in a straight line. Each unit in that area makes a Magic save (DC 19). On a failure, that unit is pushed 50 feet away from the dragon.

Dragon, Bronze Ancient

Dragon, fantastic

Armor Class 20
Hit Points 16
Speed 800 ft.

Initiative 10
Morale +9
Weight 12

Lightning Immunity. The dragon is immune to lightning damage.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

Actions

Claw. *Melee Weapon Attack:* +10 to hit, one target touching front. *Hit:* 3 slashing damage.

Breath Weapon (Recharge 5–6). The dragon uses one of the following breath weapons:

Lightning Breath. *Melee Weapon Attack*: +10 to hit, range 150 ft. in a straight line, make an attack roll for each unit affected. *Hit:* 1 lightning damage.

Repulsion Breath. The dragon exhales repulsion energy 150 ft. in a straight line. Each unit in that area makes a Magic save (DC 23). On a failure, that unit is pushed 50 feet away from the dragon.

Dragon, Copper Young

Dragon, fantastic

Armor Class 17
Hit Points 5
Speed 550 ft.

Initiative 13
Morale +4
Weight 4

Acid Immunity. The dragon is immune to acid damage.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

Actions

Claw. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 2 slashing damage.

Breath Weapon (Recharge 5–6). The dragon uses one of the following breath weapons:

Acid Breath. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 acid damage.

Slowing Breath. The dragon exhales gas against an adjacent unit. That unit must succeed on a Magic save (DC 14) or it can't use reactions, its speed is halved, and it can't attack more than once on its next turn.

Dragon, Copper Adult

Dragon, fantastic

Armor Class 18
Hit Points 7
Speed 550 ft.

Initiative 11
Morale +6
Weight 6

Acid Immunity. The dragon is immune to acid damage.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

Actions

Claw. *Melee Weapon Attack:* +7 to hit, one target touching front. *Hit:* 2 slashing damage.

Breath Weapon (Recharge 5–6). The dragon uses one of the following breath weapons:

Acid Breath. *Melee Weapon Attack*: +7 to hit, range 100 ft. in a straight line, make an attack roll for each unit affected. *Hit:* 1 acid damage.

Slowing Breath. The dragon exhales gas against an adjacent unit. That unit must succeed on a Magic save (DC 19) or it can't use reactions, its speed is halved, and it can't attack more than once on its next turn.

Dragon, Copper Ancient

Dragon, fantastic

Armor Class 21
Hit Points 14
Speed 600 ft.

Initiative 9
Morale +8
Weight 11

Acid Immunity. The dragon is immune to acid damage.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

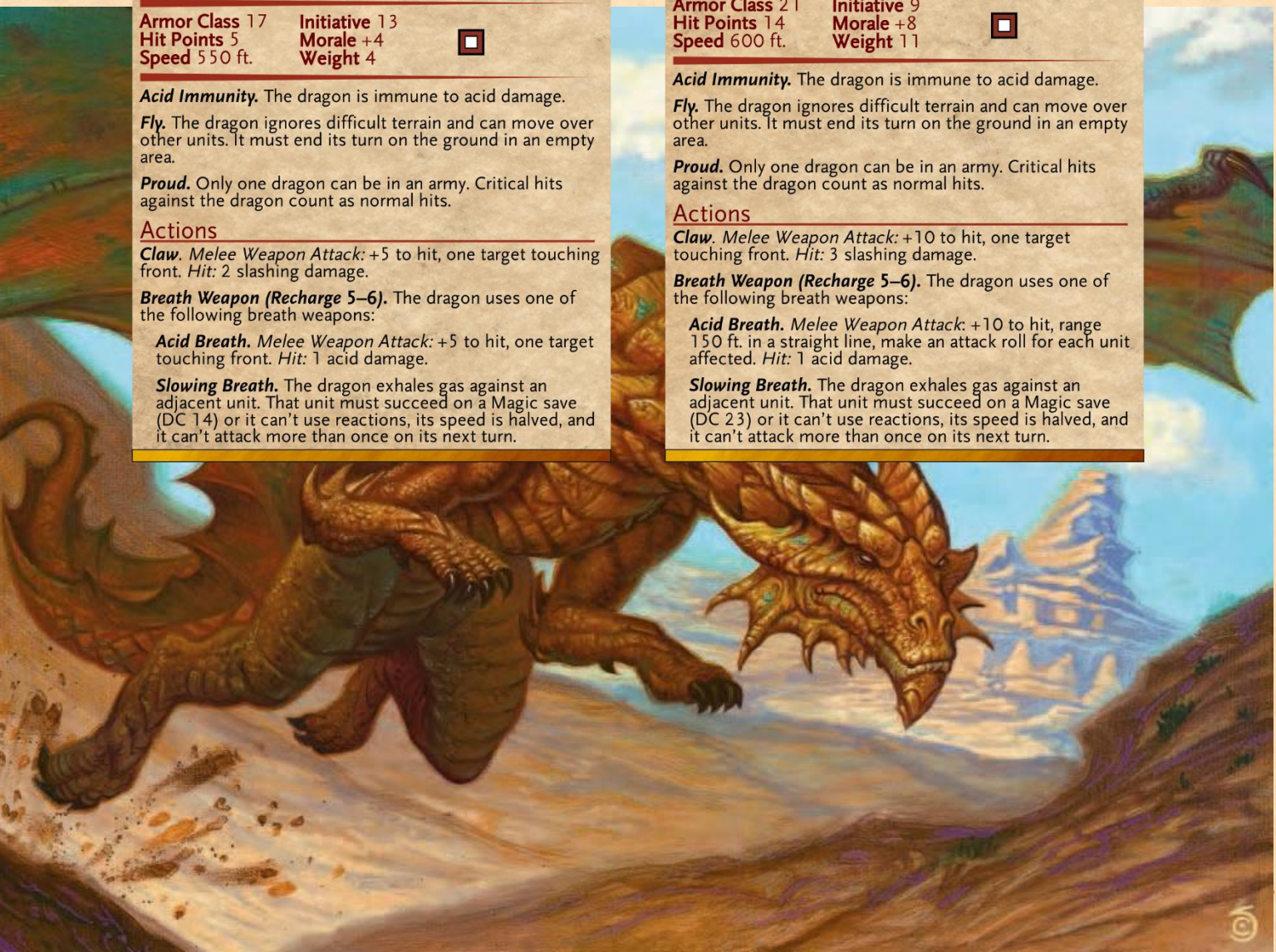
Actions

Claw. *Melee Weapon Attack:* +10 to hit, one target touching front. *Hit:* 3 slashing damage.

Breath Weapon (Recharge 5–6). The dragon uses one of the following breath weapons:

Acid Breath. *Melee Weapon Attack*: +10 to hit, range 150 ft. in a straight line, make an attack roll for each unit affected. *Hit:* 1 acid damage.

Slowing Breath. The dragon exhales gas against an adjacent unit. That unit must succeed on a Magic save (DC 23) or it can't use reactions, its speed is halved, and it can't attack more than once on its next turn.



Dragon, Dracolich

Undead, fantastic

Armor Class 19
Hit Points 8
Speed 800 ft.

Initiative 14
Morale +6
Weight 7

Draconic Immunity. The dracolich is immune to the damage type associated with its draconic ancestry.

Fly. The dracolich ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dracolich can be in an army. Critical hits against the dracolich count as normal hits.

Unbreakable. The dracolich does not break when it drops to 0 hit points.

Undead. When the dracolich starts a turn with 0 hit points, it regains 1 hit point. If radiant damage drops it to 0 hit points, it is destroyed.

Actions

Claw. *Melee Weapon Attack:* +6 to hit, one target touching front. *Hit:* 2 slashing damage.

Breath Weapon (Recharge 5–6). *Melee Weapon Attack:* +6 to hit, range 100 ft. in a straight line, make an attack roll for each unit affected. *Hit:* 1 damage associated with this dragon's type.

Dragon, Gold Young

Dragon, fantastic

Armor Class 18
Hit Points 5
Speed 400 ft.

Initiative 12
Morale +6
Weight 7

Fire Immunity. The dragon is immune to fire damage.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

Actions

Claw. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 2 slashing damage.

Breath Weapon (Recharge 5–6). The dragon uses one of the following breath weapons:

Fire Breath. *Melee Weapon Attack*: +7 to hit, range 150 ft. in a straight line, make an attack roll for each unit affected. *Hit:* 1 fire damage.

Weakening Breath. The dragon exhales gas on an adjacent unit. That unit must succeed on a Magic save (DC 17) or it has disadvantage on attack rolls until it passes a Rally save.

Dragon, Gold Adult

Dragon, fantastic

Armor Class 19
Hit Points 9
Speed 400 ft.

Initiative 10
Morale +8
Weight 9

Fire Immunity. The dragon is immune to fire damage.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

Actions

Claw. *Melee Weapon Attack:* +7 to hit, one target touching front. *Hit:* 2 slashing damage.

Breath Weapon (Recharge 5–6). The dragon uses one of the following breath weapons:

Fire Breath. *Melee Weapon Attack*: +7 to hit, range 150 ft. in a straight line, make an attack roll for each unit affected. *Hit:* 1 fire damage.

Weakening Breath. The dragon exhales gas on an adjacent unit. That unit must succeed on a Magic save (DC 21) or it has disadvantage on attack rolls until it passes a Rally save.

Dragon, Gold Ancient

Dragon, fantastic

Armor Class 22
Hit Points 18
Speed 600 ft.

Initiative 8
Morale +10
Weight 14

Fire Immunity. The dragon is immune to fire damage.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

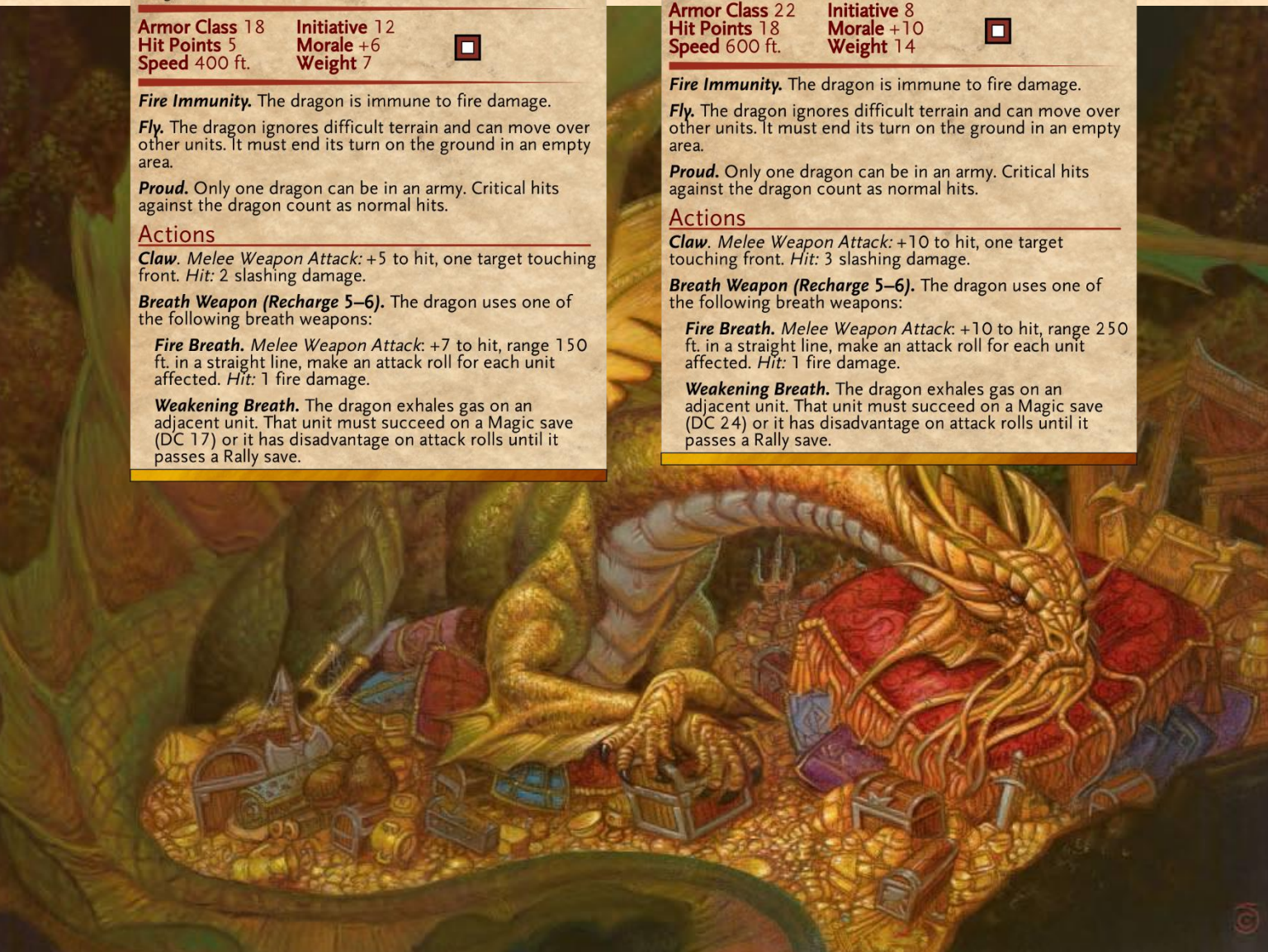
Actions

Claw. *Melee Weapon Attack:* +10 to hit, one target touching front. *Hit:* 3 slashing damage.

Breath Weapon (Recharge 5–6). The dragon uses one of the following breath weapons:

Fire Breath. *Melee Weapon Attack*: +10 to hit, range 250 ft. in a straight line, make an attack roll for each unit affected. *Hit:* 1 fire damage.

Weakening Breath. The dragon exhales gas on an adjacent unit. That unit must succeed on a Magic save (DC 24) or it has disadvantage on attack rolls until it passes a Rally save.



Dragon, Green Young

Dragon, fantastic

Armor Class 18 **Initiative** 18
Hit Points 4 **Morale** +4
Speed 700 ft. **Weight** 3

Poison Immunity. The dragon is immune to poison damage.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

Actions

Claw. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 2 slashing damage.

Poison Breath (Recharge 5–6). *Melee Weapon Attack*: +5 to hit, 100 ft. range in a straight line, make an attack roll for each unit affected. *Hit:* 1 poison damage.

Dragon, Green Adult

Dragon, fantastic

Armor Class 19 **Initiative** 16
Hit Points 7 **Morale** +6
Speed 700 ft. **Weight** 6

Poison Immunity. The dragon is immune to poison damage.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

Actions

Claw. *Melee Weapon Attack:* +7 to hit, one target touching front. *Hit:* 2 slashing damage.

Poison Breath (Recharge 5–6). *Melee Weapon Attack*: +7 to hit, 100 ft. range in a straight line, make an attack roll for each unit affected. *Hit:* 1 poison damage.

Dragon, Green Ancient

Dragon, fantastic

Armor Class 21 **Initiative** 14
Hit Points 14 **Morale** +8
Speed 700 ft. **Weight** 11

Poison Immunity. The dragon is immune to poison damage.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

Actions

Claw. *Melee Weapon Attack:* +9 to hit, one target touching front. *Hit:* 3 slashing damage.

Poison Breath (Recharge 5–6). *Melee Weapon Attack*: +7 to hit, 150 ft. range in a straight line, make an attack roll for each unit affected. *Hit:* 1 poison damage.

