
STORY PATHOS
PLAYER GUIDE
& COMPLETE COMPENDIUM
FIRST EDITION • DIGITAL AND TABLETOP ROLEPLAYING
BATPIG STUDIOS

About this edition

This volume contains the complete core Story Pathos First Edition rules and all 1,332 imported Creator Library entries and 234 original profiles, with original forge, encounter, spell, and talent profiles, a character worksheet, guide procedures, and source attributions. It accompanies application release 2.7.71.

Use the Story Pathos mechanical profile for play. Imported descriptions are preserved as source reference and may mention procedures the native game does not use. This separation lets the printed rules and digital resolver agree without claiming full implementation of another game's engine.

Printing: US Letter, 8½ × 11 inches. Print at 100% scale. The core guide is suitable for single-sided printing; the full compendium is designed for duplex printing and binding. The document uses live headings, named bookmarks, and page fields. Open Word's Navigation Pane to browse chapters and entries. The linked contents, rules topic finder, and alphabetical index provide page references without requiring a field update. Page numbers refer to this edition's supplied layout; reflowing or editing the book may change pagination.

Digital home: https://storypathos.com/apps/StoryPath.Workbench/rules.html

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Click a title to jump to its chapter. Every compendium entry also appears in Word's Navigation Pane. Use Ctrl+F to search names, effects, and source text.

PART ONE / CHAPTER 01

Playing Story Pathos

A complete game for digital adventures and the tabletop.



IN THIS CHAPTER What you need / Reading this book / The play loop

What you need

StoryPath is a game of consequential journeys: explore an authored world, take risks, collect equipment, and let your character's Chronicle preserve what happened. These First Edition rules are the native StoryPath rules used by application release 2.7.53. The same core can be played around a table with one guide and one or more players.

For tabletop play, bring a character sheet, pencils, and dice with 4, 6, 8, 10, 20, and 100 sides. A percentile roll may use two ten-sided dice, reading 00 as 100. One participant is the guide: they describe the world, portray its inhabitants, set fair difficulties, and adjudicate consequences. Other participants each control one adventurer. Agree on the setting and content boundaries before play.

Reading this book

The core chapters teach the game. The complete compendium describes every Creator Library race, class, spell, talent, item, creature, and NPC, with its StoryPath mechanical profile and source credit. Digital play uses the native profile even where an imported source describes a more elaborate effect. Source descriptions preserve their original inspiration; their action economy, spell slots, ability names, and advanced effects do not silently become additional StoryPath rules.

The online Rules Library offers search, filters, saved entries, direct links, and a dice laboratory. The Word edition is editable, printable, and navigable through Word's heading pane. Published story content remains immutable; new dice resolution does not rewrite a story's scenes, choices, or rewards.

The play loop

The guide describes a situation. A player states a goal and approach. If the outcome is certain, narrate it. If there is meaningful uncertainty, choose the relevant statistic, establish a difficulty and consequences, then roll. Apply the result and record changes. Asking a question, opening the rules, or choosing an ordinary story path never needs a die roll simply to operate the interface.

PART ONE / CHAPTER 02

Dice and resolution

The common language of checks, attacks, and random outcomes.

IN THIS CHAPTER The basic check / Training and difficulty / Natural results and critical hits / Other dice

The basic check

Roll one d20, add the relevant attribute modifier, add training when the task is proficient, and add applicable equipment, selected talent, and active effect modifiers. Succeed when the total equals or exceeds the difficulty. A modifier can be negative. The system keeps the actual die faces and each named contribution in the roll record.

Formula: d20 + floor((attribute score − 10) ÷ 2) + training + applicable modifiers ≥ difficulty. Race and class increases already included in the attribute score are never added a second time. A score of 9 gives −1, 10 or 11 gives +0, 12 or 13 gives +1, and 16 or 17 gives +3.

Training and difficulty

Training is +2 at applied levels 1–4, +3 at 5–8, +4 at 9–12, +5 at 13–16, and +6 at 17 and above. Use the level actually applied to the character, so earned but unallocated advancement does not secretly increase a roll. Combat attacks, escape, negotiation, and active powers use training. An author may turn training off for an untrained world task.

Difficulty 5 is trivial under pressure; 10 is easy; 12 is standard; 15 is challenging; 20 is hard; 25 is heroic; 30 is exceptional. The guide chooses the difficulty before the roll and tells the player what failure risks. For a contested encounter task, use 10 + opponent level. An attack targets Armor rather than a task difficulty.

Natural results and critical hits

For attacks, a natural 1 always misses and a natural 20 always hits critically, regardless of modifiers. A critical doubles the number of damage dice, then adds flat bonuses once. A 1d8 + 3 critical becomes 2d8 + 3. Ability checks do not automatically succeed or fail on 20 or 1; compare their total with the difficulty.

Advantage rolls two d20s and keeps the higher. Disadvantage rolls two and keeps the lower. If both apply, roll one die. Multiple sources of advantage do not add more dice. Identical effect sources never stack. Native effect modifiers add when their distinct sources apply to the same statistic.

Other dice

NdS means roll N dice with S sides and add their faces; 2d6 + 2 means two six-sided dice plus two. Attributes use 4d6, drop the lowest die, total the other three. Weapons, healing, and powers roll their published dice. Treasure chances use d100; a result at or below the listed percentage finds the entry, then roll uniformly between its minimum and maximum quantity.

Digital saved journeys resolve rolls on the server using cryptographic randomness. Draft and guest combat call the same resolver but do not save authoritative account progress. The dice laboratory is a practice tool; its rolls never change a character or journey.

PART ONE / CHAPTER 03

Attributes and modifiers

Statistics explain an approach, not just a combat role.

IN THIS CHAPTER The six attributes / Modifiers from your character

The six attributes

Might measures physical strength, lifting, forcing an obstacle, and most melee attacks. Grace measures agility, stealth, balance, escape, and ranged or finesse attacks. Wits measures deduction, perception, technical knowledge, and spell attacks. Will measures resolve, focus, resistance to coercion, and talent activation. Presence measures negotiation, command, performance, and social influence. Fortune measures uncertain discovery and chance-driven opportunities.

Choose the attribute that best matches the stated approach. For a tabletop task requiring two statistics, the guide may ask for two sequential checks when there are two separate obstacles, or choose the dominant statistic and let the supporting approach grant advantage. Do not add two complete ability modifiers to one basic check; the digital authoring controls use one attribute per check.

Modifiers from your character

A heritage or calling may increase an attribute during character creation. Those increases become part of the final score. Selected passive talents add their listed modifiers. Equipment contributes only while equipped, except an item whose capacity rule explicitly works while carried. Temporary bonuses appear as named effects with a remaining duration.

Example: an adventurer has Might 16 after heritage and class adjustments, applied level 1, a Sword +1, and the selected Duelist talent. Their melee attack is d20 + 3 (Might) + 2 (training) + 1 (weapon) + 1 (Duelist), or d20 + 7. A roll of 8 hits Armor 15; a natural 1 misses even though its total is 8.

Score	Modifier	Applied level	Training
8–9	−1	1–4	+2
10–11	0	5–8	+3
12–13	+1	9–12	+4
14–15	+2	13–16	+5
16–17	+3	17+	+6
18–19	+4		

PART ONE / CHAPTER 04

Character creation

Heritage, calling, gifts, and a place in the story.



IN THIS CHAPTER Build your character / Health and starting magic / A heritage is not a destiny

Build your character

Choose a world first: the author determines which races and classes belong in that setting. Name your character, choose an offered heritage and calling, and write a short background connecting them to the world. Roll six sets of 4d6, dropping the lowest die in each. Assign them in the order Might, Grace, Wits, Will, Presence, Fortune. The digital forge permits up to three roll attempts; at a table agree on the same limit before anyone rolls.

Apply the heritage and calling's listed attribute bonuses and clamp each score to 1–20. Select two available gifts or abilities, or all if fewer than two exist. Options come from the heritage's gifts and trait and the calling's abilities. Selecting a feature makes its StoryPath talent profile available; an unselected feature contributes no bonus. Receive the calling's starting gear and 25 gold.

Health and starting magic

Maximum HP is 6 + floor(max(0, Might score) ÷ 3) + heritage HP bonus + calling HP bonus. An explicit positive bonus in the entry takes priority. Heritage fallbacks are dwarf +3, orc +4, human +1, otherwise +0. Calling discipline fallbacks are martial or guardian +5, cunning +2, adventure +3, otherwise +1. Start at maximum HP.

If the calling grants a magic tradition, choose three tier-one spells from that tradition. They remain in the spellbook; only prepared spells can be cast. Initial preparation is limited by capacity. Nonmagical adventurers still have talents, equipment, health, and rest. At a table, record the final score, modifier, current and maximum HP, applied level, known abilities, gear, prepared powers, and spent powers.

A heritage is not a destiny

Use heritage and class descriptions to build a person, not to prescribe their personality. A world may offer human, elven, draconic, synthetic, or other peoples. Its genre and canon determine which entries are available. Tabletop guides may reskin a mechanical profile with a new name while preserving its published numbers. Any actual change to a profile should be agreed upon and written on the sheet.

PART ONE / CHAPTER 05

Equipment and inventory

Slots, Armor, weapons, and named item effects.



IN THIS CHAPTER Inventory and equipment / Armor calculation / Item modifiers and consumption

Inventory and equipment

Inventory is the collection of owned objects. Equipping puts an object in a valid slot: Main hand, Off hand, Armor, Trinket, or Pack. A two-handed weapon uses both hands; it cannot coexist with an off-hand item. One owned copy cannot occupy multiple slots. Consumables are removed one at a time when used. Repeated names represent separate copies, not a single stack that disappears all at once.

Weapon classification comes from the item's category and, for generic starting gear, its name. A two-handed weapon rolls 1d10, a one-handed weapon rolls 1d8, and an unarmed strike rolls 1d4. Bows, pistols, rifles, carbines, daggers, and rapiers use Grace; other weapon attacks use Might. Add the attack attribute modifier and any applicable damage modifiers to damage, with at least 1 damage on a hit.

Armor calculation

Start with the equipped body armor's rating, or 10 when unarmored. Add Grace modifier, capped at +2 for armor rated 14–15 and +0 for armor rated 16 or higher. A negative Grace modifier still applies. Add +2 for an equipped shield and the passive Armor bonuses of equipped items and selected talents. Defend adds +4 for the responding enemy turn; protection effects add their listed bonus for their duration.