Dragon, Red Young

Dragon, fantastic

Armor Class 18 **Initiative** 12
Hit Points 5 **Morale** +6
Speed 400 ft. **Weight** 4

Fire Immunity. The dragon is immune to fire damage.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

Actions

Claw. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 2 slashing damage.

Fire Breath (Recharge 5–6). *Melee Weapon Attack*: +5 to hit, 150 ft. range in a straight line, make an attack roll for each unit affected. *Hit:* 1 fire damage.

Dragon, Red Ancient

Dragon, fantastic

Armor Class 22 **Initiative** 8
Hit Points 18 **Morale** +10
Speed 600 ft. **Weight** 14

Fire Immunity. The dragon is immune to fire damage.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

Actions

Claw. *Melee Weapon Attack:* +10 to hit, one target touching front. *Hit:* 3 slashing damage.

Fire Breath (Recharge 5–6). *Melee Weapon Attack*: +10 to hit, 250 ft. range in a straight line, make an attack roll for each unit affected. *Hit:* 1 fire damage.

Dragon, Shadow Adult

Dragon, fantastic

Armor Class 18 **Initiative** 8
Hit Points 7 **Morale** +6
Speed 400 ft. **Weight** 5

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

Actions

Claw. *Melee Weapon Attack:* +7 to hit, one target touching front. *Hit:* 2 slashing damage.

Shadow Breath (Recharge 5–6). *Melee Weapon Attack*: +7 to hit, 100 ft. range in a straight line, make an attack roll for each unit affected. *Hit:* 1 necrotic damage. A unit reduced to 0 HP from this attack is destroyed.

Dragon, Silver Young

Dragon, fantastic

Armor Class 18 **Initiative** 10
Hit Points 6 **Morale** +5
Speed 400 ft. **Weight** 5

Cold Immunity. The dragon is immune to cold damage.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

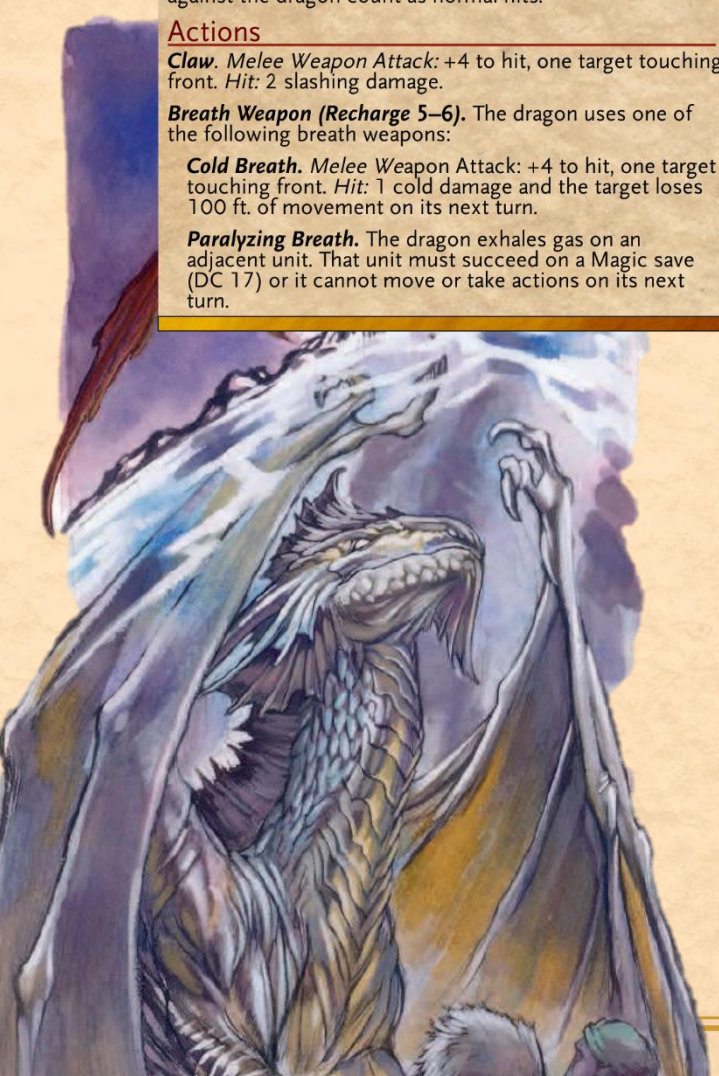
Actions

Claw. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 2 slashing damage.

Breath Weapon (Recharge 5–6). The dragon uses one of the following breath weapons:

Cold Breath. *Melee Weapon* Attack: +4 to hit, one target touching front. *Hit:* 1 cold damage and the target loses 100 ft. of movement on its next turn.

Paralyzing Breath. The dragon exhales gas on an adjacent unit. That unit must succeed on a Magic save (DC 17) or it cannot move or take actions on its next turn.



Dragon, Silver Adult

Dragon, fantastic

Armor Class 19 **Initiative** 8
Hit Points 8 **Morale** +7
Speed 450 ft. **Weight** 6

Cold Immunity. The dragon is immune to cold damage.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

Actions

Claw. *Melee Weapon Attack:* +7 to hit, one target touching front. *Hit:* 2 slashing damage.

Breath Weapon (Recharge 5–6). The dragon uses one of the following breath weapons:

Cold Breath. *Melee Weapon* Attack: +7 to hit, one target touching front. *Hit:* 1 cold damage and the target loses 100 ft. of movement on its next turn.

Paralyzing Breath. The dragon exhales gas on an adjacent unit. That unit must succeed on a Magic save (DC 21) or it cannot move or take actions on its next turn.

Dragon, Silver Ancient

Dragon, fantastic

Armor Class 22 **Initiative** 6
Hit Points 16 **Morale** +9
Speed 500 ft. **Weight** 12

Cold Immunity. The dragon is immune to cold damage.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

Actions

Claw. *Melee Weapon Attack:* +8 to hit, one target touching front. *Hit:* 3 slashing damage.

Breath Weapon (Recharge 5–6). The dragon uses one of the following breath weapons:

Cold Breath. *Melee Weapon* Attack: +8 to hit, one target touching front. *Hit:* 1 cold damage and the target loses 100 ft. of movement on its next turn.

Paralyzing Breath. The dragon exhales gas on an adjacent unit. That unit must succeed on a Magic save (DC 25) or it cannot move or take actions on its next turn.

I ONCE MET A SILVER DRAGON AT THE BOTTOM OF A SILVER MINE. HE WAS CLEVERLY DISGUISED AS A DWARF RUNNING A TINY TAVERN THAT SOLD NOTHING BUT SILVER FLAKE ALE. CRAFTY BUGGER WOULDN'T GIVE UP HIS SECRET TILL I HAD POLISHED OFF A KEG, BUT I GOT IT OUT OF HIM, I DID.

~BROTHER JACK

Dragon, White Young

Dragon, fantastic

Armor Class 17 **Initiative** 14
Hit Points 4 **Morale** +4
Speed 400 ft. **Weight** 4

Cold Immunity. The dragon is immune to cold damage.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

Actions

Claw. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 2 slashing damage.

Cold Breath (Recharge 5–6). *Melee Weapon Attack*: +5 to hit, 100 ft. range in a straight line, make an attack roll for each unit affected. *Hit:* 1 cold damage.

Dragon, White Adult

Dragon, fantastic

Armor Class 18 **Initiative** 12
Hit Points 8 **Morale** +6
Speed 400 ft. **Weight** 6

Cold Immunity. The dragon is immune to cold damage.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

Actions

Claw. *Melee Weapon Attack:* +7 to hit, one target touching front. *Hit:* 2 slashing damage.

Cold Breath (Recharge 5–6). *Melee Weapon Attack*: +7 to hit, 100 ft. range in a straight line, make an attack roll for each unit affected. *Hit:* 1 cold damage.

Dragon, White Ancient

Dragon, fantastic

Armor Class 20 **Initiative** 10
Hit Points 16 **Morale** +8
Speed 400 ft. **Weight** 11

Cold Immunity. The dragon is immune to cold damage.

Fly. The dragon ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Proud. Only one dragon can be in an army. Critical hits against the dragon count as normal hits.

Actions

Claw. *Melee Weapon Attack:* +10 to hit, one target touching front. *Hit:* 3 slashing damage.

Cold Breath (Recharge 5–6). *Melee Weapon Attack*: +10 to hit, 100 ft. range in a straight line, make an attack roll for each unit affected. *Hit:* 1 cold damage.

Dryads

Fey, light infantry

Armor Class 11 **Initiative** 5
Hit Points 3 **Morale** +3
Speed 300 ft. **Weight** 2

Forester. Dryads treat forest as normal terrain. If any part of them are in forest, they add +2 to their AC against ranged attacks.

Magic Resistance. Dryads have advantage on saving throws against spells and other magical effects.

Actions

Club. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Fey Charm. The dryads target one adjacent unit to make a Magic save (DC 14). On a failure, that unit is charmed and cannot attack the dryads. Units affected by this charm can repeat the save at the end of their turn. If a target's saving throw is successful, the effect ends and the target is immune to the dryad's Fey Charm for the rest of this battle.

Eidolon Statues

Construct, siege

Armor Class 19
Hit Points 5
Speed 250 ft.

Initiative 15
Morale +0
Weight 4

Unbreakable. The statues do not break when they drop to 0 hit points.

Undead. When the statues start a turn with 0 hit points, they regain 1 hit point. If radiant damage drops them to 0 hit points, they are destroyed.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 2 bludgeoning damage.

Rock. *Ranged Weapon Attack:* +4 to hit, 250 ft. range, one target. *Hit:* 2 bludgeoning damage.

Elder Elemental, Elder Tempest

Elemental, fantastic

Armor Class 19
Hit Points 9
Speed 600 ft.

Initiative 20
Morale +5
Weight 8

Fly. The tempest ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Living Storm. While the tempest is on the field, no units can fly. All ranged attack rolls are at a –2 penalty, and all units subtract 100 ft. from their movement. Other weather effects are ignored.

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

Proud. Only one tempest can be in an army. Critical hits against the tempest count as normal hits.

Actions

Thunderous Slam. *Melee Weapon Attack:* +8 to hit, one target touching front. *Hit:* 2 thunder damage.

Lightning Storm (Recharge 6). All units within 150 ft. of the tempest must make a Magic save (DC 21). On a failure, that unit takes 1 lightning damage.

Elder Elemental, Leviathan

Elemental, fantastic

Armor Class 17
Hit Points 16
Speed 400 ft.

Initiative 18
Morale +5
Weight 11

Crush. Once per turn, the leviathan can move through one enemy larger than 1 square as if it were difficult terrain. That enemy takes 1 bludgeoning damage. This movement does not trigger opportunity attacks.

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

Proud. Only one leviathan can be in an army. Critical hits against the leviathan count as normal hits.

Swimmer. The leviathan treats water as normal terrain.

Actions

Slam. *Melee Weapon Attack:* +7 to hit, one target touching front. *Hit:* 2 bludgeoning damage.

Tidal Wave (Recharge 6). If leviathan starts its turn in water, it can create a wall of water centered on itself that expands outward on all sides into a 150 feet by 150 feet area. Any unit caught inside the wave must make a Rally save. On a failure, that unit takes 1 bludgeoning damage.

I THEORIZE THAT EVERY LEVIATHAN BEGAN LIFE AS A SINGLE PUDDLE, ANGRY AND UNLOVED. IT THEN BECAME A WATER ELEMENTAL AFTER YEARS OF MISTREATMENT AND FINALLY GREW INTO THE UNSTOPPABLE FORCES OF NATURE WE KNOW TODAY. IN THE FOLLOWING PAPER, I WILL....

~PROFESSOR IGGLEBITS
DEAN, IGGLEBITS ACADEMY

Elder Elemental, Zaratan

Elemental, fantastic

Armor Class 21
Hit Points 16
Speed 400 ft.

Initiative 1
Morale +7
Weight 12

Crush. Once per turn, the zaratan can move through one enemy larger than 1 square as if it were difficult terrain. That enemy takes 1 bludgeoning damage. This movement does not trigger opportunity attacks.

Earth Shake. As a bonus action after moving, the zaratan can send a shockwave against all adjacent enemy units. Those units must make a Rally saving throw. On a failure, that unit takes 1 bludgeoning damage and cannot move on its next turn.

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

Proud. Only one zaratan can be in an army. Critical hits against the zaratan count as normal hits.

Titan. Attacks rolls against the zaratan from non-siege and non-fantastic units have disadvantage.

Actions

Stomp. *Melee Weapon Attack:* +8 to hit, one target touching front. *Hit:* 2 bludgeoning damage.

Elemental, Air Elementals

Elemental, heavy infantry

Armor Class 15
Hit Points 5
Speed 600 ft.

Initiative 14
Morale +3
Weight 3

Fly. Air elementals ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty space.

Nimble. Air elementals can disengage as a bonus action and move through allies as if they were normal terrain.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Whirlwind (Recharge 4–6). Each unit adjacent to the air elementals' front side must make a Rally save. On a failure, that unit must move backward 50 feet or it takes 1 bludgeoning damage.

Elemental, Air Myrmidons

Elemental, heavy infantry

Armor Class 17
Hit Points 6
Speed 300 ft.

Initiative 12
Morale +4
Weight 4

Fly. Air myrmidons ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty space.

Lightning Strike. Air myrmidons score a critical hit on a roll of 18–20.

Actions

Flail. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Elemental, Earth Elementals

Elemental, heavy infantry

Armor Class 17
Hit Points 6
Speed 300 ft.

Initiative 8
Morale +3
Weight 3

Siege Monster. Earth elementals deal double damage to structures and buildings.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Elemental, Earth Myrmidons

Elemental, heavy infantry

Armor Class 18
Hit Points 6
Speed 300 ft.

Initiative 7
Morale +4
Weight 3

Pin. Enemies cannot take the Disengage action when adjacent to the earth myrmidons' front.

Thunderous Strike. Earth myrmidons score a critical hit on a roll of 18–20.

Actions

Maul. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Elemental, Fire Elementals

Elemental, light infantry

Armor Class 14
Hit Points 3
Speed 500 ft.

Initiative 16
Morale +2
Weight 2

Fire Immunity. Fire elementals are immune to fire damage.

Nimble. Fire elementals can disengage as a bonus action and move through allies as if they were normal terrain.

Actions

Touch. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 fire damage.

Elemental, Fire Myrmidons

Elemental, heavy infantry

Armor Class 17
Hit Points 4
Speed 400 ft.

Initiative 9
Morale +3
Weight 3

Fiery Strike. Fire myrmidons score a critical hit on a roll of 18–20.

Fire Immunity. Fire myrmidons are immune to fire damage.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 slashing damage.

Empyrean

Celestial, fantastic

Armor Class 22
Hit Points 16
Speed 500 ft.

Initiative 4
Morale +8
Weight 12

Fly. The empyrean ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

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

Proud. Only one empyrean can be in an army. Critical hits against the empyrean count as normal hits.

Actions

Maul. *Melee Weapon Attack:* +10 to hit, one target touching front. *Hit:* 3 bludgeoning damage.

Trembling Strike (Recharge 6). The empyrean strikes the ground with its maul, forcing all adjacent units to make a Rally save. On a failure, that unit takes 1 bludgeoning damage and is pushed 50 feet away from the empyrean.

Ettercaps

Monstrosity, light infantry

Armor Class 13
Hit Points 3
Speed 300 ft.

Initiative 11
Morale +2
Weight 2

Spider Climb. Ettercaps can climb impassable surfaces as if they were normal terrain.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage.

Web (Recharge 5–6). *Ranged Weapon Attack:* +1 to hit, 100 ft. range, one target. *Hit:* the target muse succeed on a Magic save (DC 11) or it cannot move on its next turn.

Ettins

Humanoid, heavy infantry

Armor Class 15
Hit Points 6
Speed 400 ft.

Initiative 12
Morale +3
Weight 3

Multiheaded. Enemy melee attack rolls against the ettins do not benefit from advantage.

Actions

Battleaxe. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 slashing damage.

Firenewts

Humanoid, light infantry

Armor Class 14
Hit Points 3
Speed 300 ft.

Initiative 9
Morale +2
Weight 2

Fire Immunity. Firenewts are immune to fire damage.

Actions

Scimitar. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Firenewt Giant Striders

Humanoid, mounted

Armor Class 14
Hit Points 4
Speed 500 ft.

Initiative 17
Morale +2
Weight 3

Fire Absorption. When the striders are subjected to fire damage, they take no damage and instead regain a number of hit points equal to the fire damage dealt.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage.

Fire Burst. *Ranged Weapon Attack:* +2 to hit, 100 ft. range, one target. *Hit:* 1 fire damage.

Flail Snails

Elemental, light infantry

Armor Class 16
Hit Points 3
Speed 100 ft.

Initiative 16
Morale +2
Weight 2

Magic Resistance. The snails have advantage on saving throws against spells and other magical effects.

Actions

Flail Tentacle. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Reactions

Antimagic Shell. When the snails succeed on a Magic saving throw, they can use their reaction to convert the magical energy and redirect it against an adjacent unit. That unit takes 1 force damage.

Flameskulls

Undead, light infantry

Armor Class 13
Hit Points 3
Speed 400 ft.

Initiative 16
Morale +0
Weight 2

Fly. The flameskulls ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Unbreakable. The flameskulls do not break when they drop to 0 hit points.

Undead. When the flameskulls start a turn with 0 hit points, they regain 1 hit point. If radiant damage drops them to 0 hit points, they are destroyed.

Actions

Fire Ray. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 fire damage.

Flumphs

Aberration, militia

Armor Class 12
Hit Points 2
Speed 300 ft.

Initiative 9
Morale +2
Weight 1

Fly. Flumphs ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Actions

Tendrils. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 acid.

Fomorians

Giant, siege

Armor Class 13
Hit Points 4
Speed 400 ft.

Initiative 19
Morale +3
Weight 4

Evil Eye. As a bonus action the fomorians can force an adjacent unit to make a Magic saving throw (DC 14). On a failure, that unit takes 1 psychic damage.

Actions

Greatclub. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 2 bludgeoning damage.

Galeb Duhr

Elemental, heavy infantry

Armor Class 16
Hit Points 5
Speed 300 ft.

Initiative 6
Morale +3
Weight 3

Boulder Roll. Moving downhill costs galeb duhr no movement.

Charge. If galeb duhr move at least 50 feet toward a target and then hit with a melee attack, the target takes an extra 1 bludgeoning damage. The target is then pushed back 50 feet.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Gargoyles

Elemental, light infantry

Armor Class 14
Hit Points 4
Speed 450 ft.

Initiative 14
Morale +2
Weight 2

Fly. Gargoyles ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage.

Genie, Dao

Elemental, heavy infantry

Armor Class 18
Hit Points 7
Speed 300 ft.

Initiative 4
Morale +3
Weight 4

Burrower. Dao can burrow 100 feet through the ground and reappear in an unoccupied space facing any direction.

Actions

Maul. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 2 bludgeoning damage.

Genie, Djinn

Elemental, heavy infantry

Armor Class 17
Hit Points 6
Speed 900 ft.

Initiative 6
Morale +3
Weight 3

Fly. Djinn ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Actions

Scimitar. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 2 slashing damage.

Create Whirlwind. The djinn create a 50-foot diameter magical cylinder of swirling air in an empty space within 150 feet. Any unit attempting to move into that area must make a Rally save. On a failure, that unit's movement is over for the turn. As an action, the djinn can move the whirlwind 50 feet. As a bonus action the djinn can end the effect. A djinn can only have one whirlwind active at a time.

Genie, Efreet

Elemental, heavy infantry

Armor Class 17
Hit Points 7
Speed 600 ft.

Initiative 10
Morale +4
Weight 4

Fire Immunity. Efreet are immune to fire damage.

Fly. Efreet ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Actions

Scimitar. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 2 slashing damage.

Hurl Flame. *Ranged Weapon Attack:* +4 to hit, 150 ft. range, one target. *Hit:* 2 fire damage.

Genie, Marids

Elemental, siege

Armor Class 17
Hit Points 8
Speed 600 ft.

Initiative 15
Morale +3
Weight 5

Cold Immunity. Marids are immune to cold damage.

Fly. Marids ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Actions

Trident. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 2 piercing damage.

Water Jet. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 bludgeoning damage and the target must succeed on a Rally save or be pushed back 50 feet.

Ghasts

Undead, light infantry

Armor Class 16
Hit Points 4
Speed 300 ft.

Initiative 6
Morale +3
Weight 2

Stench. The first melee attack roll made against this unit each turn has disadvantage.

Undead. When ghasts start a turn with 0 hit points, they regain 1 hit point. If radiant damage drops them to 0 hit points, they are destroyed.

Actions

Claws. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

For his first wish, the commander asked for untold wealth. For his second wish, glory in the form of his own kingdom. For his third wish, he begged us to stop the bleeding after he realized we weren't that kind of djinni.

Ghosts
Undead, light infantry

Armor Class 12 **Initiative** 19
Hit Points 3 **Morale** +0
Speed 400 ft. **Weight** 2

Fly. Ghosts ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Nimble. Ghosts can disengage as a bonus action and can move through allies as though they were normal terrain.

Unbreakable. Ghosts do not break when they drop to 0 hit points.

Undead. When ghosts start a turn with 0 hit points, they regain 1 hit point. If radiant damage drops them to 0 hit points, they are destroyed.

Actions
Withering Touch. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 necrotic damage.

Giant, Cloud Giants
Giant, siege

Armor Class 14 **Initiative** 6
Hit Points 6 **Morale** +5
Speed 400 ft. **Weight** 4

Crush. Once per turn, cloud giants can move through one enemy larger than 1 square as if it were difficult terrain. That enemy takes 1 bludgeoning damage.

Actions
Morningstar. *Melee Weapon Attack:* +6 to hit, one target touching front. *Hit:* 2 bludgeoning damage.

Rock. *Ranged Weapon Attack:* +6 to hit, 200 ft. range, one target. *Hit:* 2 bludgeoning damage.

Giant, Cloud Giant Smiling One
Giant, siege

Armor Class 15 **Initiative** 11
Hit Points 7 **Morale** +5
Speed 400 ft. **Weight** 4

Teleport. Smiling one can magically teleport up to 200 feet to an unoccupied area by spending 200 feet of movement.

Actions
Morningstar. *Melee Weapon Attack:* +6 to hit, one target touching front. *Hit:* 2 bludgeoning damage.

Rock. *Ranged Weapon Attack:* +6 to hit, 200 ft. range, one target. *Hit:* 2 bludgeoning damage.

Giant, Fire Giants
Giant, siege

Armor Class 18 **Initiative** 8
Hit Points 5 **Morale** +4
Speed 300 ft. **Weight** 4

Fire Immunity. Fire giants are immune to fire damage.

Actions
Greatsword. *Melee Weapon Attack:* +6 to hit, one target touching front. *Hit:* 2 bludgeoning damage.

Rock. *Ranged Weapon Attack:* +6 to hit, 200 ft. range, one target. *Hit:* 2 bludgeoning damage.

Giant, Fire Giant Dreadnought
Giant, fantastic

Armor Class 21 **Initiative** 7
Hit Points 8 **Morale** +6
Speed 300 ft. **Weight** 7

Charge. If the dreadnought moves at least 50 feet toward a target and then hits with a melee attack, the target takes an extra 1 bludgeoning damage. The target is then pushed back 50 feet.

Fire Immunity. The dreadnought is immune to fire damage.

Actions
Fireshield. *Melee Weapon Attack:* +7 to hit, one target touching front. *Hit:* 1 bludgeoning damage and 1 fire damage.

Rock. *Ranged Weapon Attack:* +7 to hit, 200 ft. range, one target. *Hit:* 2 bludgeoning damage.

Giant, Frost Giants
Giant, siege

Armor Class 15 **Initiative** 13
Hit Points 5 **Morale** +4
Speed 400 ft. **Weight** 4

Cold Immunity. Frost giants are immune to fire damage.

Actions
Battleaxe. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 2 slashing damage.

Rock. *Ranged Weapon Attack:* +4 to hit, 200 ft. range, one target. *Hit:* 2 bludgeoning damage.

Giant, Frost Giant Everlasting
Giant, siege

Armor Class 15 **Initiative** 14
Hit Points 7 **Morale** +5
Speed 400 ft. **Weight** 6

Cold Immunity. The everlasting is immune to cold damage.

Multiheaded. Enemy melee attack rolls against the everlasting do not benefit from advantage.

Regeneration. The everlasting doubles its Morale bonus when it takes the Rally action.

Actions
Battleaxe. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 2 slashing damage.

Rock. *Ranged Weapon Attack:* +5 to hit, 200 ft. range, one target. *Hit:* 2 bludgeoning damage.

Giant, Hill Giants

Giant, heavy infantry

Armor Class 13
Hit Points 5
Speed 400 ft.
Initiative 7
Morale +2
Weight 3

Stubborn. When hill giants take the Rally action, add a +1 bonus to the check for each currently defeated ally.

Actions

Greatclub. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Rock. *Ranged Weapon Attack:* +4 to hit, 250 ft. range, one target. *Hit:* 2 bludgeoning damage.

Giant, Mouth of Grolantor

Giant, siege

Armor Class 14
Hit Points 5
Speed 500 ft.
Initiative 19
Morale +3
Weight 4

Life Drain. When the mouth damages a unit from a melee attack, it regains that many hit points.

Mouth of Madness. At the start of the mouth's turn, it uses all its movement toward the nearest enemy.

Unbreakable. The mouth does not break when it drops to 0 hit points.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 piercing damage.

Giant, Storm Giant

Giant, fantastic

Armor Class 16
Hit Points 8
Speed 500 ft.
Initiative 15
Morale +4
Weight 6

Swimmer. The storm giant treats water as normal terrain.

Actions

Greatsword. *Melee Weapon Attack:* +7 to hit, one target touching front. *Hit:* 2 slashing damage.

Lightning Strike. *Ranged Weapon Attack:* +7 to hit, 500 ft. range, one target. *Hit:* 1 lightning damage and the target must make a Magic save (DC 17). On a failure, the target takes an additional 1 lightning damage.

Giant, Storm Giant Quintessent

Giant, fantastic

Armor Class 13
Hit Points 9
Speed 500 ft.
Initiative 12
Morale +5
Weight 6

Fly. The quintessent ignores difficult terrain and can move over other units. It must end its turn on the ground in an empty area.

Swimmer. The quintessent treats water as normal terrain.

Actions

Lightning Sword. *Melee Weapon Attack:* +7 to hit, one target touching front. *Hit:* 2 lightning damage.

Wind Javelin. *Ranged Weapon Attack:* +7 to hit, 600 ft. range, one target. *Hit:* 1 piercing damage and the target is pushed back 50 feet.

One with the Storm (Once per battle). The quintessent casts *control weather* as though it had spent 5 mana. The quintessent ignores any negative effects this spell creates.

Gibbering Mouthers

Aberration, light infantry

Armor Class 9
Hit Points 3
Speed 200 ft.
Initiative 3
Morale +1
Weight 2

Gibbering. Units adjacent to the mouthers can't take reactions.

Actions

Bite. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 piercing damage.

Giffs

Humanoid, heavy infantry

Armor Class 12
Hit Points 5
Speed 300 ft.

Initiative 5
Morale +4
Weight 3

Charge. If giffs move at least 50 feet toward a target and then hit with a melee attack, the target takes an extra 1 piercing damage. The target is then pushed back 50 feet.

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Musket. *Ranged Weapon Attack:* +3 to hit, 150 ft. range, one target. *Hit:* 1 piercing damage.

Fragmentation Grenade (Recharge 6). The giffs throw grenades against an adjacent unit. That unit must make a Rally save. On a failed save, that unit takes 2 piercing damage.

Girallons

Monstrosity, light infantry

Armor Class 13
Hit Points 4
Speed 400 ft.

Initiative 13
Morale +3
Weight 2

Aggressive. As a bonus action, the girallons can move up to their movement speed. If this unit does this, all attacks made against them have advantage until the start of their next turn.

Actions

Claw. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Golem, Flesh Golems

Construct, heavy infantry

Armor Class 9
Hit Points 5
Speed 300 ft.

Initiative 2
Morale +3
Weight 3

Berserk. When the golems start a turn with 3 or fewer hit points, they can make a slam attack as a bonus action.

Construct. The golems cannot take the Rally action. When they drop to 0 hit points, they are destroyed.

Lightning Absorption. When golems are subjected to lightning damage, they take no damage and regain that number of hit points.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Golem, Stone Golems

Construct, siege

Armor Class 17
Hit Points 7
Speed 300 ft.

Initiative 7
Morale +3
Weight 4

Construct. The golems cannot take the Rally action. When they drop to 0 hit points, they are destroyed.

Magic Resistance. Golems have advantage on saving throws against spells and other magical effects.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 bludgeoning damage and the target must make a Magic save (DC 17). On a failed save, the target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. A target can repeat this save at the end of its turns, ending the effect on a success.

Gorgons
Monstrosity, mounted

Armor Class 19 **Initiative** 16
Hit Points 5 **Morale** +3
Speed 400 ft. **Weight** 4

Charge. If the gorgons move at least 50 feet toward a target and then hit with a gore attack, the target takes an extra 1 piercing damage. The target is then pushed back 50 feet.

Actions
Gore. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 piercing damage.

Paralyzing Breath. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* target must make a Magic save (DC 18). On a failed save, that target cannot take actions or move on its next turn.

Gray Renders
Monstrosity, mounted

Armor Class 19 **Initiative** 15
Hit Points 6 **Morale** +4
Speed 300 ft. **Weight** 5

Pivot. The renders can rotate for 50 feet of movement.

Actions
Claws. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 2 slashing damage.

Reactions
Vicious Reprisal. In response to taking damage from a melee attack, the renders can use their reaction to make a melee attack against their attacker.

Grells
Aberration, militia

Armor Class 12 **Initiative** 9
Hit Points 3 **Morale** +1
Speed 300 ft. **Weight** 1

Fly. The grells ignore difficult terrain and can move over other units. The grells must end their turn on the ground in an empty area.

Actions
Beak. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage.

Gricks
Aberration, light infantry

Armor Class 14 **Initiative** 12
Hit Points 3 **Morale** +2
Speed 300 ft. **Weight** 2

Stone Camoflauge. Gricks are not required to deploy at the start of a battle. On any rounds's initiative count 12, any undeployed gricks can be placed adjacent to a rocky or hill terrain feature in an empty space and can then take their turn.

Actions
Beak. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage.