Generic plate is Armor 16, chain or mail 14, leather 13, and light garments or robes 11. Imported Armor category entries use their native inventory rating, normally 14, unless the entry is a shield. The online character sheet and native profile govern a named item; source-text Armor calculations from another game do not replace this formula.

Item modifiers and consumption

A named +1, +2, or +3 weapon adds that amount to attacks and damage while equipped; named enchanted armor or shields add it to Armor. Jewelry and trinkets ordinarily grant +1 Armor. Specific item profiles may instead modify Might, Wits, checks, or another statistic. The compendium lists the exact native bonuses; do not infer an extra bonus from a source description.

An owned healing item restores 2d6 + 2 HP up to maximum HP and consumes one copy. Its use takes the player's combat action; the enemy can still respond. A spellbook, grimoire, memory crystal, focus crystal, mnemonic item, or mage focus increases preparation capacity by one while carried. Use the Weight and encumbrance chapter to calculate load and Might-based penalties.

PART ONE / CHAPTER 06

Weight and encumbrance

Might determines how much you can carry and how freely you act.

IN THIS CHAPTER Count your carried load / Four load states / Penalties and lightening your load

Count your carried load

Each item has a native weight in pounds. Add every inventory copy, including weapons and armor you wear. Equipment slots reference those same copies and never add their weight again. Starting gear is already inventory, not a second pack. Gold weighs 0.02 lb per coin (50 coins weigh 1 lb). Claim certificates to a lair hoard weigh zero; the hoard is not transported until its actual objects or currency enter inventory.

The library publishes weights for all catalog items, starting gear and named loot. Generic custom objects use a matching physical type, such as a sword at 3 lb, shield at 6 lb, plate at 65 lb, or potion at 0.5 lb. An unrecognized custom object defaults to 1 lb. These are native estimates for play, not an automatic conversion of source-game statistics. A named pack or kit includes its usual supplies; separately listed contents add weight.

Magical containers use their listed shell weight. Current digital inventory has no nested-container assignments: all separately carried contents still count. Bag of Holding does not automatically erase weight. A folded or compact magic object uses its portable form; the 500 lb Apparatus of the Crab needs transport. Magic, heritage and talents change capacity only by increasing the final Might score; no imported source effect silently grants extra carrying capacity.

Four load states

Use the character's final Might score after heritage, calling and permanent score increases; use the score, not its d20 modifier. The normal carrying limit is 5 × Might lb, the burdened limit is 10 × Might lb, and the maximum portable load is 15 × Might lb. Equality belongs to the lighter state. Wearing an item never exempts it from weight.

Unburdened: load at or below 5 × Might. No penalties; tabletop movement 30 feet per turn. Burdened: load above 5 × Might and at or below 10 × Might. Subtract 2 from every attack roll and Might or Grace check; movement is 20 feet. Heavily burdened: load above 10 × Might and at or below 15 × Might. Subtract 4 from every attack roll and Might or Grace check, subtract 2 Armor, and move 10 feet. Over capacity: load above 15 × Might. Subtract 6 from attacks and Might or Grace checks, subtract 4 Armor, and movement is zero until enough weight is relinquished.

Example: Might 12 means comfortable up to 60 lb, burdened through 120 lb, heavily burdened through 180 lb, and over capacity above 180 lb. A load of 60 lb has no penalty; 60.01 lb is burdened. At 125 lb a d20 + 5 attack becomes d20 + 1 and Armor 14 becomes Armor 12. Increasing Might to 13 makes 125 lb burdened, immediately reducing those penalties.

Penalties and lightening your load

All weapon and spell attack rolls take the load penalty, even those using Wits or Will. Physical Might and Grace checks take it too: lifting, climbing, sneaking, balance, escape and authored physical tasks. Wits, Will, Presence and Fortune checks do not take a load penalty, unless used as attack rolls. Damage and healing amounts are unchanged. Penalties are named in the roll audit and stack with other applicable modifiers; natural attack 1 and 20 still work normally.

Movement distances describe tabletop turns; the digital story reader has no distance grid. In digital combat, over-capacity adventurers cannot flee, but may attack, cast, defend, use an item, talk or drop weight. Ordinary navigation and story choices are not automatically blocked; authored Might or Grace checks carry the physical penalty.

Use Drop one in Inventory to relinquish one copy, or Drop gold for a chosen whole number of coins. Dropping is a free load-management action, including during combat; it grants no reward, rest, healing or enemy turn. If the last copy of an equipped item is dropped, all its equipped slots clear. Dropped property cannot be recovered through this control and may be needed by a quest or choice, so confirm carefully. At a table the guide can keep dropped objects in the scene and adjudicate recovery.

Every action recalculates load from current inventory and gold. Loot, rewards, consumption, dropping and Might advancement therefore change the next roll immediately. Acquiring a heavy reward is allowed and may put you over capacity: discard weight or arrange transport. The character sheet displays load, limits, penalties, movement and individual item weights.

Load in pounds	Attack and physical check	Armor	Move
At most 5 × Might	No penalty	No penalty	30 ft
Over 5 to 10 × Might	−2	No penalty	20 ft
Over 10 to 15 × Might	−4	−2	10 ft
Over 15 × Might	−6	−4	0 ft

PART ONE / CHAPTER 07

Combat

One meaningful action, then the world responds.



IN THIS CHAPTER Starting an encounter / Your six actions / The enemy response / Ending the encounter

Starting an encounter

The encounter identifies a creature or NPC, number present, escape and negotiation permissions, rewards, and optional victory or defeat narration. A required encounter must resolve before moving to another scene. A group uses a combined HP pool: entry HP multiplied by count. Its Armor and attack profile remain those of the entry, and it makes one aggregate response per player turn.

Digital play uses a solo turn structure: the player acts, then the opponent responds if still active. At a table with several adventurers, roll d20 + Grace modifier + training for initiative; act from highest to lowest, with ties favoring players then higher Grace. Each participant gets one action per round. Each creature or grouped encounter gets one response on its own initiative. This initiative procedure is a tabletop extension; the current app automatically alternates player and opponent.

Your six actions

Attack: make a trained d20 weapon attack against the foe's Armor and roll damage on a hit. Power: choose an unspent prepared spell or known active talent and resolve its native profile. Defend: gain +4 Armor against the next enemy response. Item: consume an owned healing item and roll recovery. Flee: if permitted, make a trained Grace check against 10 + opponent level. Talk: if the encounter allows conversation with a speaking NPC, make a trained Presence check against 10 + NPC level.

A failed attack, power check, escape, or negotiation normally permits the enemy to respond. A successful escape ends the encounter without victory rewards. Successful negotiation ends it peacefully and awards half the listed encounter XP, with a minimum of 1. Defend and healing do not end the enemy's turn. Successful control cancels its next response.

The enemy response

The foe rolls d20 + its listed attack bonus against the adventurer's current Armor. Natural 1 misses; natural 20 hits critically. Its listed damage minimum and maximum define an equally likely result in that range: use 1d(maximum − minimum + 1) + minimum − 1.

On a critical, roll that die twice and add the minimum offset once. For unusual die sizes at a table, use a dice roller or keep rerolling a larger die until its face is within the required size. A foe with zero damage deals zero.

A named move and detailed imported source actions appear in the reference for inspiration. Native digital combat uses the actor's one aggregate attack and damage profile; it does not automatically run imported multiattack, legendary actions, lair turns, or every condition in source text. At a table the guide can narrate the published attack as a claw, blade, breath, or spell while keeping its native numbers.

Ending the encounter

At 0 enemy HP, record victory and grant the authored XP once. Roll each portable loot entry independently; add currency to gold and individual objects to inventory. A large lair hoard gives a claim rather than instant transport of its entire wealth. At 0 player HP, record defeat. The app preserves the character and Chronicle; the player follows allowed story paths or switches character according to the world.

PART ONE / CHAPTER 08

Magic talents and effects

Every power has a specific native job.



IN THIS CHAPTER The eight profile modes / Uses, duration, and stacking / Tabletop targeting and utility

The eight profile modes

Damage makes a trained attack using the profile's attribute, normally Wits for spells, against target Armor. On a hit, roll the profile's dice and add the positive attribute modifier and applicable equipment, talent, and effect damage bonuses; an enhanced power adds +2. A critical doubles the dice. Healing rolls its dice and adds the positive attribute modifier and enhancement, restoring HP up to maximum; no hostile attack check is needed. Digital healing targets the active adventurer.

Guard grants the listed Armor modifiers for three enemy turns. Control makes a trained attribute check against 10 + enemy level; success cancels one response. Focus makes the same check and grants its listed modifiers for three turns. Utility resolves an authored task outside combat; in combat a successful check grants +2 to checks and attacks for three turns. Passive contributes its modifiers automatically while equipped or selected. Consumable restores HP and removes one owned copy.

Uses, duration, and stacking

Each active spell or talent is usable once per rest. It is spent when attempted, even if the attack or check fails. Passive talents are always on and cannot be cast as attacks. A spell must be prepared; knowing it is not enough. Native active bonuses last three enemy turns unless the profile specifies otherwise. Effects end when the encounter resolves.

Use each named effect only once; identical sources never stack. Distinct applicable modifiers add. Advantage and disadvantage cancel as described in the dice chapter. Mirror Veil protects by giving the opponent disadvantage, not by penalizing its caster's own roll. Enhanced powers add +2 to damage or healing; they do not fabricate additional targets, unlimited uses, or new source effects.

Tabletop targeting and utility

At a table, ordinary powers reach one visible target within 30 feet, or a willing ally within 30 feet for healing or protection. Damage is one target even when imported source text describes an area. A utility power must have a plausible use in the fiction and a stated difficulty, normally 12; casting spends it, then its trained attribute check resolves the task. It can reveal information, bypass an obstacle, or support a negotiation, but never grants an unauthored treasure or rewrites canon.

If a group wants areas, teleportation distances, disease systems, summon management, or detailed source-game spell interactions, treat those as agreed campaign variants. Write the changed profile before use. The complete source text is supplied for reference; the native profiles keep the printed core and digital game compatible.

PART ONE / CHAPTER 09

Rest and preparation

Recovery creates the rhythm of an expedition.



IN THIS CHAPTER Take a safe rest / Rescue after defeat / Prepare your spells

Take a safe rest

A rest resets spent spells and talents, increments the rest cycle, and restores 1d6 HP up to maximum. A living character may rest after resolving an encounter. The app rejects rest during an active fight. At a table a rest requires one uninterrupted hour in a place where immediate danger has passed; wandering threats or a ticking objective can make that hour costly.