Griffons
Monstrosity, mounted

Armor Class 12 **Initiative** 11
Hit Points 4 **Morale** +2
Speed 800 ft. **Weight** 3

Fly. The griffons ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Actions
Claws. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Grimlocks
Humanoid, militia

Armor Class 11 **Initiative** 6
Hit Points 3 **Morale** +1
Speed 300 ft. **Weight** 1

Stone Camoflauge. Grimlocks are not required to deploy at the start of a battle. On any rounds's initiative count 6, any undeployed grimlocks can be placed adjacent to a rocky or hill terrain feature in an empty space and can then take their turn.

Actions
Spiked Bone Club . *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage.

Grungs
Humanoid, militia

Armor Class 11 **Initiative** 15
Hit Points 2 **Morale** +2
Speed 250 ft. **Weight** 1

Pivot. Grungs can rotate for 50 feet of movement.

Actions
Dagger. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage.

Grung Elite Warriors
Humanoid, light infantry

Armor Class 13 **Initiative** 16
Hit Points 3 **Morale** +3
Speed 250 ft. **Weight** 2

Pivot. Grungs can rotate for 50 feet of movement.

Actions
Dagger. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage.

Mesmerizing Chirr (Once per battle). The grungs make an overwhelming chirring noise. All adjacent enemies must make a Magic save (DC 12). On a failure, that enemy cannot make melee attacks on its next turn.

Grung Wildlings
Humanoid, militia

Armor Class 15 **Initiative** 14
Hit Points 3 **Morale** +2
Speed 250 ft. **Weight** 1

Pivot. Grungs can rotate for 50 feet of movement.

Actions
Dagger. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, 250 ft. range, one target. *Hit:* 1 poison damage.

Half-Dragons
Humanoid, heavy infantry

Armor Class 17 **Initiative** 12
Hit Points 5 **Morale** +4
Speed 300 ft. **Weight** 3

Precision Strike. If the half-dragons do not move this turn and are not adjacent to any allied unit, their melee attack rolls have advantage.

Actions
Longsword. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, 200 ft. range, one target. *Hit:* 1 piercing damage.

Reactions
Parry. Half-dragons can use their reaction to add their Morale modifier to their AC before an enemy makes an attack roll against them.

Harpies
Monstrosity, light infantry

Armor Class 11 **Initiative** 18
Hit Points 4 **Morale** +2
Speed 400 ft. **Weight** 2

Fly. Harpies ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Actions
Claw. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Hell Hounds
Fiend, mounted

Armor Class 15 **Initiative** 19
Hit Points 4 **Morale** +3
Speed 500 ft. **Weight** 3

Pack Tactics. The hounds have advantage on melee attack rolls against a target if at least one of their unbroken allies is adjacent to the target.

Actions
Bite. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 piercing damage.

Helmed Horrors

Construct, heavy infantry

Armor Class 20
Hit Points 6
Speed 300 ft.

Initiative 8
Morale +3
Weight 3

Construct. The horrors cannot take the Rally action. When they drop to 0 hit points, they are destroyed.

Fly. Horrors ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Magic Resistance. The horrors have advantage on saving throws against spells and other magical effects.

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 slashing damage.

Hippogriffs

Monstrosity, militia

Armor Class 11
Hit Points 3
Speed 600 ft.

Initiative 10
Morale +3
Weight 1

Fly. The hippogriffs ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Actions

Beak. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage.

Hook Horrors

Monstrosity, light infantry

Armor Class 15
Hit Points 4
Speed 300 ft.

Initiative 7
Morale +2
Weight 2

Pin. Enemies cannot take the Disengage action when adjacent to this unit's front.

Actions

Hook. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage.

Howlers

Fiend, heavy infantry

Armor Class 16
Hit Points 5
Speed 400 ft.

Initiative 13
Morale +3
Weight 3

Pack Tactics. The howlers have advantage on melee attack rolls against a target if at least one of their unbroken allies is adjacent to the target.

Actions

Rending Bite. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 piercing damage.

Invisible Stalkers

Elemental, heavy infantry

Armor Class 14
Hit Points 5
Speed 500 ft.

Initiative 4
Morale +3
Weight 3

Fly. Stalkers ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Invisible. All melee attack rolls made against the stalkers have disadvantage.

Nimble. The stalkers can disengage as a bonus action and move through allies as though they were normal.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Jackalweres

Humanoid, militia

Armor Class 12
Hit Points 3
Speed 400 ft.

Initiative 16
Morale +2
Weight 1

Pack Tactics. The jackalweres have advantage on melee attack rolls against a target if at least one of their unbroken allies is adjacent to the target.

Actions

Scimitar. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Korreds

Humanoid, heavy infantry

Armor Class 15
Hit Points 5
Speed 300 ft.

Initiative 13
Morale +2
Weight 2

Pin. Enemies cannot take the Disengage action when adjacent to the korreds' front.

Actions

Greatclub. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 2 bludgeoning damage.

Rock. *Ranged Weapon Attack:* +4 to hit, 150 ft. range, one target. *Hit:* 1 bludgeoning damage.

Kraken

Monstrosity, fantastic

Armor Class 18
Hit Points 16
Speed 300 ft.

Initiative 1
Morale +8
Weight 12

Freedom of Movement. The kraken treats all terrain as normal terrain.

Titan. Attacks rolls against the kraken from non-siege and non-fantastic units have disadvantage.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, one target touching front. *Hit:* 3 piercing damage.

Lightning Storm. *Ranged Weapon Attack:* +9 to hit, 150 ft. range, one target. *Hit:* 1 lightning damage and two new targets within 150 ft. of that target also take 1 lightning damage.

Kraken Priests
Humanoid, light infantry

Armor Class 10 **Initiative** 8
Hit Points 3 **Morale** +4
Speed 300 ft. **Weight** 2

Swimmer. The priests treat water as normal terrain.

Actions
Thunderous Touch. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 thunder damage.

Cantrip. Once per battle, as a bonus action, priests can cast a level 1 battle spell their realm knows as though they had spent 1 mana.

Voice of the Kraken. A kraken speaks through the priests, forcing all units within 300 feet to make a Magic save (DC 14). On a failure, those units cannot move closer to any kraken priests or kraken units on their next turn.

Kruthik Hive Lord
Monstrosity, heavy infantry

Armor Class 20 **Initiative** 15
Hit Points 5 **Morale** +4
Speed 400 ft. **Weight** 3

Burrower. The hive lord can burrow 100 feet through the ground and reappear in an unoccupied space facing any direction.

Pack Tactics. The hive lord has advantage on melee attack rolls against a target if at least one of its unbroken allies is adjacent to the target.

Actions
Stab. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 slashing damage.

Acid Spray. *Ranged Weapon Attack:* +4 to hit, 100 ft. range, one target. *Hit:* 2 acid damage.

Kuo-Toa
Humanoid, militia

Armor Class 13 **Initiative** 7
Hit Points 3 **Morale** +2
Speed 300 ft. **Weight** 1

Swimmer. Kuo-toa treat water as normal terrain.

Actions
Spear. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 piercing damage.

Reactions
Sticky Shield. When an enemy unit misses the kuo-toa with a melee attack, the kuo-toa can use their reaction to give that unit disadvantage on its future melee attack rolls. This effect ends once that unit hits with a melee attack.

Kuo-Toa Archpriest
Humanoid, heavy infantry

Armor Class 13 **Initiative** 12
Hit Points 5 **Morale** +3
Speed 300 ft. **Weight** 3

Swimmer. The archpriest treats water as normal terrain.

Actions
Scepter. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 lightning damage.

Cantrip. Once per battle, the archpriest can cast a level 1 battle spell their realm knows as though it spent 1 mana.

Prayer. The archpriest prays to a god of their own insanity, thereby refreshing their cantrip action.

Lamias
Monstrosity, light infantry

Armor Class 13 **Initiative** 12
Hit Points 5 **Morale** +3
Speed 300 ft. **Weight** 2

Alert. Lamias add their Morale modifier to adjacent allies when they make Magic saving throws.

Actions
Claws. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Cantrip. Once per battle, as a bonus action, lamias can cast a level 1 battle spell their realm knows as though they had spent 1 mana.

Lycanthrope, Werebears
Humanoid, heavy infantry

Armor Class 13 **Initiative** 7
Hit Points 7 **Morale** +4
Speed 400 ft. **Weight** 3

Pounce. If the werebears move at least 50 feet toward a target and then hit with a melee attack, they can make a melee attack as a bonus action.

Actions
Greataxe. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 slashing damage.

Lycanthrope, Wereboars

Humanoid, heavy infantry

Armor Class 13 **Initiative** 12
Hit Points 6 **Morale** +3
Speed 400 ft. **Weight** 3

Charge. If the wereboars move forward at least 50 feet toward a target and then hits with a melee attack, the target takes an extra 1 piercing damage. The target is then pushed back 50 feet.

Relentless. If the wereboars takes 2 or more damage in a single attack, the damage is reduced by 1.

Actions

Tusks. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage.

Lycanthrope, Wererats

Humanoid, militia

Armor Class 12 **Initiative** 15
Hit Points 3 **Morale** +2
Speed 300 ft. **Weight** 1

Nimble. The wererats can disengage as a bonus action and move through allies as if they were normal terrain.

Actions

Shortsword. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Hand Crossbow. *Ranged Weapon Attack:* +2 to hit, 150 ft. range, one target. *Hit:* 1 piercing damage.

Lycanthrope, Weretigers

Humanoid, ranged

Armor Class 12 **Initiative** 19
Hit Points 6 **Morale** +3
Speed 400 ft. **Weight** 2

Pounce. If the weretigers move at least 50 feet toward a target and then hit with a melee attack, they can make a melee attack as a bonus action.

Actions

Claws. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Longbow. *Ranged Weapon Attack:* +2 to hit, 300 ft. range, one target. *Hit:* 1 piercing damage.

Lycanthrope, Werewolves

Humanoid, light infantry

Armor Class 12 **Initiative** 15
Hit Points 4 **Morale** +3
Speed 400 ft. **Weight** 2

Rampage. When the werewolves destroy a unit a with a melee attack on their turn, they can take a bonus action to move half their speed and make a claws attack.

Actions

Claws. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Magmins

Elemental, militia

Armor Class 14 **Initiative** 9
Hit Points 3 **Morale** +1
Speed 300 ft. **Weight** 1

Death Burst. When the magmins are destroyed, each adjacent unit must make a Magic save (DC 11) or take 1 fire damage.

Actions

Touch. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 fire damage.

Manticores

Monstrosity, mounted

Armor Class 14
Hit Points 5
Speed 500 ft.

Initiative 18
Morale +2
Weight 3

Charge. If the manticores move forward at least 50 feet toward a target and then hits with a melee attack, the target takes an extra 1 piercing damage. The target is then pushed back 50 feet.

Fly. The manticores ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Actions

Claw. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Tail Spike. *Ranged Weapon Attack:* +3 to hit, 200 ft. range, one target. *Hit:* 1 piercing damage.

Meazels

Humanoid, militia

Armor Class 13
Hit Points 3
Speed 300 ft.

Initiative 8
Morale +1
Weight 1

Shadow Step. Meazels can magically teleport up to 100 feet to an unoccupied area by spending 100 feet of movement. They can use this trait after making a melee attack.

Actions

Shortsword. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Medusas

Monstrosity, heavy infantry

Armor Class 15
Hit Points 6
Speed 300 ft.

Initiative 5
Morale +4
Weight 3

Petrifying Gaze. If an enemy begins its turn adjacent to the medusas's front, it must make a Magic saving throw (DC 14). On a failed save, the unit takes 1 necrotic damage. If a unit drops to 0 hit points in this way, it is destroyed, remains on the field, and is now considered difficult terrain. On a successful save, the unit is immune to any petrifying gazes for the rest of this battle.

Actions

Snake Hair. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 poison damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, 300 ft. range, one target. *Hit:* 1 piercing damage.

Meenlocks

Fey, light infantry

Armor Class 15
Hit Points 3
Speed 300 ft.

Initiative 17
Morale +2
Weight 2

Shadow Step. The meenlocks can magically teleport up to 100 feet to an unoccupied area by spending 100 feet of movement. They can use this trait after making a melee attack.

Actions

Claws. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Mephit, Dust Mephits

Elemental, militia

Armor Class 12
Hit Points 3
Speed 300 ft.

Initiative 12
Morale +1
Weight 1

Death Burst. When the mephits are destroyed, each adjacent unit must make a Magic saving throw (DC 10), on a failed save that unit has disadvantage on hits next melee attack roll.

Fly. The mephits ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Mephit, Ice Mephits

Elemental, militia

Armor Class 11
Hit Points 3
Speed 300 ft.

Initiative 11
Morale +2
Weight 1

Death Burst. When the mephits are destroyed, each adjacent unit must make a Magic saving throw (DC 10), on a failed save that unit takes 1 cold damage.

Fly. The mephits ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Bah! Mephits! Of course the archers run out of arrows at time like this. Well, company, we're a damned sorry lot no matter what we do.

~Swordmaster Perci Abbonaddo

Mephit, Magma Mephits

Elemental, militia

Armor Class 11
Hit Points 3
Speed 300 ft.

Initiative 10
Morale +2
Weight 1

Death Burst. When the mephits are destroyed, each adjacent unit must make a Magic saving throw (DC 10), on a failed save that unit takes 1 fire damage.

Fly. The mephits ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Mephit, Mud Mephits

Elemental, militia

Armor Class 11
Hit Points 3
Speed 300 ft.

Initiative 9
Morale +2
Weight 1

Death Burst. When the mephits are destroyed, each adjacent unit must make a Magic saving throw (DC 10), on a failed save that unit cannot move on its next turn.

Fly. The mephits ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Actions

Fists. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Mephit, Smoke Mephits

Elemental, militia

Armor Class 12
Hit Points 3
Speed 300 ft.

Initiative 13
Morale +2
Weight 1

Death Burst. When the mephits are destroyed, each adjacent unit must make a Magic saving throw (DC 10), on a failed save that unit has disadvantage on its next ranged attack roll.

Fly. The mephits ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Mephit, Steam Mephits

Elemental, militia

Armor Class 10
Hit Points 3
Speed 300 ft.

Initiative 14
Morale +2
Weight 1

Death Burst. When the mephits are destroyed, each adjacent unit must make a Magic saving throw (DC 10), on a failed save that unit takes 1 fire damage.

Fly. The mephits ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Merrow

Monstrosity, light infantry

Armor Class 13
Hit Points 4
Speed 250 ft.

Initiative 4
Morale +2
Weight 2

Swimmer. Merrow treat water as normal terrain.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Harpoon. *Ranged Weapon Attack:* +3 to hit, 150 ft. range, one target. *Hit:* 1 piercing damage.

Mind Flayer, Alhoon

Undead, fantastic

Armor Class 15
Hit Points 5
Speed 400 ft.

Initiative 17
Morale +5
Weight 5

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

Unbreakable. The ahloon does not break when it drops to 0 hit points.

Undead. When the alhoon starts a turn with 0 hit points, it regains 1 hit point. If radiant damage drops it to 0 hit points, it is destroyed.

Actions

Chilling Grasp. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 cold damage.

Mind Blast. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 psychic damage and the alhoon's Cantrip ability recharges.

Cantrip. Once per battle, the alhoon can cast a level 1 combat spell its realm knows as though that realm had spent 1 mana.

Modron, Monodrones

Construct, militia

Armor Class 15
Hit Points 1
Speed 300 ft.

Initiative 11
Morale +1
Weight 1

Axiomatic Mind. The monodrones are immune to any negative effect that requires a Magic saving throw.

Construct. The monodrones cannot take the Rally action. When they drop to 0 HP, they are destroyed.

Actions

Dagger. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 slashing damage.

Javelin. *Ranged Weapon Attack:* +1 to hit, 150 ft. range, one target. *Hit:* 1 piercing damage.

Modron, Duodrones

Construct, militia

Armor Class 15
Hit Points 2
Speed 300 ft.

Initiative 12
Morale +2
Weight 1

Axiomatic Mind. The duodrones are immune to any negative effect that requires a Magic saving throw.

Construct. The duodrones cannot take the Rally action. When they drop to 0 HP, they are destroyed.

Actions

Fist. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Javelin. *Ranged Weapon Attack:* +2 to hit, 150 ft. range, one target. *Hit:* 1 piercing damage.

Modron, Tridrones

Construct, light infantry

Armor Class 15
Hit Points 3
Speed 300 ft.

Initiative 13
Morale +3
Weight 2

Axiomatic Mind. The tridrones are immune to any negative effect that requires a Magic saving throw.

Construct. The tridrones cannot take the Rally action. When they drop to 0 HP, they are destroyed.

Actions

Fist. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Javelin. *Ranged Weapon Attack:* +3 to hit, 150 ft. range, one target. *Hit:* 1 piercing damage.

Modron, Quadrones
Construct, light infantry

Armor Class 16
Hit Points 4
Speed 300 ft.
Initiative 14
Morale +4
Weight 2

Axiomatic Mind. The quadrones are immune to any negative effect that requires a Magic saving throw.

Construct. The quadrones cannot take the Rally action. When they drop to 0 HP, they are destroyed.

Fly. The quadrones ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Actions

Fist. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, 150 ft. range, one target. *Hit:* 1 piercing damage.

Modron, Pentadrones
Construct, light infantry

Armor Class 16
Hit Points 5
Speed 300 ft.
Initiative 15
Morale +5
Weight 2

Axiomatic Mind. The pentadrones are immune to any negative effect that requires a Magic saving throw.

Construct. The pentadrones cannot take the Rally action. When they drop to 0 HP, they are destroyed.

Actions

Arm. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Paralysis Gas. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* the target must succeed on a Magic save (DC 11) or it cannot move or take actions on its next turn.

Mummies
Undead, light infantry

Armor Class 12
Hit Points 5
Speed 200 ft.
Initiative 6
Morale +0
Weight 2

Unbreakable. The mummies do not break when they drop to 0 hit points.

Undead. When the mummies start a turn with 0 hit points, they regain 1 hit point. If radiant damage drops them to 0 hit points, they are destroyed.

Actions

Rotting Fist. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 necrotic damage and the target must make a Magic save (DC 11). On a failure, the target cannot regain hit points until the end of its next turn.

Mummy Lord
Undead, fantastic

Armor Class 17
Hit Points 7
Speed 200 ft.
Initiative 5
Morale +0
Weight 5

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

Unbreakable. The mummy does not break when they drop to 0 hit points.

Undead. When the mummy starts a turn with 0 hit points, they regain 1 hit point. If radiant damage drops them to 0 hit points, they are destroyed.

Actions

Rotting Fist. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 2 necrotic damage and the target must make a Magic save (DC 16). On a failure, the target cannot regain hit points until the end of its next turn.

Cantrip. Once per battle, the mummy can cast a level 1 combat spell its realm knows as though that realm had spent 1 mana.

Whirlwind of Sand. The mummy transforms into a tornado of sand and can move up to 600 feet. This movement does not trigger attacks of opportunity.

Myconid Sovereign

Plant, light infantry

Armor Class 13
Hit Points 4
Speed 300 ft.
Initiative 4
Morale +2
Weight 2

Distress Spores. When the sovereign takes damage, allied myconid units can use their reactions to move 50 feet.

Actions

Fist. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Reactions

Animating Spores. When an enemy unit larger than one square is destroyed while adjacent to the sovereign, the sovereign can use its reaction to raise a myconids unit in the closest empty space.

Nagas, Bone Nagas

Undead, light infantry

Armor Class 15
Hit Points 3
Speed 300 ft.
Initiative 5
Morale +3
Weight 2

Unbreakable. The nagas do not break when they drop to 0 hit points.

Undead. When the nagas start a turn with 0 hit points, they regain 1 hit point. If radiant damage drops it to 0 hit points, it is destroyed.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 poison damage.

Cantrip. Once per battle, the nagas can cast a level 1 combat spell their realm knows as though that realm had spent 1 mana.

Nagas, Spirit Nagas

Monstrosity, heavy infantry

Armor Class 15
Hit Points 5
Speed 400 ft.
Initiative 14
Morale +3
Weight 3

Rejuvenation. If the nagas are destroyed, make a Magic (Lore) check after the battle (DC 17). If you succeed, you may recruit a new guardian nagas unit without paying the cost.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 poison damage.

Cantrip. Once per battle, the nagas can cast a level 1 combat spell their realm knows as though that realm had spent 1 mana.

Nagpa

Humanoid, fantastic

Armor Class 19
Hit Points 7
Speed 300 ft.
Initiative 10
Morale +6
Weight 6

Corruption. As a bonus action, the nagpa forces an enemy within 100 feet to make a Magic saving throw (DC 20). On a failure, the nagpa controls that enemy until the end of that enemy's next turn. On a successful save, that enemy is immune to the nagpa's corruption for the rest of the battle. Only one unit can be under the nagpa's control in this way at a time.

Actions

Staff. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Spellcasting. *Ranged Weapon Attack:* +4 to hit, 200 ft. range, one target. *Hit:* 1 force damage.

Cantrip. Once per battle, the nagpa can cast a level 1 combat spell its realm knows as though that realm had spent 1 mana.

Neogi

Aberration, light infantry

Armor Class 15
Hit Points 4
Speed 300 ft.
Initiative 12
Morale +2
Weight 2

Spider Climb. Neogi can climb impassable surfaces as if they were normal terrain.

Enslave. Once per battle as a bonus action, the neogi can force an adjacent enemy to make a Magic saving throw (DC 14). On a failure, the neogi controls that enemy until the end of that enemy's next turn.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Neogi Master

Aberration, heavy infantry

Armor Class 15 **Initiative** 13
Hit Points 5 **Morale** +3
Speed 300 ft. **Weight** 3

Spider Climb. Neogi can climb impassable surfaces as if they were normal terrain.

Enslave. Once per battle as a bonus action, the neogi can force an adjacent enemy to make a Magic saving throw (DC 14). On a failure, the neogi controls that enemy until the end of that enemy's next turn.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 slashing damage.

Cantrip. Once per battle, the neogi can cast a level 1 combat spell its realm knows as though that realm had spent 1 mana.

Nightmares

Fiend, mounted

Armor Class 13 **Initiative** 20
Hit Points 4 **Morale** +3
Speed 900 ft. **Weight** 3

Confer Fire Resistance. The nightmares and their adjacent allies have immunity to fire damage.

Fly. The nightmares ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Actions

Hooves. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Nightwalkers

Undead, siege

Armor Class 14 **Initiative** 19
Hit Points 8 **Morale** +4
Speed 400 ft. **Weight** 6

Annihilating Aura. Enemy units that start their turn adjacent to the nightwalkers' front must succeed on a Magic saving throw (DC 21) or take 1 necrotic damage.

Unbreakable. The nightwalkers do not break when they drop to 0 hit points.

Undead. When the nightwalkers start a turn with 0 hit points, they regain 1 hit point. If radiant damage drops them to 0 hit points, they are destroyed.

Actions

Enervating Focus. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 2 necrotic damage.

Finger of Doom (Recharge 6). *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 necrotic damage and the target breaks.

Nilbogs

Humanoid, militia

Armor Class 13 **Initiative** 15
Hit Points 2 **Morale** +1
Speed 300 ft. **Weight** 1

Nilbogism. When an enemy targets the nilbogs with a melee attack, that enemy must first succeed on a Magic save (DC 12) or it must choose a new target.

Nimble. The nilbogs can disengage as a bonus action and can move through allies as if they were normal terrain.

Actions

Fool's Scepter. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Reactions

Reversal of Fortune. When the nilbogs take damage from a melee attack, they can use their reaction to reduce the damage to 0 and instead regain 1 hit point.

Nothics

Aberration, light infantry

Armor Class 14
Hit Points 4
Speed 300 ft.

Initiative 8
Morale +2
Weight 2

Nimble. Nothics can dsengage as a bonus action and move through allies as if they were normal terrain.

Actions

Claw. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Rotting Gaze. *Ranged Weapon Attack:* +2 to hit, 100 ft. range, one target. *Hit:* 1 necrotic damage.

Oblex, Elder

Ooze, siege

Armor Class 16
Hit Points 5
Speed 200 ft.

Initiative 5
Morale +2
Weight 4

Agile. The oblex treats all terrain as normal terrain.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 bludgeoning and 1 psychic damage.

Eat Memories. An adjacent enemy must succeed on a Magic save (DC 18) or take 2 psychic damage. Until that enemy succeeds on a Rally check or regains hit points, it subtracts a d4 from any further saves or attack rolls. Only one enemy can be affected by the oblex's eaten memories at a time.

Ogres

Humanoid, light infantry

Armor Class 11
Hit Points 5
Speed 400 ft.

Initiative 14
Morale +2
Weight 2

Vicious. The ogres add +2 to their attack rolls if they have less than full hit points.

Actions

Greatclub. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Javelin. *Ranged Weapon Attack:* +3 to hit, range 150 ft., one target. *Hit:* 1 piercing damage.

Ogre, Battering Ram

Humanoid, light infantry

Armor Class 14
Hit Points 5
Speed 400 ft.

Initiative 14
Morale +2
Weight 2

Siege Monster. This unit deals double damage to structures and buildings.

Actions

Bash. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Ogre, Bolt Launchers

Humanoid, light infantry

Armor Class 13
Hit Points 5
Speed 400 ft.

Initiative 14
Morale +2
Weight 2

Close Range. Being adjacent to an enemy does not impose disadvantage on the launchers' ranged weapon attack rolls.

Actions

Fist. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Bolt Launcher. *Ranged Weapon Attack:* +3 to hit, range 450 ft., one target. *Hit:* 1 piercing damage.

Ogre, Chain Brutes

Humanoid, light infantry

Armor Class 11
Hit Points 5
Speed 400 ft.

Initiative 14
Morale +2
Weight 2

Reckless. At the start of their turn, the brutes can gain advantage on all melee attack rolls they make during that turn, but attack rolls against them have advantage until the start of their next turn.

Actions

Fist. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Chain Sweep. *Melee Weapon Attack:* +3 to hit, all targets touching front. *Hit:* 1 bludgeoning damage.

Oni
Giant, heavy infantry

Armor Class 16
Hit Points 6
Speed 300 ft.
Initiative 11
Morale +3
Weight 3

Fly. The oni ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Regeneration. Oni double their Morale modifier when taking the Rally action.

Actions

Glaive. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 slashing damage.

Otyughs
Aberration, siege

Armor Class 14
Hit Points 6
Speed 300 ft.
Initiative 9
Morale +3
Weight 4

Diseased. Units damaged by the otyughs cannot regain hit points on their next turn.

Actions

Tentacle. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 bludgeoning and 1 poison damage.

Owlbears
Monstrosity, light infantry

Armor Class 13
Hit Points 4
Speed 400 ft.
Initiative 12
Morale +2
Weight 2

Charge. If the owlbears move at least 50 feet toward a target and then hit with a melee attack, the target takes an extra 1 piercing damage. The target is then pushed back 50 feet.

Actions

Beak. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage.

Pegasi
Celestial, mounted

Armor Class 12
Hit Points 4
Speed 600 ft.
Initiative 18
Morale +3
Weight 3

Fly. The pegasi ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Actions

Hooves. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Perytons
Monstrosity, mounted

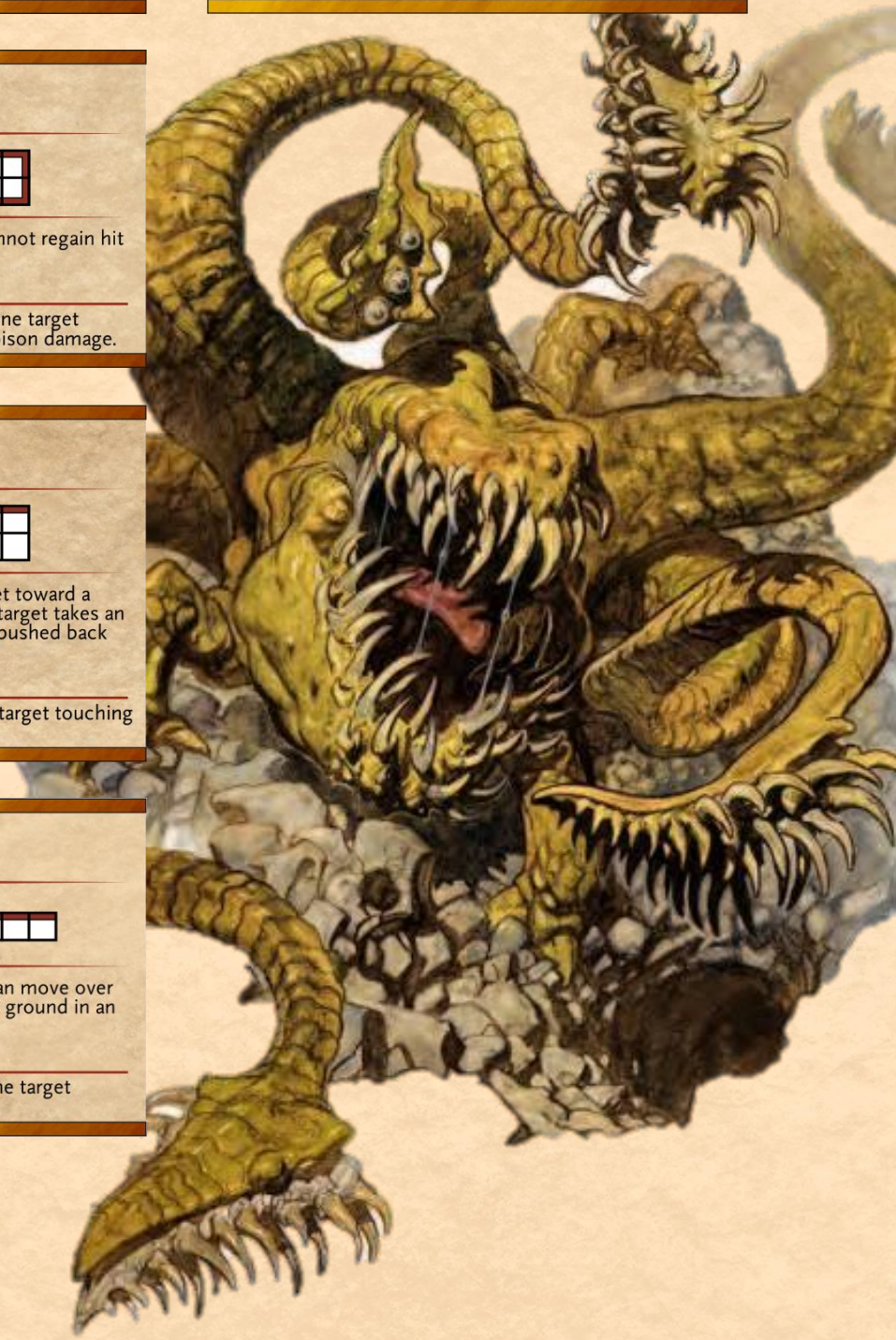
Armor Class 13
Hit Points 3
Speed 600 ft.
Initiative 19
Morale +2
Weight 3

Fly. The perytons ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Flyby. While flying, perytons can make a melee attack as an action that doesn't provoke attacks of opportunity.