A defeated adventurer cannot simply rest back into action. Follow the authored recovery path, another character's rescue at the table, or the campaign's agreed defeat rule. A full night's eight-hour rest at a table restores maximum HP and powers, if food and shelter are available; this full-night rule is a tabletop extension. The current digital Rest control uses 1d6 recovery.

Rescue after defeat

Tabletop defeat need not mean death. Before a campaign begins, agree whether defeat means capture, loss of gear, a lasting scar, or death. A simple default is unconsciousness and capture when possible. Allies may stabilize someone with a trained Wits check, difficulty 12; success returns them to 1 HP after the encounter, failure leaves them unconscious. This rescue procedure is a tabletop extension, not an automatic digital combat button.

Prepare your spells

Preparation capacity is 1 for Wits up to 10, 2 for Wits 11–15, and 3 for Wits 16 or more. Add one for every three earned levels after level 1, the calling's magic capacity bonus, and one for each qualifying carried capacity item. The capacity is at least 1. Choose unique spells already known, up to that capacity.

Each rest opens one preparation change. Save the new preparation to close it; you cannot reshuffle after every spell without another rest. Prepared spells remain in the spellbook permanently, and unprepared spells can be selected at a later rest. Tabletop players mark a circle beside each prepared spell and cross it when spent.

PART ONE / CHAPTER 10

Exploration and social play

Actions, choices, puzzles, and social consequences.



IN THIS CHAPTER World actions / Choices and puzzles / Cooperation and social play

World actions

Authors define a task's scene, name, alternate commands, requirements, success narration, optional item reward, XP, and prerequisite task. For uncertain new tasks, choose an attribute and difficulty 5–30, plus failure narration. A checked task may require a named prepared utility spell or selected focus talent: that power contributes its check modifiers and is spent on the attempt, even if it fails. A failed roll gives no reward and does not mark the task completed; the Chronicle records the attempt and dice. Successful one-time tasks cannot be farmed for repeat XP or items.

An ordinary certain action can be authored without a check: reading an unlocked sign is certain, picking a guarded lock is not. Existing published actions without check fields retain their authored certain outcomes. AI, when enabled for an eligible account, only matches player wording to an existing action. It cannot invent rewards, difficulties, outcomes, or permission to violate world rules.

Choices and puzzles

Branch choices move the story to an authored scene. Requirements may include an item or minimum level, and required encounters can block travel. A choice is not an ability check unless its uncertainty is represented by a checked world action or encounter. Likewise, a factual puzzle answer is resolved by the authored puzzle rules; rolling dice does not replace the player's answer.

At the table, describe the approach rather than only naming a skill. Offer enough information to support a meaningful decision. Failure should change the situation: spend time, attract attention, lose leverage, take damage, or reveal a complication. A repeated attempt is reasonable when circumstances can change; if nothing changes, the guide may require a new tool, plan, or assistance instead of unlimited rerolls.

Cooperation and social play

A helper who can plausibly contribute may give advantage to one teammate's check at a table, using their own action if under turn pressure. Multiple helpers still grant only advantage. For a genuinely opposed task, use the opponent's level to set difficulty 10 + level, or roll both sides using the same basic formula and let a tie preserve the current situation.

Persuasion does not erase another person's motives. Decide what the NPC could reasonably agree to before rolling. A successful check wins that possible concession; an impossible request remains impossible. The NPC's disposition, motivations, and hooks guide the scene. These tabletop procedures complement the app's authored actions and bounded Talk action.

PART ONE / CHAPTER 11

Advancement

Rewards, levels, quests, and the Chronicle.

IN THIS CHAPTER Experience and rewards / What a level changes / Your Chronicle

Experience and rewards

Earn authored scene XP on a first visit, encounter XP on victory, half encounter XP on negotiation, and world-action or quest XP when their conditions succeed. Revisiting a rewarded scene or completed action does not grant it again. A scene's default reward is 10 XP; reaching an ending adds 25. Gold and item rewards stay attached to their authored trigger.

Earned level is 1 + floor(XP ÷ 100). Every 100 XP creates another level. Apply advancement one level at a time: increase one chosen attribute within its permitted cap and enhance either one known spell or one known ability. At odd applied levels 3, 5, 7 and onward, a magical character learns one available new spell of the current learning tier, when choices exist. Learning tier is min(5, floor((level + 1) ÷ 2)).

What a level changes

Applied level controls training. Attribute increases change their modifiers when crossing an even score. Enhancing a damage or healing power adds +2 to its amount. A character's earned level also increases preparation capacity every three levels after the first. Advancement does not automatically recalculate or refill maximum HP in the current digital rules.

A tabletop campaign may choose a slower XP pace by changing reward amounts, but should tell players before play. The native 100-XP level pace works well for short authored adventures. Keep a separate record of earned level and applied level until all pending advances are chosen.

Your Chronicle

The Chronicle preserves visited scenes, completed quests and actions, inventory, equipment, gold, HP, prepared magic, spent powers, encounter state, and logged outcomes. Concurrent saved actions use an expected sequence: when another turn was saved first, reopen the journey rather than applying a reward twice. Retiring a character preserves their record in the vault; it does not erase the published story.

At the table, write the date, location, important decisions, named allies and foes, rewards, and lasting consequences after each session. A brief truthful record supports future adventures more effectively than recreating the entire conversation.

PART ONE / CHAPTER 12

Running the game

A practical guide's toolkit.

IN THIS CHAPTER Prepare situations, not solutions / Declare the stakes / A ready-to-play opening

Prepare situations, not solutions

Choose a place, a problem, several people with competing wants, and two or three ways the players might learn what matters. Give each scene a clear purpose: discovery, negotiation, danger, recovery, or a consequential choice. Set native encounter statistics before play, and use the compendium to choose residents, rivals, and rewards.

Start with an achievable goal and an obvious first step. Place clues in more than one location so a single failed check does not halt the session. For a standard level-one challenge, difficulty 12 gives a trained +3 adventurer a 60% chance of success. Armor 12–14, low HP, and small damage dice let a short fight remain understandable. A high-level source creature can overwhelm a starting character; compare its actual HP, Armor, and attack to the party before placing it.

Declare the stakes

Tell the player the applicable attribute, the difficulty when knowable, and a concrete cost of failure. Honor successful rolls. If an approach is impossible, explain the obstacle before anyone spends a power. If a task is certain and there is no pressure, narrate success. Let inventive use of gear or world facts change the situation or grant advantage without inventing an unlisted permanent numeric bonus.

Digital authors should pair a check with clear success and failure text, and use prerequisites to turn chains of tasks into a living world. Test encounters in preview; the same resolver handles draft, guest, and saved combat. Publish a new edition for changed content rather than mutating a reader's existing edition.

A ready-to-play opening

The party reaches a rain-soaked tollhouse. A courier is missing, a guard wants proof of a forged seal, and a chest holds the courier's ledger. Searching wet tracks is Wits difficulty 12; failure costs an hour and attracts a patrol. Opening the jammed chest is Might difficulty 12 or Grace difficulty 15 with tools. Its success reveals a ledger and 10 XP, once. Showing the ledger to the speaking guard creates a Presence check against 10 + guard level.

If talks fail and violence begins, use the guard's native encounter profile. Permit escape, make negotiation available, and explain that defeat means detention rather than an automatic death. Victory may recover the ledger and guard gear; escape leaves the mystery unresolved. End the session when the courier's whereabouts are discovered, and award a quest reward for returning the courier safely.

PART ONE / CHAPTER 13

Using the compendium

One entry, one clear native profile.



IN THIS CHAPTER How to read an entry / Source credits and adaptations

How to read an entry

Entries are organized by race, class, spell, talent, item, creature, and NPC, then alphabetically. Each gives its identity, genre or category, native statistics or power mode, complete source description, and attribution. Native profiles define the mechanics for this First Edition. Race and class payloads give starting choices, score adjustments, gear, HP, and magic; creature and NPC payloads give the aggregate encounter statistics.

The Creator Library includes 29 races, 32 classes, 419 imported spells, 100 talents, 337 items, 322 creatures, and 30 NPCs: 1,269 entries. The original StoryPath appendix adds the built-in spells, talents, forge options, and encounter profiles. A custom ability without an explicit native profile uses Focus: a successful trained Will check grants +2 to checks and attacks for three turns, once per rest.

Source credits and adaptations

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PART ONE / CHAPTER 14

Tabletop quick reference

The procedures most often used during play.

IN THIS CHAPTER Before rolling / At a glance / Character sheet

Before rolling

State a goal and approach. Choose the attribute. Establish the difficulty and stakes. Gather attribute, training, equipment, talent, and effect modifiers. Apply advantage or disadvantage. Roll, compare, resolve, and record.

At a glance

Check: d20 + attribute modifier + training + applicable modifiers. Attack: check against Armor; natural 1 misses, natural 20 critically hits. Modifier: floor((score − 10) ÷ 2). Training: +2, increasing by +1 at applied levels 5, 9, 13, and 17.

Weapon damage: 1d4 unarmed, 1d8 one-handed, 1d10 two-handed, plus attack attribute modifier and damage effects; minimum 1. Healing item: 2d6 + 2, consume one. Defend: +4 Armor for one response. Escape or Talk: difficulty 10 + opponent level. Active powers: once per rest. Short safe rest: recover 1d6 and reset powers. Level: 1 + floor(XP ÷ 100).

Character sheet

Name and background; world and heritage; calling and applied level; XP and earned level; six scores and modifiers; training; HP current/maximum; Armor; attack total and damage; known talents; known/prepared/spent spells; equipped slots and carried inventory; gold; temporary effects; quest and session notes. A printable blank worksheet follows the core chapters in the Word edition.

Character worksheet

Name: _____ World: _____

Heritage: _____ Calling: _____

Background / bond: _____

Attribute	Score	Modifier
Might		
Grace		
Wits		
Will		
Presence		
Fortune		

XP: _____ Earned level: ____ Applied level: ____ Training: ____ Gold: ____

HP current / maximum: _____ / _____ Armor: _____ Attack total: _____

Weapon / damage dice: _____

Carried weight: ____ lb Comfortable 5 × Might: ____ lb Maximum 15 × Might: ____ lb

Load state: _____ Attack / physical penalty: ____ Armor penalty: ____

Character notes and spell record

Selected gifts & talents:

_____

_____

Equipped slots & carried gear:

_____

_____

Known / prepared / spent spells:

_____

_____

Temporary effects & remaining turns:

_____

_____

Quest and Chronicle notes:

_____

_____

Heritages and peoples

PART TWO / COLLECTION 01

30 complete entries, arranged alphabetically. Use the native profile for play and the credited source description for reference.