Actions

Gore. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage.



Purple Worm
Monstrosity, fantastic

Armor Class 18
Hit Points 9
Speed 500 ft.
Initiative 3
Morale +3
Weight 6

Burrower. The worm can burrow 100 feet through the ground and reappear in an unoccupied space facing any direction.

Actions

Multiattack. When the worm hits a target no bigger than one square with bite, the worm then uses Swallow on that target.

Bite. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 2 piercing damage.

Swallow. The target must succeed on a Rally save or the worm swallows the target and it cannot move. The target can repeat the save at the end of its turn. If the target succeeds on its Rally save, it can move. While engulfed, the target takes 1 acid damage at the start of its turn. The worm's movement is reduced to 0 feet while it has a unit swallowed and the worm can only have one unit swallowed at a time.

Quaggoths
Humanoid, light infantry

Armor Class 13
Hit Points 4
Speed 300 ft.
Initiative 15
Morale +2
Weight 2

Wounded Fury. While the quaggoths have 2 or less hit points, they have advantage on melee attack rolls and deal +1 damage when making melee attacks.

Actions

Claw. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Quicklings
Fey, militia

Armor Class 16
Hit Points 2
Speed 1200 ft.
Initiative 20
Morale +3
Weight 1

Agile. The quicklings treat all terrain as normal terrain.

Nimble. Quicklings can disengage as a bonus action and move through allies as if they were normal terrain.

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 piercing damage.

"Musta been, ten, twenty-thousand of them. Every time we wheeled, another company was on our flank. Luckily, we were able to outrun them after we crossed back out of their borders."

~Firaline Birdswallow, Tabaxi Troubadour

Rakshasa
Fiend, siege

Armor Class 16
Hit Points 6
Speed 400 ft.
Initiative 18
Morale +3
Weight 4

Magic Immunity. Rakshasa can choose to succeed on saving throws against spells and other magical effects.

Actions

Claw. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 slashing damage and the target cannot regain hit points for the rest of the battle.

Cantrip. Once per battle, the rakshasa can cast a level 1 combat spell its realm knows as though that realm had spent 1 mana.

Redcaps
Humanoid, light infantry

Armor Class 13 **Initiative** 4
Hit Points 3 **Morale** +2
Speed 250 ft. **Weight** 2

Iron Boots. Redcaps cannot be moved against their will.

Actions
Wicked Sickle. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Remorhaz
Monstrosity, siege

Armor Class 17 **Initiative** 8
Hit Points 7 **Morale** +3
Speed 300 ft. **Weight** 5

Burrower. The remorhaz can burrow 100 feet through the ground and reappear in an unoccupied space facing any direction.

Heated Body. When the remorhaz is hit with a melee attack, the attacker takes 1 fire damage.

Actions
Bite. *Melee Weapon Attack:* +6 to hit, one target touching front. *Hit:* 2 piercing damage.

Retrievers
Construct, fantastic

Armor Class 19 **Initiative** 17
Hit Points 8 **Morale** +0
Speed 400 ft. **Weight** 6

Construct. The retrievers cannot take the Rally action. When they drop to 0 hit points, they are destroyed.

Faultless Tracker. Armies with retrievers have advantage on Scouting checks.

Actions
Foreleg. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 2 slashing damage.

Force Beam. *Ranged Weapon Attack:* +5 to hit, range 100 ft., one target. *Hit:* 1 force damage and the target must succeed on a Magic save (DC 18) or it cannot move or take actions on its next turn.

Revenants
Undead, heavy infantry

Armor Class 14 **Initiative** 13
Hit Points 6 **Morale** +0
Speed 300 ft. **Weight** 5

Magic Resistance. Revenants have advantage on saving throws against spells and other magical effects.

Unbreakable. Revenants do not break when they drop to 0 hit points.

Undead. When the revenants start a turn with 0 hit points, they regain 1 hit point. If radiant damage drops them to 0 hit points, they are destroyed.

Actions
Fist. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 necrotic damage.

Sahuagins
Humanoid, militia

Armor Class 12 **Initiative** 15
Hit Points 3 **Morale** +1
Speed 300 ft. **Weight** 1

Blood Frenzy. The sahuagins have advantage on melee attack rolls against units that don't have all their hit points.

Swimmer. Sahuagins treat water as normal terrain.

Actions
Spear. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 piercing damage.

Sahuagin Barons
Humanoid, heavy infantry

Armor Class 16 **Initiative** 12
Hit Points 6 **Morale** +3
Speed 300 ft. **Weight** 3

Blood Frenzy. The barons have advantage on melee attack rolls against units that don't have all their hit points.

Swimmer. The barons treat water as normal terrain.

Actions
Trident. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 piercing damage.

Sahuagin Priestesses
Humanoid, light infantry

Armor Class 12 **Initiative** 14
Hit Points 4 **Morale** +2
Speed 300 ft. **Weight** 2

Blood Frenzy. The priestesses have advantage on melee attack rolls against units that don't have all their hit points.

Swimmer. The priestesses treat water as normal terrain.

Actions
Claws. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Cantrip. Once per battle, the priestesses can cast a level 1 combat spell its realm knows as though that realm had spent 1 mana.

Salamander, Fire Snakes

Elemental, light infantry

Armor Class 14
Hit Points 3
Speed 300 ft.

Initiative 12
Morale +2
Weight 2

Heated Body. When the snakes are hit with a melee attack, the attacker takes 1 fire damage.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage.

Salamander, Frost Salamanders

Elemental, mounted

Armor Class 17
Hit Points 7
Speed 500 ft.

Initiative 10
Morale +3
Weight 4

Pivot. The salamanders can rotate for 50 feet of movement.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 cold damage.

Freezing Breath (Recharge 5–6). *Melee Weapon Attack:* +4 to hit, range 100 ft. in a straight line, make an attack roll for each unit affected. *Hit:* 2 cold damage.

Salamander, Salamanders

Elemental, heavy infantry

Armor Class 15
Hit Points 5
Speed 300 ft.

Initiative 12
Morale +2
Weight 2

Heated Body. When the salamanders are hit with a melee attack, the attacker takes 1 fire damage.

Actions

Spear. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 fire damage.

Satyrs

Humanoid, militia

Armor Class 14
Hit Points 3
Speed 400 ft.

Initiative 16
Morale +2
Weight 1

Magic Resistance. Satyrs have advantage against on saving throws against spells and other magical effects.

Actions

Ram. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Scarecrows

Construct, militia

Armor Class 11
Hit Points 3
Speed 300 ft.

Initiative 9
Morale +0
Weight 1

Construct. The scarecrows cannot take the Rally action. When they drop to 0 hit points, they are destroyed.

Actions

Claw. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 slashing damage.

Sea Spawn

Humanoid, militia

Armor Class 11
Hit Points 3
Speed 200 ft.

Initiative 7
Morale +1
Weight 1

Swimmer. The spawn treat water as normal terrain.

Actions

Unarmed Strike. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 bludgeoning damage and the sea spawn can then make a Poison Quills attack against the target as a bonus action.

Poison Quills. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 poison damage.

Shadows

Undead, militia

Armor Class 12
Hit Points 3
Speed 400 ft.

Initiative 15
Morale +0
Weight 1

Unbreakable. Shadowss do not break when they drop to 0 hit points.

Undead. When the shadows start a turn with 0 hit points, they regain 1 hit point. If radiant damage drops them to 0 hit points, they are destroyed.

Actions

Strength Drain. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 necrotic damage and the target has disadvantage on melee attack rolls until the end of its next turn.

Skulks

Humanoid, militia

Armor Class 14
Hit Points 3
Speed 300 ft.

Initiative 18
Morale +2
Weight 1

Trackless. Armies with skulks do not appear on the world map and other realms have disadvantage when attempting a Scout check on these armies.

Actions

Claws. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 necrotic damage.

Skull Lord

Undead, fantastic

Armor Class 18
Hit Points 8
Speed 200 ft.

Initiative 8
Morale +5
Weight 6

Unbreakable. The skull lord does not break when it drops to 0 hit points.

Undead. When the skull lord starts a turn with 0 hit points, it regains 1 hit point. If radiant damage drops it to 0 hit points, it is destroyed.

Actions

Slam. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Bone Staff. *Ranged Weapon Attack:* +4 to hit, range 250 ft., one target. *Hit:* 2 necrotic damage.

Reactions

Gravemaster. When an adjacent ally with the Undead trait takes damage, the skull lord can use its reaction to prevent that instance of damage.

Slaad, Blue Slaadi

Aberration, heavy infantry

Armor Class 15 **Initiative** 15
Hit Points 5 **Morale** +4
Speed 300 ft. **Weight** 3

Magic Resistance. Slaadi have advantage on saving throws against spells and other magical effects.

Regeneration. The slaadi double their Morale modifier when they take the Rally action.

Actions

Claw. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 slashing damage and the target must make a Magic save (DC 15) or it cannot regain hit points from taking the Rally action for the rest of the battle.

Slaad, Death Slaadi

Aberration, siege

Armor Class 18 **Initiative** 17
Hit Points 7 **Morale** +5
Speed 300 ft. **Weight** 5

Magic Resistance. Slaadi have advantage on saving throws against spells and other magical effects.

Regeneration. The slaadi double their Morale modifier when they take the Rally action.

Actions

Claw. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 slashing and 1 necrotic damage and the target must make a Magic save (DC 15) or it cannot regain hit points from taking the Rally action for the rest of the battle.

Slaad, Gray Slaadi

Aberration, heavy infantry

Armor Class 17 **Initiative** 11
Hit Points 6 **Morale** +4
Speed 300 ft. **Weight** 3

Magic Resistance. Slaadi have advantage on saving throws against spells and other magical effects.

Regeneration. The slaadi double their Morale modifier when they take the Rally action.

Transformation. If the slaadi destroy an enemy with a melee attack, this unit is replaced by a new death slaadi unit, if its army's commander can hold the additional weight.

Actions

Claw. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 slashing damage.

Slaad, Green Slaadi

Aberration, ranged

Armor Class 16 **Initiative** 10
Hit Points 5 **Morale** +3
Speed 300 ft. **Weight** 2

Magic Resistance. Slaadi have advantage on saving throws against spells and other magical effects.

Regeneration. The slaadi double their Morale modifier when they take the Rally action.

Transformation. If the slaadi destroy an enemy with a ranged attack, this unit is replaced by a new gray slaadi unit, if its army's commander can hold the additional weight.

Actions

Claw. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Hurl Flame. *Ranged Weapon Attack:* +3 to hit, range 100 ft., one target. *Hit:* 1 fire damage.

Slaad, Red Slaadi

Aberration, light infantry

Armor Class 14 **Initiative** 11
Hit Points 5 **Morale** +4
Speed 300 ft. **Weight** 3

Magic Resistance. Slaadi have advantage on saving throws against spells and other magical effects.

Regeneration. The slaadi double their Morale modifier when they take the Rally action.

Actions

Claw. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 slashing damage.

Sorrowsworn, The Angry

Monstrosity, fantastic

Armor Class 18
Hit Points 8
Speed 300 ft.

Initiative 6
Morale +3
Weight 6

Multiheaded. Enemy melee attack rolls against the angry do not benefit from advantage.

Rising Anger. If another unit deals damage to the angry, the angry's attack rolls have advantage until the start of its next turn.

Actions

Hook. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 2 piercing damage.

Sorrowsworn, The Hungry

Monstrosity, heavy infantry

Armor Class 17
Hit Points 7
Speed 300 ft.

Initiative 9
Morale +2
Weight 3

Life Hunger. If an enemy unit regains hit points, the hungry deal +1 slashing damage on their melee attack rolls until the start of their next turn.

Actions

Claw. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Sorrowsworn, The Lonely

Monstrosity, heavy infantry

Armor Class 16
Hit Points 6
Speed 300 ft.

Initiative 9
Morale +2
Weight 3

Psychic Leech. If an enemy starts its turn adjacent to the lonely, it must succeed on a Magic save (DC 15) or take 1 psychic damage.

Thrives on Company. If the lonely are not adjacent to an ally, they have disadvantage on melee attack rolls.

Actions

Harpoon Arm. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Sorrowsworn, The Lost

Monstrosity, light infantry

Armor Class 15
Hit Points 4
Speed 300 ft.

Initiative 14
Morale +1
Weight 2

Tightening Embrace. If an enemy retreats from the map while the lost's front is adjacent to one or more enemies, the lost can deal 1 psychic damage to one of those enemies.

Actions

Arm Spike. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage.

Sorrowsworn, The Wretched

Monstrosity, militia

Armor Class 15
Hit Points 3
Speed 400 ft.

Initiative 16
Morale +0
Weight 1

Wretched. The enemy that destroys the wretched gains no fame or experience.

Pack Tactics. The wretched have advantage on melee attack rolls against a target if at least one of its unbroken allies is adjacent to that target.

Actions

Bite. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 piercing damage.

Spawn of Kyuss

Undead, militia

Armor Class 10
Hit Points 2
Speed 300 ft.

Initiative 4
Morale +0
Weight 1

Unbreakable. Spawn of Kyuss do not break when they drop to 0 hit points.

Undead. When the spawn of Kyuss start a turn with 0 hit points, they regain 1 hit point. If radiant damage drops them to 0 hit points, they are destroyed.

Worms. If the spawn of Kyuss destroy an enemy, a new spawn of Kyuss unit rises in the closest empty area if its commander can hold the additional weight.

Actions

Burrowing Worm. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage.

Specters

Undead, militia

Armor Class 12
Hit Points 3
Speed 500 ft.

Initiative 18
Morale +0
Weight 1

Fly. The specters ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Nimble. The specters can disengage as a bonus action and move through allies as if they were normal terrain.

Unbreakable. Specters do not break when they drop to 0 hit points.

Undead. When the specters start a turn with 0 hit points, they regain 1 hit point. If radiant damage drops them to 0 hit points, they are destroyed.

Actions

Life Drain. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 necrotic damage.

Sphinx, Androsphinx

Monstrosity, fantastic

Armor Class 17
Hit Points 6
Speed 500 ft.

Initiative 10
Morale +6
Weight 6

Fly. The sphinx ignores difficult terrain and can move over other units. it must ends its turn on the ground in an empty space.

Psychic Immunity. The sphinx is immune to psychic damage.

Actions

Claw. *Melee Weapon Attack:* +6 to hit, one target touching front. *Hit:* 2 slashing damage.

Cantrip. Once per battle, the sphinx can cast a level 1 combat spell its realm knows as though that realm had spent 1 mana.

Roar (Recharge 6). The sphinx emits a magical roar. All enemy units within 400 feet must make a Magic save (DC 18). On a failure, that unit takes 2 thunder damage and has disadvantage on its next melee attack roll.

Sphinx, Gynosphinxes

Monstrosity, heavy infantry

Armor Class 16
Hit Points 5
Speed 600 ft.

Initiative 10
Morale +6
Weight 3

Fly. The sphinxes ignores difficult terrain and can move over other units. They must ends their turn on the ground in an empty space.

Psychic Immunity. The sphinxes are immune to psychic damage.

Actions

Claw. *Melee Weapon Attack:* +6 to hit, one target touching front. *Hit:* 1 slashing damage.

Cantrip. Once per battle, the sphinx can cast a level 1 combat spell their realm knows as though that realm had spent 1 mana.

Star Spawn, Grues

Aberration, militia

Armor Class 11
Hit Points 2
Speed 300 ft.

Initiative 16
Morale +0
Weight 1

Aura of Madness. Enemies adjacent to the grues have disadvantage on saving throws.

Actions

Confounding Bite. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 piercing damage and the target must succeed on a Magic save (DC 10) or attack rolls against the target have advantage until the start of the grues' next turn.

Star Spawn, Hulk

Aberration, heavy infantry

Armor Class 16
Hit Points 6
Speed 300 ft.

Initiative 14
Morale +2
Weight 3

Psychic Mirror. If the hulk takes psychic damage, each adjacent unit takes that damage instead; the hulk takes none of that damage.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Star Spawn, Larva Mage

Aberration, fantastic

Armor Class 16
Hit Points 6
Speed 300 ft.

Initiative 15
Morale +2
Weight 3

Psychic Immunity. The mage is immune to psychic damage.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Plague of Worms (Recharge 6). Each adjacent unit must succeed on a Magic save (DC 19) or take 2 necrotic damage.

Reactions

Feed on Weakness. If an enemy fails a saving throw, the mage can use its reaction to regain 1 hit point.

Star Spawn, Manglers

Aberration, light infantry

Armor Class 14
Hit Points 4
Speed 400 ft.

Initiative 13
Morale +2
Weight 2

Ambush. The manglers have advantage on their melee attack rolls against targets that haven't taken a turn this round.

Actions

Claw. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Star Spawn, Seer

Aberration, siege

Armor Class 17
Hit Points 5
Speed 300 ft.

Initiative 11
Morale +3
Weight 5

Out-of-Phase Movement. The seer can move through enemies as if they were difficult terrain. Those enemies take 1 psychic damage; no enemy can take this damage more than once per turn.

Actions

Comet Staff. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 bludgeoning damage and 1 psychic damage.

Psychic Orb. *Ranged Weapon Attack:* +5 to hit, range 150 ft., one target. *Hit:* 2 psychic damage.

Collapse Distance. The seer warps space around a target. That target must succeed on a Magic save (DC 19) or the target takes 1 psychic damage and the seer can teleport the target up to 150 feet to an unoccupied space.

Reactions

Bend Space. When the seer takes damage from a melee attack, it can use its reaction to teleport up to 300 feet away to an empty space.

Stone Cursed
Construct, light infantry

Armor Class 17 **Initiative** 3
Hit Points 3 **Morale** +0
Speed 100 ft. **Weight** 2

Cunning Opportunist. The stone cursed have advantage on attack rolls for opportunity attacks.

Actions
Petrifying Claws. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage and the target must succeed on a Magic save (DC 12) or it cannot move or take actions on its next turn. Units that succeed are immune to this effect for the rest of the battle.

Swashbucklers
Humanoid, light infantry

Armor Class 16 **Initiative** 13
Hit Points 4 **Morale** +2
Speed 300 ft. **Weight** 2

Nimble. The swashbucklers can disengage as a bonus action and move through allies as if they were normal terrain.

Actions
Rapier. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Sword Wraith Commander
Undead, siege

Armor Class 18 **Initiative** 17
Hit Points 5 **Morale** +0
Speed 300 ft. **Weight** 4

Martial Fury. The wraith can make an attack as a bonus action. If it does so, attack rolls against it have advantage until the start of its next turn.

Unbreakable. The wraith does not break when it drops to 0 hit points.

Undead. When the wraith starts a turn with 0 hit points, it regains 1 hit point. If radiant damage drops it to 0 hit points, it is destroyed.

Actions
Longsword. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 300 ft., one target. *Hit:* 1 piercing damage.

Call to Honor. Once per battle, the wraith can restore 1d4 hit points to an adjacent sword wraith warriors unit. That unit has advantage on its attack rolls until the end of the commander's next turn.

Sword Wraith Warriors
Undead, light infantry

Armor Class 16 **Initiative** 16
Hit Points 3 **Morale** +0
Speed 300 ft. **Weight** 2

Martial Fury. The warriors can make an attack as a bonus action. If they do so, attack rolls against them have advantage until the start of their next turn.

Unbreakable. The warriors do not break when they drop to 0 hit points.

Undead. When the warriors starts a turn with 0 hit points, they regain 1 hit point. If radiant damage drops them to 0 hit points, they are destroyed.

Actions
Longsword. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Longbow. *Ranged Weapon Attack:* +2 to hit, range 300 ft., one target. *Hit:* 1 piercing damage.

Tarrasque
Monstrosity, fantastic

Armor Class 25 **Initiative** 5
Hit Points 32 **Morale** +12
Speed 400 ft. **Weight** 20

Frightful Presence. Units adjacent to the tarrasque must succeed on a Rally saving throw or they cannot attack or target the tarrasque on their turn.

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

Proud. Only one tarrasque can be in an army. Critical hits against the tarrasque count as normal hits.

Ravenous. The tarrasque regains 1 hit point when it destroys an enemy.

Reflective Carapace. The tarrasque is unaffected by 1st-level battle spells.

Unbreakable. The tarrasque does not break when it drops to 0 hit points.

Actions

Multiattack. The tarrasque makes a bite, stomp, and tail attack.

Bite. *Melee Weapon Attack:* +12 to hit, one target touching front. *Hit:* 2 piercing damage.

Stomp. *Melee Weapon Attack:* +12 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Tail. *Melee Weapon Attack:* +12 to hit, one target touching front. *Hit:* 1 slashing damage and the target is pushed 50 feet away from the tarrasque.

Thri-Kreen
Humanoid, light infantry

Armor Class 15 **Initiative** 19
Hit Points 3 **Morale** +3
Speed 400 ft. **Weight** 2

Charge. If the thri-kreen move at least 50 feet toward a target and then hit with a melee attack, the target takes an extra 1 piercing damage. The target is then pushed back 50 feet.

Actions

Gythka. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Chatkcha. *Ranged Weapon Attack:* +2 to hit, range 150 ft., one target. *Hit:* 1 slashing damage.

Thugs
Humanoid, militia

Armor Class 11 **Initiative** 12
Hit Points 3 **Morale** +1
Speed 300 ft. **Weight** 1

Pack Tactics. Allied units have advantage on melee attack rolls if thugs are adjacent to their target.

Actions

Mace. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +1 to hit, 200 ft. range, one target. *Hit:* 1 piercing damage.

Tlincalli
Monstrosity, mounted

Armor Class 15 **Initiative** 16
Hit Points 5 **Morale** +3
Speed 400 ft. **Weight** 3

Pin. Enemies cannot take the Disengage action when adjacent to the tlincali's front.

Actions

Multiattack. The tlincalli makes a longsword attack. If this attack hits, it then makes a sting attack.

Longsword. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Sting. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage and the target must succeed on a Magic save (DC 14) or it cannot move or take actions on its next turn.

Troglodytes

Humanoid, militia

Armor Class 11
Hit Points 3
Speed 300 ft.

Initiative 8
Morale +1
Weight 1

Stench. The first melee attack roll made against the troglodytes each turn has disadvantage.

Actions

Claw. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 slashing damage.

Troll, Dire Trolls

Giant, siege

Armor Class 15
Hit Points 5
Speed 400 ft.

Initiative 14
Morale +4
Weight 4

Troll Regeneration. If the trolls start a turn with 2 or less hit points, they regain 1 hit point. If the trolls take acid or fire damage, this trait doesn't function on their next turn.

Actions

Claw. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 2 slashing damage.

Troll, Rot Trolls

Giant, heavy infantry

Armor Class 16
Hit Points 5
Speed 300 ft.

Initiative 12
Morale +3
Weight 3

Rancid Degeneration. At the end of the trolls' turn, adjacent enemies take 1 necrotic damage unless the trolls have taken acid or fire damage since the end of their last turn

Actions

Claw. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 1 slashing damage.

Troll, Spirit Trolls

Giant, heavy infantry

Armor Class 17
Hit Points 4
Speed 300 ft.

Initiative 11
Morale +4
Weight 3

Incorporeal Movement. The trolls treat allies, enemies, and otherwise impassable terrain as normal terrain.

Troll Regeneration. If the trolls start a turn with 1 or less hit points, they regain 1 hit point. If the trolls take acid or fire damage, this trait doesn't function on their next turn.

Actions

Claw. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 slashing damage.

Troll, Trolls

Giant, heavy infantry

Armor Class 15
Hit Points 5
Speed 300 ft.

Initiative 9
Morale +3
Weight 3

Troll Regeneration. If the trolls start a turn with 2 or less hit points, they regain 1 hit point. If the trolls take acid or fire damage, this trait doesn't function on their next turn.

Vicious. Add +2 to trolls' attack rolls if they have less than full hit points.

Actions

Claw. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Troll, Venom Trolls

Giant, siege

Armor Class 15
Hit Points 5
Speed 300 ft.

Initiative 7
Morale +3
Weight 4

Poison Splash. When the trolls take damage from any type other than psychic, all adjacent enemies take 1 poison damage.

Troll Regeneration. If the trolls start a turn with 2 or less hit points, they regain 1 hit point. If the trolls take acid or fire damage, this trait doesn't function on their next turn.

Actions

Claw. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Venom Spray. The trolls cut themselves and take 1 slashing damage. This damage triggers their Poison Splash.

Umber Hulks

Monstrosity, heavy infantry

Armor Class 18
Hit Points 5
Speed 300 ft.

Initiative 11
Morale +2
Weight 3

Burrower. The hulks can burrow 100 feet through the ground and reappear in an unoccupied space facing any direction.

Confusing Gaze. An enemy that targets the hulks with a melee attack must succeed on a Magic saving throw (DC 15) or that enemy's melee attacks against the hulks have disadvantage until the start of that enemy's next turn.

Actions

Claw. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 slashing damage.

Unicorns

Celestial, mounted

Armor Class 12
Hit Points 4
Speed 500 ft.

Initiative 19
Morale +7
Weight 3

Charge. If the unicorns move at least 50 feet toward a target and then hit with a melee attack, the target takes an extra 1 bludgeoning damage. The target is then pushed back 50 feet.

Magic Resistance. The unicorns have advantage on saving throws against spells and other magical effects.

Teleport. The unicorns magically teleport up to 200 feet to an unoccupied area by spending 200 feet of movement.

Actions

Hooves. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 bludgenoning damage.

Healing Touch. The unicorns or an adjacent ally regain 1 hit point.

Vargouilles

Undead, light infantry

Armor Class 12
Hit Points 3
Speed 400 ft.

Initiative 13
Morale +0
Weight 2

Cursed Kiss. If a broken unit starts its turn adjacent to the vargouilles and then flees the field, that unit is destroyed. The vargouilles' army adds a new vargouilles unit after the battle if its commander can accommodate the additional weight.

Fly. The vargouilles ignore difficult terrain and can move over other units. They must ends their turn on the ground in an empty space.

Unbreakable. Vargouilles do not break when they drop to 0 hit points.

Undead. When the vargouilles start a turn with 0 hit points, they regain 1 hit point. If radiant damage drops them to 0 hit points, they are destroyed.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 piercing damage.

Vegepygmies

Plant, militia infantry

Armor Class 11
Hit Points 3
Speed 300 ft.

Initiative 12
Morale +1
Weight 1

Plant Regeneration. If the vegepygmies start their turn with 2 hit points, they regain 1 hit point. If they take cold, fire, or necrotic damage, this trait doesn't function on the vegepygmies' next turn.

Actions

Claws. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 piercing damage.

Vegepygmy Chiefs

Plant, light infantry

Armor Class 14
Hit Points 4
Speed 300 ft.

Initiative 10
Morale +2
Weight 2

Plant Regeneration. If the chiefs start their turn with 3 hit points, they regain 1 hit point. If they takes cold, fire, or necrotic damage, this trait doesn't function on the chief's next turn.

Actions

Spear. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage.

Spores. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* the target must make a successful Magic save (DC 12) or it takes 1 poison damage at the start of each of their turns. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Vegepygmy Thornies

Plant, mounted

Armor Class 14
Hit Points 3
Speed 400 ft.

Initiative 16
Morale +1
Weight 2

Plant Regeneration. If the thornies start their turn with 2 hit points, they regain 1 hit point. If they take cold, fire, or necrotic damage, this trait doesn't function on the thornies' next turn.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 piercing damage.

Water Weirds
Elemental, light infantry

Armor Class 13 **Initiative** 17
Hit Points 4 **Morale** +2
Speed 600 ft. **Weight** 2

Swimmer. The water weirds treat water as normal terrain.

Nimble. The water weirds can disengage as a bonus action and move through allies as if they were normal terrain.

Water Bound. If the water weirds are not on or adjacent to water terrain on the start of their turn, they take 2 force damage.

Actions

Constrict. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Wights
Undead, ranged

Armor Class 14 **Initiative** 17
Hit Points 4 **Morale** +0
Speed 300 ft. **Weight** 2

Life Drain. When wights damage a unit using a melee attack, they regain 1 hit point.

Unbreakable. Wights do not break when they drop to 0 hit points.

Undead. When the wights start a turn with 0 hit points, they regain 1 hit point. If radiant damage drops them to 0 hit points, they are destroyed.

Actions

Longsword. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 slashing damage.

Longbow. *Ranged Weapon Attack:* +1 to hit, range 300 ft., one target. *Hit:* 1 piercing damage.

Wood Woads
Plant, heavy infantry

Armor Class 18 **Initiative** 7
Hit Points 5 **Morale** +3
Speed 300 ft. **Weight** 3

Tree Stride. If any portion of the wood woads start a turn in forest terrain, they spend no movement while moving within that contiguous forest.

Actions

Magic Club. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 bludgeoning damage.

Wraiths
Undead, heavy infantry

Armor Class 13 **Initiative** 13
Hit Points 4 **Morale** +0
Speed 600 ft. **Weight** 3

Fly. Wraiths ignores difficult terrain and can move over other units. They must end their turn on the ground in an empty space.

Life Drain. When wraiths damage a unit using a melee attack, they regain 1 hit point.

Unbreakable. Wraiths do not break when they drop to 0 hit points.

Undead. When the wraiths start a turn with 0 hit points, they regain 1 hit point. If radiant damage drops them to 0 hit points, they are destroyed.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 necrotic damage.

Reactions

Create Specters. Once per battle, after a non-fantastic enemy is destroyed, the wraiths can use their reaction to create a specters unit with 0 weight in the closest empty space to that destroyed enemy. These specters are removed after the battle.

Xorns
Elemental, heavy infantry

Armor Class 19 **Initiative** 5
Hit Points 5 **Morale** +4
Speed 200 ft. **Weight** 3

Burrower. The xorns can burrow 100 feet through the ground and reappear in an unoccupied space facing any direction.

Stone Camouflage. The xorns are not required to deploy at the start of a battle. On any initiative 5 count, any of these units that have not been deployed can be placed adjacent to a rocky or hill terrain feature in an empty space and can then take their turn.

Actions

Claw. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 slashing damage.