Aetherkin

Steampunk

HP bonus. 1 (positive explicit bonus; otherwise use the core fallback)

Trait. Machine Sense

Gift choices. Resilient Spirit; Adaptable

Aetherkin people of a steampunk world, with their own customs, communities, and ambitions.

Source. Story Pathos original

Ashborn

Dark Fantasy

HP bonus. 1 (positive explicit bonus; otherwise use the core fallback)

Trait. Iron Resolve

Gift choices. Resilient Spirit; Adaptable

Ashborn people of a dark fantasy world, with their own customs, communities, and ambitions.

Source. Story Pathos original

Augmented Human

Cyberpunk

HP bonus. 1 (positive explicit bonus; otherwise use the core fallback)

Trait. Data Sense

Gift choices. Resilient Spirit; Adaptable

Augmented Human people of a cyberpunk world, with their own customs, communities, and ambitions.

Source. Story Pathos original

Bioengineered

Cyberpunk

HP bonus. 1 (positive explicit bonus; otherwise use the core fallback)

Trait. Data Sense

Gift choices. Resilient Spirit; Adaptable

Bioengineered people of a cyberpunk world, with their own customs, communities, and ambitions.

Source. Story Pathos original

Brassborn

Steampunk

HP bonus. 1 (positive explicit bonus; otherwise use the core fallback)

Trait. Machine Sense

Gift choices. Resilient Spirit; Adaptable

Brassborn people of a steampunk world, with their own customs, communities, and ambitions.

Source. Story Pathos original

Digital Consciousness

Cyberpunk

HP bonus. 1 (positive explicit bonus; otherwise use the core fallback)

Trait. Data Sense

Gift choices. Resilient Spirit; Adaptable

Digital Consciousness people of a cyberpunk world, with their own customs, communities, and ambitions.

Source. Story Pathos original

Dragonborn

Fantasy peoples

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Trait. Draconic Ancestry

Gift choices. You have draconic ancestry; Breath Weapon; You can use your action to exhale destructive energy; Damage Resistance; You have resistance to the damage type associated with your draconic ancestry

Dragonborn heritage. Dragonborn Traits Your draconic heritage manifests in a variety of traits you share with other dragonborn. Size. Dragonborn are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Dwarf

Fantasy peoples

HP bonus. 2 (positive explicit bonus; otherwise use the core fallback)

Trait. Dwarven Resilience

Gift choices. You have advantage on saving throws against poison, and you have resistance against poison damage; Dwarven Combat Training; You have proficiency with the battleaxe, handaxe, light hammer, and warhammer; Tool Proficiency; Stonecunning

Dwarf heritage. Dwarf Traits Your dwarf character has an assortment of inborn abilities, part and parcel of dwarven nature. Size. Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Elf

Fantasy peoples

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Trait. Keen Senses

Gift choices. You have proficiency in the Perception skill; Fey Ancestry; You have advantage on saving throws against being charmed, and magic can't put you to sleep; Trance; Elves don't need to sleep

Elf heritage. Elf Traits Your elf character has a variety of natural abilities, the result of thousands of years of elven refinement. Size. Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Faun

High Fantasy

HP bonus. 1 (positive explicit bonus; otherwise use the core fallback)

Trait. Keen Senses

Gift choices. Resilient Spirit; Adaptable

Faun people of a high fantasy world, with their own customs, communities, and ambitions.

Source. Story Pathos original

Gearbound

Steampunk

HP bonus. 1 (positive explicit bonus; otherwise use the core fallback)

Trait. Machine Sense

Gift choices. Resilient Spirit; Adaptable

Gearbound people of a steampunk world, with their own customs, communities, and ambitions.

Source. Story Pathos original

Geneweaver

Science Fiction

HP bonus. 1 (positive explicit bonus; otherwise use the core fallback)

Trait. Vacuum Adapted

Gift choices. Resilient Spirit; Adaptable

Geneweaver people of a science fiction world, with their own customs, communities, and ambitions.

Source. Story Pathos original

Gnome

Fantasy peoples

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Trait. Gnome Cunning

Gift choices. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic

Gnome heritage. Gnome Traits Your gnome character has certain characteristics in common with all other gnomes. Size. Gnomes are between 3 and 4 feet tall and average about 40 pounds. Your size is Small.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Half-Elf

Fantasy peoples

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Trait. Fey Ancestry

Gift choices. You have advantage on saving throws against being charmed, and magic can't put you to sleep; Skill Versatility; You gain proficiency in two skills of your choice

Half-Elf heritage. Half-Elf Traits Your half-elf character has some qualities in common with elves and some that are unique to half-elves. Size. Half-elves are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Half-Orc

Fantasy peoples

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Trait. Menacing

Gift choices. You gain proficiency in the Intimidation skill; Relentless Endurance; When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead; Savage Attacks

Half-Orc heritage. Half-Orc Traits Your half-orc character has certain traits deriving from your orc ancestry. Size. Half-orcs are somewhat larger and bulkier than humans, and they range from 5 to well over 6 feet tall. Your size is Medium.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Halfling

Fantasy peoples

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Trait. Lucky

Gift choices. Brave; You have advantage on saving throws against being frightened; Halfling Nimbleness; You can move through the space of any creature that is of a size larger than yours

Halfling heritage. Halfling Traits Your halfling character has a number of traits in common with all other halflings. Size. Halflings average about 3 feet tall and weigh about 40 pounds. Your size is Small.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Human

Fantasy peoples

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Trait. Keen Senses

Gift choices. Resilient Spirit

Human heritage. Human Traits It's hard to make generalizations about humans, but your human character has these traits. Size. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Moonbound

Dark Fantasy

HP bonus. 1 (positive explicit bonus; otherwise use the core fallback)

Trait. Iron Resolve

Gift choices. Resilient Spirit; Adaptable

Moonbound people of a dark fantasy world, with their own customs, communities, and ambitions.

Source. Story Pathos original

Revenant

Dark Fantasy

HP bonus. 1 (positive explicit bonus; otherwise use the core fallback)

Trait. Iron Resolve

Gift choices. Resilient Spirit; Adaptable

Revenant people of a dark fantasy world, with their own customs, communities, and ambitions.

Source. Story Pathos original

Smoke Elf

Steampunk

HP bonus. 1 (positive explicit bonus; otherwise use the core fallback)

Trait. Machine Sense

Gift choices. Resilient Spirit; Adaptable

Smoke Elf people of a steampunk world, with their own customs, communities, and ambitions.

Source. Story Pathos original

Star Nomad

Science Fiction

HP bonus. 1 (positive explicit bonus; otherwise use the core fallback)

Trait. Vacuum Adapted

Gift choices. Resilient Spirit; Adaptable

Star Nomad people of a science fiction world, with their own customs, communities, and ambitions.

Source. Story Pathos original

Stonekin

High Fantasy

HP bonus. 1 (positive explicit bonus; otherwise use the core fallback)

Trait. Keen Senses

Gift choices. Resilient Spirit; Adaptable

Stonekin people of a high fantasy world, with their own customs, communities, and ambitions.

Source. Story Pathos original

Sylvan

High Fantasy

HP bonus. 1 (positive explicit bonus; otherwise use the core fallback)

Trait. Keen Senses

Gift choices. Resilient Spirit; Adaptable

Sylvan people of a high fantasy world, with their own customs, communities, and ambitions.

Source. Story Pathos original

Synthetic

Science Fiction

HP bonus. 1 (positive explicit bonus; otherwise use the core fallback)

Trait. Vacuum Adapted

Gift choices. Resilient Spirit; Adaptable

Synthetic people of a science fiction world, with their own customs, communities, and ambitions.

Source. Story Pathos original



Thornblood

Dark Fantasy

HP bonus. 1 (positive explicit bonus; otherwise use the core fallback)

Trait. Iron Resolve

Gift choices. Resilient Spirit; Adaptable

Thornblood people of a dark fantasy world, with their own customs, communities, and ambitions.

Source. Story Pathos original

Tideborn

High Fantasy

HP bonus. 1 (positive explicit bonus; otherwise use the core fallback)

Trait. Keen Senses

Gift choices. Resilient Spirit; Adaptable

Tideborn people of a high fantasy world, with their own customs, communities, and ambitions.

Source. Story Pathos original

Tiefling

Fantasy peoples

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Trait. Hellish Resistance

Gift choices. You have resistance to fire damage; Infernal Legacy

Tiefling heritage. Tiefling Traits Tieflings share certain racial traits as a result of their infernal descent. Size. Tieflings are about the same size and build as humans. Your size is Medium.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Uplift

Cyberpunk

HP bonus. 1 (positive explicit bonus; otherwise use the core fallback)

Trait. Data Sense

Gift choices. Resilient Spirit; Adaptable

Uplift people of a cyberpunk world, with their own customs, communities, and ambitions.

Source. Story Pathos original

Veyari

Nemoris peoples

Score increases. Will +1, Wits +1

HP bonus. 1 (positive explicit bonus; otherwise use the core fallback)

Trait. Resilient Spirit

Gift choices. Keen Senses

Mortal people of Serevane with warm basalt-toned living skin and fine mica flecks. They are archivists, gardeners, travelers and guardians, with ordinary mortal lives rather than Chelorim immortality.

Source. Story Pathos original • Nemoris

Voidborn

Science Fiction

HP bonus. 1 (positive explicit bonus; otherwise use the core fallback)

Trait. Vacuum Adapted

Gift choices. Resilient Spirit; Adaptable

Voidborn people of a science fiction world, with their own customs, communities, and ambitions.

Source. Story Pathos original

Classes and callings

PART TWO / COLLECTION 02

33 complete entries, arranged alphabetically. Use the native profile for play and the credited source description for reference.



Aegis Warden

Sacred

Score increases. Will +1

HP bonus. 2 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Protection; Defense; Second Wind

Starting gear. Longsword; Shield; Leather armor; Holy token

Magic. Sacred; capacity bonus 0

A mortal guardian of shelters, bridges and agreements. Aegis Wardens learn sacred magic and the practical discipline of protecting people who cannot safely retreat.

Source. Story Pathos original • Nemoris

Aether Medic

Steampunk

HP bonus. 2 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Iron Resolve; Keen Senses

Starting gear. Field kit; Dagger; Traveler cloak

Magic. Arcane; capacity bonus 0

Aether Medic trained for steampunk adventures: solve problems, support companions, and survive dangerous journeys.

Source. Story Pathos original

Artificer

Steampunk

HP bonus. 2 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Iron Resolve; Keen Senses

Starting gear. Field kit; Dagger; Traveler cloak

Magic. Arcane; capacity bonus 0

Artificer trained for steampunk adventures: solve problems, support companions, and survive dangerous journeys.

Source. Story Pathos original

Barbarian

Martial

HP bonus. 4 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Rage; Unarmored Defense; Reckless Attack; Danger Sense; Primal Path; Ability Score Improvement; Extra Attack; Fast Movement

Starting gear. Greataxe; Handaxe; Explorer pack

Barbarian: Choose two from Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Bard

Arcane

HP bonus. 1 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Spellcasting; Cantrips; Spell Slots; Spells Known of 1st Level and Higher; Spellcasting Ability; Ritual Casting; Spellcasting Focus; Bardic Inspiration

Starting gear. Rapier; Lute; Leather armor

Magic. Arcane; capacity bonus 0

Bard: Choose any three

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Beastwarden

High Fantasy

HP bonus. 2 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Iron Resolve; Keen Senses

Starting gear. Field kit; Dagger; Traveler cloak

Magic. Sacred; capacity bonus 0

Beastwarden trained for high fantasy adventures: solve problems, support companions, and survive dangerous journeys.

Source. Story Pathos original

Blood Knight

Dark Fantasy

HP bonus. 2 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Iron Resolve; Keen Senses

Starting gear. Field kit; Dagger; Traveler cloak

Magic. Ritual; capacity bonus 0

Blood Knight trained for dark fantasy adventures: solve problems, support companions, and survive dangerous journeys.

Source. Story Pathos original

Cleric

Sacred

HP bonus. 1 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Spellcasting; Cantrips; Preparing and Casting Spells; Spellcasting Ability; Ritual Casting; Spellcasting Focus; Divine Domain; Domain Spells

Starting gear. Mace; Chain mail; Shield; Holy token

Magic. Sacred; capacity bonus 0

Cleric: Choose two from History, Insight, Medicine, Persuasion, and Religion

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Clockwork Duelist

Steampunk

HP bonus. 2 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Iron Resolve; Keen Senses

Starting gear. Field kit; Dagger; Traveler cloak

Magic. Arcane; capacity bonus 0

Clockwork Duelist trained for steampunk adventures: solve problems, support companions, and survive dangerous journeys.

Source. Story Pathos original

Cursebreaker

Dark Fantasy

HP bonus. 2 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Iron Resolve; Keen Senses

Starting gear. Field kit; Dagger; Traveler cloak

Magic. Ritual; capacity bonus 0

Cursebreaker trained for dark fantasy adventures: solve problems, support companions, and survive dangerous journeys.

Source. Story Pathos original

Data Broker

Cyberpunk

HP bonus. 2 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Field Repair; Practical Expertise

Starting gear. Field kit; Dagger; Traveler cloak

Magic. Tech; capacity bonus 0

Data Broker trained for cyberpunk adventures: solve problems, support companions, and survive dangerous journeys.

Source. Story Pathos original

Druid

Ritual

HP bonus. 1 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Druidic; Spellcasting; Cantrips; Preparing and Casting Spells; Spellcasting Ability; Ritual Casting; Spellcasting Focus; Wild Shape

Starting gear. Wooden shield; Scimitar; Druidic focus

Magic. Ritual; capacity bonus 0

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Fighter

Martial

HP bonus. 4 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Fighting Style; Archery; Defense; Dueling; Great Weapon Fighting; Protection; Two-Weapon Fighting; Second Wind

Starting gear. Longbow; Greatsword; Chain mail

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Gravekeeper

Dark Fantasy

HP bonus. 2 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Iron Resolve; Keen Senses

Starting gear. Field kit; Dagger; Traveler cloak

Magic. Ritual; capacity bonus 0

Gravekeeper trained for dark fantasy adventures: solve problems, support companions, and survive dangerous journeys.

Source. Story Pathos original

Monk

Martial

HP bonus. 1 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Unarmored Defense; Martial Arts; Ki; Flurry of Blows; Patient Defense; Step of the Wind; Unarmored Movement; Monastic Tradition

Starting gear. Short sword; Darts; Explorer pack

Monk: Choose two from Acrobatics, Athletics, History, Insight, Religion, and Stealth

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Netrunner

Cyberpunk

HP bonus. 2 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Field Repair; Practical Expertise

Starting gear. Field kit; Dagger; Traveler cloak

Magic. Tech; capacity bonus 0

Netrunner trained for cyberpunk adventures: solve problems, support companions, and survive dangerous journeys.

Source. Story Pathos original

Orbital Marine

Science Fiction

HP bonus. 2 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Field Repair; Practical Expertise

Starting gear. Field kit; Dagger; Traveler cloak

Magic. Tech; capacity bonus 0

Orbital Marine trained for science fiction adventures: solve problems, support companions, and survive dangerous journeys.

Source. Story Pathos original

Paladin

Sacred

HP bonus. 4 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Divine Sense; Lay on Hands; Fighting Style; Defense; Dueling; Great Weapon Fighting; Protection; Spellcasting

Starting gear. Longsword; Shield; Chain mail; Holy token

Magic. Sacred; capacity bonus 0

Paladin: Choose two from Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Psionic Adept

Science Fiction

HP bonus. 2 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Field Repair; Practical Expertise

Starting gear. Field kit; Dagger; Traveler cloak

Magic. Tech; capacity bonus 0

Psionic Adept trained for science fiction adventures: solve problems, support companions, and survive dangerous journeys.

Source. Story Pathos original

Ranger

Ritual

HP bonus. 1 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Favored Enemy; Natural Explorer; Fighting Style; Archery; Defense; Dueling; Two-Weapon Fighting; Spellcasting

Starting gear. Longbow; Short sword; Leather armor

Magic. Ritual; capacity bonus 0

Ranger: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Rogue

Cunning

HP bonus. 1 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Expertise; Sneak Attack; Thieves' Cant; Cunning Action; Roguish Archetype; Ability Score Improvement; Uncanny Dodge; Evasion

Starting gear. Rapier; Short bow; Leather armor; Thieves tools

Rogue: Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Runesmith

High Fantasy

HP bonus. 2 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Iron Resolve; Keen Senses

Starting gear. Field kit; Dagger; Traveler cloak

Magic. Sacred; capacity bonus 0

Runesmith trained for high fantasy adventures: solve problems, support companions, and survive dangerous journeys.

Source. Story Pathos original

Skyship Pilot

Steampunk

HP bonus. 2 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Iron Resolve; Keen Senses

Starting gear. Field kit; Dagger; Traveler cloak

Magic. Arcane; capacity bonus 0

Skyship Pilot trained for steampunk adventures: solve problems, support companions, and survive dangerous journeys.

Source. Story Pathos original

Sorcerer

Arcane

HP bonus. 1 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Spellcasting; Cantrips; Spell Slots; Spells Known of 1st Level and Higher; Spellcasting Ability; Spellcasting Focus; Sorcerous Origin; Font of Magic

Starting gear. Dagger; Arcane focus; Explorer pack

Magic. Arcane; capacity bonus 0

Sorcerer: Choose two from Arcana, Deception, Insight, Intimidation, Persuasion, and Religion

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Spellblade

High Fantasy

HP bonus. 2 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Iron Resolve; Keen Senses

Starting gear. Field kit; Dagger; Traveler cloak

Magic. Sacred; capacity bonus 0

Spellblade trained for high fantasy adventures: solve problems, support companions, and survive dangerous journeys.

Source. Story Pathos original

Spirit Speaker

High Fantasy

HP bonus. 2 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Iron Resolve; Keen Senses

Starting gear. Field kit; Dagger; Traveler cloak

Magic. Sacred; capacity bonus 0

Spirit Speaker trained for high fantasy adventures: solve problems, support companions, and survive dangerous journeys.

Source. Story Pathos original

Starship Engineer

Science Fiction

HP bonus. 2 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Field Repair; Practical Expertise

Starting gear. Field kit; Dagger; Traveler cloak

Magic. Tech; capacity bonus 0

Starship Engineer trained for science fiction adventures: solve problems, support companions, and survive dangerous journeys.

Source. Story Pathos original

Street Samurai

Cyberpunk

HP bonus. 2 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Field Repair; Practical Expertise

Starting gear. Field kit; Dagger; Traveler cloak

Magic. Tech; capacity bonus 0

Street Samurai trained for cyberpunk adventures: solve problems, support companions, and survive dangerous journeys.

Source. Story Pathos original

Trauma Medic

Cyberpunk

HP bonus. 2 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Field Repair; Practical Expertise

Starting gear. Field kit; Dagger; Traveler cloak

Magic. Tech; capacity bonus 0

Trauma Medic trained for cyberpunk adventures: solve problems, support companions, and survive dangerous journeys.

Source. Story Pathos original

Void Scout

Science Fiction

HP bonus. 2 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Field Repair; Practical Expertise

Starting gear. Field kit; Dagger; Traveler cloak

Magic. Tech; capacity bonus 0

Void Scout trained for science fiction adventures: solve problems, support companions, and survive dangerous journeys.

Source. Story Pathos original

Warlock

Arcane

HP bonus. 1 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Otherworldly Patron; Pact Magic; Cantrips; Spell Slots; Spells Known of 1st Level and Higher; Spellcasting Ability; Spellcasting Focus; Eldritch Invocations

Starting gear. Dagger; Leather armor; Arcane focus

Magic. Arcane; capacity bonus 0

Warlock: Choose two skills from Arcana, Deception, History, Intimidation, Investigation, Nature, and Religion

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Witch Hunter

Dark Fantasy

HP bonus. 2 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Iron Resolve; Keen Senses

Starting gear. Field kit; Dagger; Traveler cloak

Magic. Ritual; capacity bonus 0

Witch Hunter trained for dark fantasy adventures: solve problems, support companions, and survive dangerous journeys.

Source. Story Pathos original

Wizard

Arcane

HP bonus. 1 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Spellcasting; Cantrips; Spellbook; Your Spellbook; Preparing and Casting Spells; Spellcasting Ability; Ritual Casting; Spellcasting Focus

Starting gear. Quarterstaff; Spellbook; Arcane focus

Magic. Arcane; capacity bonus 1

Wizard: Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Spells and powers

PART TWO / COLLECTION 03

419 complete entries, arranged alphabetically. Use the native profile for play and the credited source description for reference.