Xvarts
Humanoid, militia

Armor Class 7 **Initiative** 11
Hit Points 2 **Morale** +0
Speed 300 ft. **Weight** 1

Horde. When an adjacent ally with the horde trait breaks or is destroyed, xvarts can absorb that unit and gain 2 temporary hit points. Broken allies absorbed in this way are considered destroyed.

Nimble. Xvarts can disengage as a bonus action and move through allies as if they were normal terrain.

Actions

Shortsword. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 slashing damage

Sling. *Ranged Weapon Attack:* +1 to hit, range 150 ft., one target. *Hit:* 1 piercing damage.

Yetis
Monstrosity, light infantry

Armor Class 12 **Initiative** 11
Hit Points 4 **Morale** +2
Speed 400 ft. **Weight** 2

Cold Immunity. Yetis are immune to cold damage.

Actions
Claw. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 cold damage

Yeti, Abominable Yetis
Monstrosity, heavy infantry

Armor Class 16 **Initiative** 10
Hit Points 6 **Morale** +4
Speed 400 ft. **Weight** 3

Cold Immunity. Yetis are immune to cold damage.

Actions
Claw. *Melee Weapon Attack:* +6 to hit, one target touching front. *Hit:* 1 slashing damage and 1 cold damage.

Cold Breath (Recharge 5–6). *Ranged Weapon Attack:* +6 to hit, range 100 ft. in a straight line, make an attack roll for each unit affected. *Hit:* 1 cold damage and the target loses 100 feet of movement until the end of its next turn.

Yugoloth, Arcanaloths
Fiend, heavy infantry

Armor Class 17 **Initiative** 13
Hit Points 4 **Morale** +3
Speed 300 ft. **Weight** 3

Magic Resistance. The arcanaloths have advantage on saving throws against spells and other magical effects.

Teleport. Arcanaloths magically teleport up to 200 feet to an unoccupied area by spending 200 feet of movement.

Actions
Claw. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 slashing damage and the target must make a Rally save. On a failure, the unit takes 1 poison damage.

Cantrip. Once per battle, the arcanaloths can cast a level 1 combat spell their realm knows as though that realm had spent 1 mana.

Yugoloth, Canoloths
Fiend, mounted

Armor Class 16 **Initiative** 13
Hit Points 5 **Morale** +3
Speed 500 ft. **Weight** 3

Dimensional Lock. Enemies cannot teleport to or from spaces adjacent to the canoloths.

Magic Resistance. Canoloths have advantage on saving throws against spells and other magical effects.

Actions
Tongue. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 piercing damage and the canoloths can move the target 50 feet such that it is still adjacent to the canoloths.

Yugoloth, Dhergoloths
Fiend, heavy infantry

Armor Class 15 **Initiative** 12
Hit Points 6 **Morale** +3
Speed 300 ft. **Weight** 3

Magic Resistance. Dhergoloths have advantage on saving throws against spells and other magical effects.

Teleport. Dhergoloths magically teleport up to 200 feet to an unoccupied area by spending 200 feet of movement.

Actions
Flailing Claws. *Melee Weapon Attack:* +3 to hit, all targets touching front. *Hit:* 1 slashing damage.

Yugoloth, Hydroloths

Fiend, siege

Armor Class 15
Hit Points 6
Speed 300 ft.

Initiative 10
Morale +4
Weight 4

Magic Resistance. Hydroloths have advantage on saving throws against spells and other magical effects.

Swimmer. Hydroloths treat water as normal terrain.

Teleport. Hydroloths magically teleport up to 200 feet to an unoccupied area by spending 200 feet of movement.

Watery Advantage. While any portion of hydroloths are in water, they have advantage on their melee attack rolls and melee attack rolls against them have disadvantage.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, all targets touching front. *Hit:* 2 slashing damage.

Steal Memories. Once per battle, the hydroloths can target an enemy. That enemy must succeed on a Magic save (DC 16) or it takes 1 psychic damage and has disadvantage on its attack rolls until it regains hit points.

Yugoloth, Merrenoloths

Fiend, light infantry

Armor Class 13
Hit Points 4
Speed 300 ft.

Initiative 17
Morale +2
Weight 2

Magic Resistance. Merrenoloths have advantage on saving throws against spells and other magical effects.

Teleport. Merrenoloths magically teleport up to 200 feet to an unoccupied area by spending 200 feet of movement.

Actions

Fear Gaze. *Melee Weapon Attack:* +2 to hit, one target touching front. *Hit:* 1 bludgeoning damage and the target must succeed on a Magic save (DC 13) or it cannot attack the merrenoloths on their next turn.

Yugoloth, Mezzoloths

Fiend, light infantry

Armor Class 18
Hit Points 3
Speed 400 ft.

Initiative 19
Morale +2
Weight 2

Magic Resistance. Mezzoloths have advantage on saving throws against spells and other magical effects.

Teleport. Mezzoloths magically teleport up to 200 feet to an unoccupied area by spending 200 feet of movement.

Actions

Trident. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 piercing damage.

Yugoloth, Nycaloths

Fiend, fantastic

Armor Class 18
Hit Points 6
Speed 600 ft.

Initiative 20
Morale +3
Weight 5

Fly. The nycaloths ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty space.

Magic Resistance. Nycaloths have advantage on saving throws against spells and other magical effects.

Teleport. Nycaloths magically teleport up to 200 feet to an unoccupied area by spending 200 feet of movement.

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, one target touching front. *Hit:* 2 slashing damage and the target must succeed on a Rally save or it takes an additional 1 slashing damage.

Yugoloth, Oinoloths

Fiend, fantastic

Armor Class 17
Hit Points 6
Speed 400 ft.

Initiative 8
Morale +5
Weight 6

Magic Resistance. Oinoloths have advantage on saving throws against spells and other magical effects.

Teleport. Oinoloths magically teleport up to 200 feet to an unoccupied area by spending 200 feet of movement.

Actions

Claw. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 2 slashing damage.

Bringer of Plagues (Recharges 5–6). The oinoloths can cast *Knull's fungal cloud* as if they had spent one mana.

Corrupted Healing. The oinoloths target an adjacent unit. That unit's maximum hit points is reduced by 1 and it regains all its hit points up to that new maximum. If this action reduces the target's maximum hit points to 0, the target is destroyed. This effect lasts until the end of the battle.

Yugoloth, Ultroloths

Fiend, fantastic

Armor Class 19
Hit Points 7
Speed 600 ft.

Initiative 4
Morale +4
Weight 6

Fly. The ultroloths ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty space.

Magic Resistance. Ultroloths have advantage on saving throws against spells and other magical effects.

Teleport. Ultroloths magically teleport up to 200 feet to an unoccupied area by spending 200 feet of movement.

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 2 slashing damage and the target must succeed on a Magic save (DC 17) or it cannot take actions on its next turn.

Yugoloth, Yagnoloths

Fiend, siege

Armor Class 17
Hit Points 5
Speed 400 ft.

Initiative 11
Morale +4
Weight 5

Magic Resistance. Yagnoloths have advantage on saving throws against spells and other magical effects.

Life Drain. When Yagnoloths damage a unit using a melee attack, they regain 1 hit point.

Teleport. Yagnoloths magically teleport up to 200 feet to an unoccupied area by spending 200 feet of movement.

Actions

Electrified Touch. *Melee Weapon Attack:* +4 to hit, one target touching front. *Hit:* 1 lightning damage.

Battlefield Cunning (Recharge 6). Up to two allied yugoloths can use their reactions to make a melee attack each.

Zombie, Beholder Zombies

Undead, mounted

Armor Class 15
Hit Points 4
Speed 200 ft.

Initiative 7
Morale +0
Weight 3

Fly. The zombies ignore difficult terrain and can move over other units. They must end their turn on the ground in an empty area.

Unbreakable. Zombies do not break when they drop to 0 hit points.

Undead. When zombies start a turn with 0 hit points, they regain 1 hit point. If radiant damage drops them to 0 hit points, they are destroyed.

Actions

Bite. *Melee Weapon Attack:* +1 to hit, one target touching front. *Hit:* 1 piercing damage.

Eye Rays. *Ranged Weapon Attack:* +3 to hit, 100 ft. range, one target. *Hit:* roll a d2:

1. *Paralyzing Ray.* The target takes 1 necrotic damage and must make a Magic save (DC 14). On a failure, the target cannot take actions or move on its next turn.
2. *Enervation Ray.* The target takes 2 necrotic damage.

Zombie, Ogre Zombies

Undead, heavy infantry

Armor Class 8
Hit Points 5
Speed 300 ft.

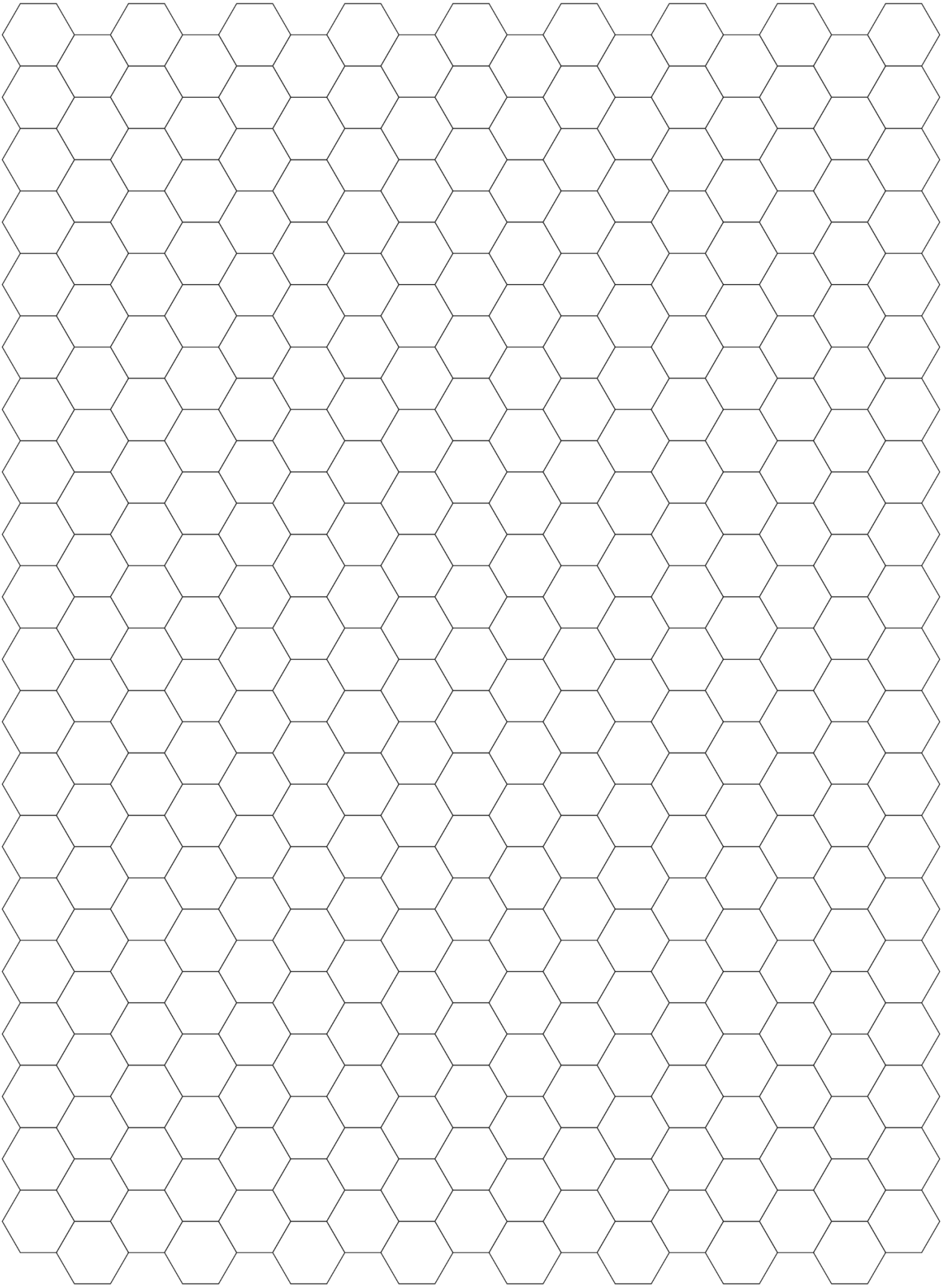
Initiative 3
Morale +0
Weight 3

Unbreakable. Ogre zombies do not break when they drop to 0 hit points.

Undead. When ogre zombies start a turn with 0 hit points, they regain 1 hit point. If radiant damage drops them to 0 hit points, they are destroyed.

Actions

Morningstar. *Melee Weapon Attack:* +3 to hit, one target touching front. *Hit:* 1 bludgeoning damage.



Crowns & Castles

Realm Name

LEVEL & GOVERNMENT | RACE | PLAYER NAME

EXPERIENCE POINTS | TO NEXT LEVEL | FOUNDING

POPULATION

ECONOMY

ORDER

MAGIC

CULTURE

DIPLOMACY

INSPIRATION

PROFICIENCY BONUS

PASSIVE SCOUTING

MAX SP

CURRENT STABILITY POINTS

d4 d6 d8

STABILITY DICE

GOLD PER SEASON

CURRENT GOLD

MANA PER SEASON

STORAGE

CURRENT MANA

SUCCESSES

FAILURES

DISORDER SAVES

- Administration (Ord)
- Alchemy (Mag)
- Construction (Eco)
- Exploration (Eco)
- Influence (Cul)
- Intelligence (Cul)
- Lore (Mag)
- Negotiation (Dip)
- Raiding (Pop)
- Recruitment (Pop)
- Research (Mag)
- Sabotage (Dip)
- Scouting (Ord)
- Trade (Dip)
- Training (Ord)

SKILLS

RESOURCES/CAPACITY

SUPPLY NEED/TOTAL

NAME	SETTLEMENT	INCOME	RESOURCES	BUILDINGS

PROVINCES

GOVERNMENT FEATURES & TRAITS

TREATIES AND TRADE ROUTES

COMMANDER | CLASS

RATING | FAME | MAX LBS.

UNIT | WEIGHT

1st ARMY

COMMANDER | CLASS

RATING | FAME | MAX LBS.

UNIT | WEIGHT

2nd ARMY

COMMANDER | CLASS

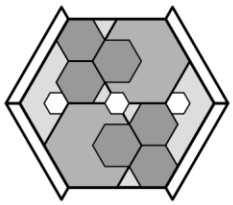
RATING | FAME | MAX LBS.

UNIT | WEIGHT

3rd ARMY

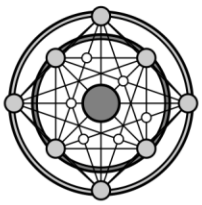
UNIT | WEIGHT

RESERVES



ARTIFACTS

NAME	LEVEL	CHARGES

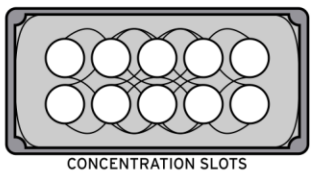


SPELLS

8 + PB + MAG MOD
SPELL SAVE DC

PB + MAG MOD
SPELL ATTACK BONUS

PREPARED SPELLS



CONCENTRATION SLOTS

1

NAME	PREP[D]	CONC[N]
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NAME	PREP[D]	CONC[N]
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7

NAME	PREP[D]	CONC[N]
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NAME	PREP[D]	CONC[N]
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	○	○
	○	○
	○	○

9

NAME	PREP[D]	CONC[N]
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	○	○
	○	○
	○	○
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