Acid Arrow

Evocation · Arcane · Tier 2

Native profile. Damage · Wits · 3d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Acid Splash

Conjuration · Arcane · Tier 1

Native profile. Damage · Wits · 2d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a dexterity saving throw or take 1d6 acid damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Aid

Abjuration · Sacred · Tier 2

Native profile. Heal · Wits · 3d6

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Alarm

Abjuration · Arcane · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible. A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping. An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Alter Self

Transmutation · Arcane · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You assume a different form. When you cast the spell, choose one of the following options, the effects of which last for the duration of the spell. While the spell lasts, you can end one option as an action to gain the benefits of a different one. Aquatic Adaptation. You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed. Change Appearance. You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance.

At any time for the duration of the spell, you can use your action to change your appearance in this way again. Natural Weapons. You grow claws, fangs,

spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. Finally, the natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Animal Friendship

Enchantment · Ritual · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spells ends.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Animal Messenger

Enchantment · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

By means of this spell, you use an animal to deliver a message. Choose a Tiny beast you can see within range, such as a squirrel, a blue jay, or a bat. You specify a location, which you must have visited, and a recipient who matches a general description, such as "a man or woman dressed in the uniform of the town guard" or "a red-haired dwarf wearing a pointed hat." You also speak a message of up to twenty-five words. The target beast travels for the duration of the spell toward the specified location, covering about 50 miles per 24 hours for a flying messenger, or 25 miles for other animals. When the messenger arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you gave. If the messenger doesn't reach its destination before the spell ends, the message is lost, and the beast makes its way back to where you cast this spell.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Animal Shapes

Transmutation · Ritual · Tier 5

Native profile. Utility · Wits · 6d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Your magic turns others into beasts. Choose any number of willing creatures that you can see within range. You transform each target into the form of a Large or smaller beast with a challenge rating of 4 or lower. On subsequent turns, you can use your action to transform affected creatures into new forms. The transformation lasts for the duration for each target, or until the target drops to 0 hit points or dies. You can choose a different form for each target. A target's game statistics are replaced by the statistics of the chosen beast, though the target retains its alignment and Intelligence, Wisdom, and Charisma scores. The target assumes the hit points of its new form, and when it reverts to its normal form, it returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form.

As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious. The creature is limited in the actions it can perform by the nature of its new form, and it can't speak or cast spells. The target's gear melds into the new form. The target can't activate, wield, or otherwise benefit from any of its equipment.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Animate Dead

Necromancy · Arcane · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

This spell creates an undead servant. Choose a pile of bones or a corpse of a Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a skeleton if you chose bones or a zombie if you chose a corpse (the DM has the creature's game statistics). On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Animate Objects

Transmutation · Arcane · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Objects come to life at your command. Choose up to ten nonmagical objects within range that are not being worn or carried. Medium targets count as two objects, Large targets count as four objects, Huge targets count as eight objects. You can't animate any object larger than Huge. Each target animates and becomes a creature under your control until the spell ends or until reduced to 0 hit points. As a bonus action, you can mentally command any creature you made with this spell if the creature is within 500 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

Animated Object Statistics

Size: Tiny; HP: 20; AC: 18; Attack: +8 to hit, 1d4 + 4 damage; Str: 4; Dex: 18

Size: Small; HP: 25; AC: 16; Attack: +6 to hit, 1d8 + 2 damage; Str: 6; Dex: 14

Size: Medium; HP: 40; AC: 13; Attack: +5 to hit, 2d6 + 1 damage; Str: 10; Dex: 12

Size: Large; HP: 50; AC: 10; Attack: +6 to hit, 2d10 + 2 damage; Str: 14; Dex: 10

Size: Huge; HP: 80; AC: 10; Attack: +8 to hit, 2d12 + 4 damage; Str: 18; Dex: 6

An animated object is a construct with AC, hit points, attacks, Strength, and Dexterity determined by its size. Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30 feet; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form. If you command an object to attack, it can make a single melee attack against a creature within 5 feet of it. It makes a slam attack with an attack bonus and bludgeoning damage determined by its size. The DM might rule that a specific object inflicts slashing or piercing damage based on its form.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Antilife Shell

Abjuration · Ritual · Tier 3

Native profile. Guard · Wits · 4d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

A shimmering barrier extends out from you in a 10-foot radius and moves with you, remaining centered on you and hedging out creatures other than undead and constructs. The barrier lasts for the duration. The barrier prevents an affected creature from passing or reaching through. An affected creature can cast spells or make attacks with ranged or reach weapons through the barrier. If you move so that an affected creature is forced to pass through the barrier, the spell ends.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Antimagic Field

Abjuration · Arcane · Tier 5

Native profile. Utility · Wits · 6d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A 10-foot-radius invisible sphere of antimagic surrounds you. This area is divorced from the magical energy that suffuses the multiverse. Within the sphere, spells can't be cast, summoned creatures disappear, and even magic items become mundane. Until the spell ends, the sphere moves with you, centered on you. Spells and other magical effects, except those created by an artifact or a deity, are suppressed in the sphere and can't protrude into it. A slot expended to cast a suppressed spell is consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration. Targeted Effects. Spells and other magical effects, such as magic missile and charm person, that target a creature or an object in the sphere have no effect on that target. Areas of Magic. The area of another spell or magical effect, such as fireball, can't extend into the sphere. If the sphere overlaps an area of magic, the part of the area that is covered by the sphere is suppressed.

For example, the flames created by a wall of fire are suppressed within the sphere, creating a gap in the wall if the overlap is large enough. Spells. Any active spell or other magical effect on a creature or an object in the sphere is suppressed while the creature or object is in it. Magic Items. The properties and powers of magic items are suppressed in the sphere. For example, a +1 longsword in the sphere functions as a nonmagical longsword. A magic weapon's properties and powers are suppressed if it is used against a target in the sphere or wielded by an attacker in the sphere. If a magic weapon or a piece of magic ammunition fully leaves the sphere (for example, if you fire a magic arrow or throw a magic spear at a target outside the sphere), the magic of the item ceases to be suppressed as soon as it exits. Magical Travel. Teleportation and planar travel fail to work in the sphere, whether the sphere is the destination or the departure point for such magical travel.

A portal to another location, world, or plane of existence, as well as an opening to an extradimensional space such as that created by the rope trick spell, temporarily closes while in the sphere. Creatures and Objects. A creature or object summoned or created by magic temporarily winks out of existence in the sphere. Such a creature instantly reappears once the space the creature occupied is no longer within the sphere. Dispel Magic. Spells and magical effects such as dispel magic have no effect on the sphere. Likewise, the spheres created by different antimagic field spells don't nullify each other.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Antipathy/Sympathy

Enchantment · Arcane · Tier 5

Native profile. Control · Wits · 6d6

Roll against DC 10 + opponent level. Success prevents its next attack.

This spell attracts or repels creatures of your choice. You target something within range, either a Huge or smaller object or creature or an area that is no larger than a 200-foot cube. Then specify a kind of intelligent creature, such as red dragons, goblins, or vampires. You invest the target with an aura that either attracts or repels the specified creatures for the duration. Choose antipathy or sympathy as the aura's effect. Antipathy. The enchantment causes creatures of the kind you designated to feel an intense urge to leave the area and avoid the target. When such a creature can see the target or comes within 60 feet of it, the creature must succeed on a wisdom saving throw or become frightened. The creature remains frightened while it can see the target or is within 60 feet of it. While frightened by the target, the creature must use

its movement to move to the nearest safe spot from which it can't see the target.

If the creature moves more than 60 feet from the target and can't see it, the creature is no longer frightened, but the creature becomes frightened again if it regains sight of the target or moves within 60 feet of it. Sympathy. The enchantment causes the specified creatures to feel an intense urge to approach the target while within 60 feet of it or able to see it. When such a creature can see the target or comes within 60 feet of it, the creature must succeed on a wisdom saving throw or use its movement on each of its turns to enter the area or move within reach of the target. When the creature has done so, it can't willingly move away from the target. If the target damages or otherwise harms an affected creature, the affected creature can make a wisdom saving throw to end the effect, as described below. Ending the Effect. If an affected creature ends its turn while not within 60 feet of the target or able to see it, the creature makes a wisdom saving throw.

On a successful save, the creature is no longer affected by the target and recognizes the feeling of repugnance or attraction as magical. In addition, a creature affected by the spell is allowed another wisdom saving throw every 24 hours while the spell persists. A creature that successfully saves against this effect is immune to it for 1 minute, after which time it can be affected again.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Arcane Eye

Divination · Arcane · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You create an invisible, magical eye within range that hovers in the air for the duration. You mentally receive visual information from the eye, which has normal vision and darkvision out to 30 feet. The eye can look in every direction. As an action, you can move the eye up to 30 feet in any direction. There is no limit to how far away from you the eye can move, but it can't enter another plane of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Arcane Hand

Evocation · Arcane · Tier 3

Native profile. Damage · Wits · 4d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

You create a Large hand of shimmering, translucent force in an unoccupied space that you can see within range. The hand lasts for the spell's duration, and it moves at your command, mimicking the movements of your own hand. The hand is an object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the spell ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The hand doesn't fill its space. When you cast the spell and as a bonus action on your subsequent turns, you can move the hand up to 60 feet and then cause one of the following effects with it. Clenched Fist. The hand strikes one creature or object within 5 feet of it. Make a melee spell attack for the hand using your game statistics. On a hit, the target takes 4d8 force damage. Forceful Hand. The hand attempts to push a creature within 5 feet of it in a direction you choose. Make a check with the hand's Strength contested by the Strength (Athletics) check of the target.

If the target is Medium or smaller, you have advantage on the check. If you succeed, the hand pushes the target up to 5 feet plus a number of feet equal to five times your spellcasting ability modifier. The hand moves with the target to remain within 5 feet of it. Grasping Hand. The hand attempts to grapple a Huge or smaller creature within 5 feet of it. You use the hand's Strength score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the hand is grappling the target, you can use a bonus action to have the hand crush it. When you do so, the target takes bludgeoning damage equal to 2d6 + your spellcasting ability modifier Interposing Hand. The hand interposes itself between you and a creature you choose until you give the hand a different command. The hand moves to stay between you and the target, providing you with half cover against the target.

The target can't move through the hand's space if its Strength score is less than or equal to the hand's Strength score. If its Strength score is higher than the hand's Strength score, the target can move toward you through the hand's space, but that space is difficult terrain for the target.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Arcane Lock

Abjuration · Arcane · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You touch a closed door, window, gate, chest, or other entryway, and it becomes locked for the duration. You and the creatures you designate when you cast this spell can open the object normally. You can also set a password that, when spoken within 5 feet of the object, suppresses this spell for 1 minute. Otherwise, it is impassable until it is broken or the spell is dispelled or suppressed. Casting knock on the object suppresses arcane lock for 10 minutes. While affected by this spell, the object is more difficult to break or force open; the DC to break it or pick any locks on it increases by 10.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Arcane Sword

Evocation · Arcane · Tier 4

Native profile. Damage · Wits · 5d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

You create a sword-shaped plane of force that hovers within range. It lasts for the duration. When the sword appears, you make a melee spell attack against a target of your choice within 5 feet of the sword. On a hit, the target takes 3d10 force damage. Until the spell ends, you can use a bonus action on each of your turns to move the sword up to 20 feet to a spot you can see and repeat this attack against the same target or a different one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Arcanist's Magic Aura

Illusion · Arcane · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You place an illusion on a creature or an object you touch so that divination spells reveal false information about it. The target can be a willing creature or an object that isn't being carried or worn by another creature. When you cast the spell, choose one or both of the following effects. The effect lasts for the duration. If you cast this spell on the same creature or object every day for 30 days, placing the same effect on it each time, the illusion lasts until it is dispelled. False Aura. You change the way the target appears to spells and magical effects, such as detect magic, that detect magical auras. You can make a nonmagical object appear magical, a magical object appear nonmagical, or change the object's magical aura so that it appears to belong to a specific school of magic that you choose. When you use this effect on an object, you can make the false magic apparent to any creature that handles the item. Mask.

You change the way the target appears to spells and magical effects that detect creature types, such as a paladin's Divine Sense or the trigger of a symbol spell. You choose a creature type and other spells and magical effects treat the target as if it were a creature of that type or of that alignment.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Astral Projection

Necromancy · Arcane · Tier 5

Native profile. Utility · Wits · 6d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You and up to eight willing creatures within range project your astral bodies into the Astral Plane (the spell fails and the casting is wasted if you are already on that plane). The material body you leave behind is unconscious and in a state of suspended animation; it doesn't need food or air and doesn't age. Your astral body resembles your mortal form in almost every way,

replicating your game statistics and possessions. The principal difference is the addition of a silvery cord that extends from between your shoulder blades and trails behind you, fading to invisibility after 1 foot. This cord is your tether to your material body. As long as the tether remains intact, you can find your way home. If the cord is cut-something that can happen only when an effect specifically states that it does-your soul and body are separated, killing you instantly. Your astral form can freely travel through the Astral Plane and can pass through portals there leading to any other plane.

If you enter a new plane or return to the plane you were on when casting this spell, your body and possessions are transported along the silver cord, allowing you to re-enter your body as you enter the new plane. Your astral form is a separate incarnation. Any damage or other effects that apply to it have no effect on your physical body, nor do they persist when you return to it. The spell ends for you and your companions when you use your action to dismiss it. When the spell ends, the affected creature returns to its physical body, and it awakens. The spell might also end early for you or one of your companions. A successful dispel magic spell used against an astral or physical body ends the spell for that creature. If a creature's original body or its astral form drops to 0 hit points, the spell ends for that creature. If the spell ends and the silver cord is intact, the cord pulls the creature's astral form back to its body, ending its state of suspended animation.

If you are returned to your body prematurely, your companions remain in their astral forms and must find their own way back to their bodies, usually by dropping to 0 hit points.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Augury

Divination · Sacred · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes. The DM chooses from the following possible omens: - Weal, for good results - Woe, for bad results - Weal and woe, for both good and bad results - Nothing, for results that aren't especially good or bad The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion. If you cast the spell two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The DM makes this roll in secret.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Awaken

Transmutation · Ritual · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

After spending the casting time tracing magical pathways within a precious gemstone, you touch a Huge or smaller beast or plant. The target must have either no Intelligence score or an Intelligence of 3 or less. The target gains an Intelligence of 10. The target also gains the ability to speak one language you know. If the target is a plant, it gains the ability to move its limbs, roots, vines, creepers, and so forth, and it gains senses similar to a human's. Your DM chooses statistics appropriate for the awakened plant, such as the statistics for the awakened shrub or the awakened tree. The awakened beast or plant is charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the awakened creature chooses whether to remain friendly to you, based on how you treated it while it was charmed.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Bane

Enchantment · Sacred · Tier 1

Native profile. Control · Wits · 2d6

Roll against DC 10 + opponent level. Success prevents its next attack.

Up to three creatures of your choice that you can see within range must make charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Banishment

Abjuration · Arcane · Tier 3

Native profile. Control · Wits · 4d6

Roll against DC 10 + opponent level. Success prevents its next attack.

You attempt to send one creature that you can see within range to another plane of existence. The target must succeed on a charisma saving throw or be banished. If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the target is incapacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Barkskin

Transmutation · Sacred · Tier 2

Native profile. Guard · Wits · 3d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Beacon of Hope

Abjuration · Sacred · Tier 2

Native profile. Heal · Wits · 2d6

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Bestow Curse

Necromancy · Arcane · Tier 2

Native profile. Damage · Wits · 3d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

You touch a creature, and that creature must succeed on a wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options: - Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score. - While cursed, the target has disadvantage on attack rolls against you. - While cursed, the target must make a wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing. - While the target is cursed, your attacks and spells deal an extra 1d8

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Black Tentacles

Conjuration · Arcane · Tier 3

Native profile. Damage · Wits · 4d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

Squirming, ebony tentacles fill a 20-foot square on ground that you can see within range. For the duration, these tentacles turn the ground in the area into difficult terrain. When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 3d6 bludgeoning damage and be restrained by the tentacles until the spell ends. A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning damage. A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Blade Barrier

Evocation · Sacred · Tier 4

Native profile. Damage · Wits · 5d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

You create a vertical wall of whirling, razor-sharp blades made of magical energy. The wall appears within range and lasts for the duration. You can make a straight wall up to 100 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 60 feet in diameter, 20 feet high, and 5 feet thick. The wall provides three-quarters cover to creatures behind it, and its space is difficult terrain. When a creature enters the wall's area for the first time on a turn or starts its turn there, the creature must make a dexterity saving throw. On a failed save, the creature takes 6d10 slashing damage. On a successful save, the creature takes half as much damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Bless

Enchantment · Sacred · Tier 1

Native profile. Focus · Wits · 2d6 · check +2, attack +2, damage +2

Roll Wits against DC 10 + opponent level; success grants the listed modifiers for three turns.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Blight

Necromancy · Arcane · Tier 3

Native profile. Damage · Wits · 4d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

Necromantic energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. The target must make a constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. The spell has no effect on undead or constructs. If you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it. If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Blindness/Deafness

Necromancy · Arcane · Tier 2

Native profile. Control · Wits · 3d6

Roll against DC 10 + opponent level. Success prevents its next attack.

You can blind or deafen a foe. Choose one creature that you can see within range to make a constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of

each of its turns, the target can make a constitution saving throw. On a success, the spell ends.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Blink

Transmutation · Arcane · Tier 2

Native profile. Guard · Wits · 3d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Ethereal Plane (the spell fails and the casting is wasted if you were already on that plane). At the start of your next turn, and when the spell ends if you are on the Ethereal Plane, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action. While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything there more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane.

Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Blur

Illusion · Arcane · Tier 2

Native profile. Guard · Wits · 3d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Branding Smite

Evocation · Arcane · Tier 2

Native profile. Damage · Wits · 3d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

The next time you hit a creature with a weapon attack before this spell ends, the weapon gleams with astral radiance as you strike. The attack deals an extra 2d6 radiant damage to the target, which becomes visible if it's invisible, and the target sheds dim light in a 5---foot radius and can't become invisible until the spell ends.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Burning Hands

Evocation · Arcane · Tier 1

Native profile. Damage · Wits · 2d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Cairn: Adhere

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

An object is covered in extremely sticky slime.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Anchor

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A strong wire sprouts from your arms, affixing itself to two points within 50ft on each side.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Animate Object

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

An object obeys your commands as best it can.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Anthropomorphize

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

An animal either gains human intelligence or human appearance for one day.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Arcane Eye

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You can see through a magical floating eyeball that flies around at your command.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Astral Prison

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

An object is frozen in time and space within an invulnerable crystal shell.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Attract

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Two objects are strongly magnetically attracted to each other if they come within 10 feet.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Auditory Illusion

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You create illusory sounds that seem to come from a direction of your choice.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Babble

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A creature must loudly and clearly repeat everything you think. It is otherwise mute.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Bait Flower

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A plant sprouts from the ground that emanates the smell of decaying flesh.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Beast Form

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You and your possessions transform into a mundane animal.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Befuddle

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A creature of your choice is unable to form new short-term memories for the duration of the spell.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Body Swap

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You switch bodies with a creature you touch. If one body dies, the other dies as well.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0



Cairn: Charm

Cairn spellbooks · Ritual · Tier 2

Native profile. Control · Wits · 3d6

Roll against DC 10 + opponent level. Success prevents its next attack.

A creature you can see treats you as a friend.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Command

Cairn spellbooks · Ritual · Tier 2

Native profile. Control · Wits · 3d6

Roll against DC 10 + opponent level. Success prevents its next attack.

A target obeys a single three-word command that does not cause it harm.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Comprehend

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You become fluent in all languages for a short while.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Cone of Foam

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Dense foam sprays from your hand, coating the target.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Control Plants

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Nearby plants and trees obey you and gain the ability to move at a slow pace.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Control Weather

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You may alter the type of weather at will, but you do not otherwise control it.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Cure Wounds

Cairn spellbooks · Ritual · Tier 2

Native profile. Heal · Wits · 3d6

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

Restore 1d4 STR per day to a creature you can touch.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Deafen

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

All nearby creatures are deafened.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Detect Magic

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You can see or hear nearby magical auras.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Disassemble

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Any of your body parts may be detached and reattached at will, without causing pain or damage. You can still control them.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Disguise

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You may alter the appearance of one character at will as long as they remain humanoid. Attempts to duplicate other characters will seem uncanny.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Displace

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

An object appears to be up to 15ft from its actual position.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Earthquake

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

The ground begins shaking violently. Structures may be damaged or collapse.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Elasticity

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Your body can stretch up to 10ft.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Elemental Wall

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A straight wall of ice or fire 50ft long and 10ft high rises from the ground.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Filch

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A visible item teleports to your hands.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Flare

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A bright ball of energy fires a trail of light into the sky, revealing your location to friend or foe.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Fog Cloud

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A dense fog spreads out from you.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Frenzy

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A nearby creature erupts in a frenzy of violence.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Gate

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A portal to a random plane opens.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Gravity Shift

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You can change the direction of gravity, but only for yourself.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Greed

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A creature develops the overwhelming urge to possess a visible item of your choice.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Haste

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Your movement speed is tripled.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Hatred

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A creature develops a deep hatred of another creature or group and wishes to destroy them.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0



Cairn: Hear Whispers

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You can hear faint sounds clearly.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Hover

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

An object hovers, frictionless, 2ft above the ground. It can hold up to one humanoid.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Hypnotize

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A creature enters a trance and will truthfully answer one yes or no question you ask it.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Icy Touch

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A thick ice layer spreads across a touched surface, up to 10ft in radius.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Identify Owner

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Letters appear over the object you touch, spelling out the name of the object's owners, if there are any.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Illuminate

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A floating light moves as you command.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Invisible Tether

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Two objects within 10ft of each other cannot be moved more than 10ft apart.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Knock

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A nearby mundane or magical lock unlocks loudly.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Leap

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You jump up to 10ft high, once.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Liquid Air

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

The air around you becomes swimmable .

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Magic Dampener

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

All nearby magical effects have their effectiveness halved.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Manse

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A sturdy, furnished cottage appears for 12 hours. You can permit and forbid entry to it at will.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Marble Craze

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Your pockets are full of marbles, and will refill every 30 seconds.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Masquerade

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A character's appearance and voice becomes identical to those of a character you touch.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Miniaturize

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A creature you touch is shrunk down to the size of a mouse.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Mirror Image

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

An illusory duplicate of yourself appears and is under your control.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Mirrorwalk

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A mirror becomes a gateway to another mirror that you looked into today.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Multiarm

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You temporarily gain an extra arm.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Night Sphere

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A 50ft wide sphere of darkness displaying the night sky appears before you.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Objectify

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You become any inanimate object between the size of a grand piano and an apple.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Ooze Form

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You become a living jelly.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Pacify

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A creature near you has an aversion to violence.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Phobia

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A nearby creature becomes terrified of an object of your choice.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Pit

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A pit 10ft wide and 10ft deep opens in the ground.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0



Cairn: Primal Surge

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A creature rapidly evolves into a future version of its species.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Push/Pull

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

An object of any size is pulled directly towards you or pushed directly away from you with the strength of one man.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Raise Dead

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A skeleton rises from the ground to serve you. They are incredibly stupid and can only obey simple orders.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Raise Spirit

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

The spirit of a nearby corpse manifests and will answer 1 question.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Read Mind

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You can hear the surface thoughts of nearby creatures.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Repel

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Two objects are strongly magnetically repelled from each other within 10 feet.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Scry

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You can see through the eyes of a creature you touched earlier today.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Sculpt Elements

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Inanimate material behaves like clay in your hands.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Sense

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Choose one kind of object (key, gold, arrow, jug, etc). You can sense the nearest example.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Shield

Cairn spellbooks · Ritual · Tier 2

Native profile. Guard · Wits · 3d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

A creature you touch is protected from mundane attacks for one minute.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Shroud

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A creature you touch is invisible until they move.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Shuffle

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Two creatures you can see instantly switch places.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Sleep

Cairn spellbooks · Ritual · Tier 2

Native profile. Control · Wits · 3d6

Roll against DC 10 + opponent level. Success prevents its next attack.

A creature you can see falls into a light sleep.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Slick

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Every surface in a 30ft radius becomes extremely slippery.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Smoke Form

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Your body becomes a living smoke that you can control.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Sniff

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You can smell even the faintest traces of scents.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Snuff

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

The source of any mundane light you can see is instantly snuffed out.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Sort

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Inanimate items sort themselves according to categories you set.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Spectacle

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A clearly false but impressive illusion of your choice appears, under your control. It may be up to the size of a palace and has full motion and sound.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Spellsaw

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A whirling blade flies from your chest, clearing any plant material in its way. It is otherwise harmless.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Spider Climb

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You can climb surfaces like a spider.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Summon Cube

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Once per second you may summon or banish a 3-foot-wide cube of earth. New cubes must be affixed to the earth or to other cubes.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Summon Idol

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A carved stone statue the size of a mule rises from the ground.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Swarm

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You become a swarm of crows, rats, or piranhas. You can only be harmed by blast attacks.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0



Cairn: Target Lure

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

An object you touch becomes the target of any nearby spell.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Telekinesis

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You may mentally 1 move item under 60lbs.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Telepathy

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Two creatures can hear each other's thoughts, no matter how far apart.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Teleport

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

An object or person you can see is transported from one place to another in a 50ft radius.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Thicket

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A thicket of trees and dense brush up to 50ft wide suddenly sprouts up.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Time Control

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Time in a 50ft bubble slows down or increases by 10% for 30 seconds.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: True Sight

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You see through all nearby illusions.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Upwell

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A spring of seawater appears.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Vision

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You completely control what a creature sees.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Visual Illusion

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A silent, immobile, room-sized illusion of your choice appears.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Ward

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A silver circle 50ft across appears on the ground. Choose one species that cannot cross it.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Web

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Your wrists shoot thick webbing.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Widget

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A primitive version of a drawn tool or item appears before you and disappears after a short time.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: Wizard Mark

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Your finger can shoot a stream of ulfire-colored paint. This paint is only visible to you and can be seen at any distance, even through solid objects.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Cairn: X-Ray Vision

Cairn spellbooks · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You can see through walls, dirt, clothing, etc.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Call Lightning

Conjuration · Sacred · Tier 2

Native profile. Damage · Wits · 3d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

A storm cloud appears in the shape of a cylinder that is 10 feet tall with a 60-foot radius, centered on a point you can see 100 feet directly above you. The spell fails if you can't see a point in the air where the storm cloud could appear (for example, if you are in a room that can't accommodate the cloud). When you cast the spell, choose a point you can see within range. A bolt of lightning flashes down from the cloud to that point. Each creature within 5 feet of that point must make a dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. On each of your turns until the spell ends, you can use your action to call down lightning in this way again, targeting the same point or a different one. If you are outdoors in stormy conditions when you cast this spell, the spell gives you control over the existing storm instead of creating a new one. Under such conditions, the spell's damage increases by 1d10.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Calm Emotions

Enchantment · Arcane · Tier 2

Native profile. Control · Wits · 3d6

Roll against DC 10 + opponent level. Success prevents its next attack.

You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects. You can suppress any effect causing a target to

be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime. Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the DM rules otherwise.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Chain Lightning

Evocation · Arcane · Tier 4

Native profile. Damage · Wits · 5d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

You create a bolt of lightning that arcs toward a target of your choice that you can see within range. Three bolts then leap from that target to as many as three other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts. A target must make a dexterity saving throw. The target takes 10d8 lightning damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Charm Person

Enchantment · Arcane · Tier 1

Native profile. Control · Wits · 2d6

Roll against DC 10 + opponent level. Success prevents its next attack.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Chill Touch

Necromancy · Arcane · Tier 1

Native profile. Damage · Wits · 2d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Circle of Death

Necromancy · Arcane · Tier 4

Native profile. Damage · Wits · 5d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

A sphere of negative energy ripples out in a 60-foot-radius sphere from a point within range. Each creature in that area must make a constitution saving throw. A target takes 8d6 necrotic damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Clairvoyance

Divination · Arcane · Tier 2

Native profile. Utility · Wits · 1d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You create an invisible sensor within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The sensor remains in place for the duration, and it can't be attacked or otherwise interacted with. When you cast the spell, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and

hearing. A creature that can see the sensor (such as a creature benefiting from see invisibility or truesight) sees a luminous, intangible orb about the size of your fist.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Clone

Necromancy · Arcane · Tier 5

Native profile. Utility · Wits · 6d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

This spell grows an inert duplicate of a living creature as a safeguard against death. This clone forms inside a sealed vessel and grows to full size and maturity after 120 days; you can also choose to have the clone be a younger version of the same creature. It remains inert and endures indefinitely, as long as its vessel remains undisturbed. At any time after the clone matures, if the original creature dies, its soul transfers to the clone, provided that the soul is free and willing to return. The clone is physically identical to the original and has the same personality, memories, and abilities, but none of the original's equipment. The original creature's physical remains, if they still exist, become inert and can't thereafter be restored to life, since the creature's soul is elsewhere.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Cloudkill

Conjuration · Arcane · Tier 3

Native profile. Damage · Wits · 4d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

You create a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured. When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a constitution saving throw. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Color Spray

Illusion · Arcane · Tier 1

Native profile. Control · Wits · 2d6

Roll against DC 10 + opponent level. Success prevents its next attack.

A dazzling array of flashing, colored light springs from your hand. Roll 6d10; the total is how many hit points of creatures this spell can effect. Creatures in a 15-foot cone originating from you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can't see). Starting with the creature that has the lowest current hit points, each creature affected by this spell is blinded until the spell ends. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Command

Enchantment · Arcane · Tier 1

Native profile. Control · Wits · 2d6

Roll against DC 10 + opponent level. Success prevents its next attack.

You speak a one-word command to a creature you can see within range. The target must succeed on a wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target can't follow your command, the spell ends Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you. Drop The target drops whatever it is holding and then ends its turn. Flee. The target spends its turn moving away from you by the fastest available means. Grovel. The target falls prone and then ends its turn. Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so.

If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Commune

Divination · Sacred · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You contact your deity or a divine proxy and ask up to three questions that can be answered with a yes or no. You must ask your questions before the spell ends. You receive a correct answer for each question. Divine beings aren't necessarily omniscient, so you might receive "unclear" as an answer if a question pertains to information that lies beyond the deity's knowledge. In a case where a one-word answer could be misleading or contrary to the deity's interests, the DM might offer a short phrase as an answer instead. If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer. The DM makes this roll in secret.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Commune with Nature

Divination · Ritual · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You briefly become one with nature and gain knowledge of the surrounding territory. In the outdoors, the spell gives you knowledge of the land within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. The spell doesn't function where nature has been replaced by construction, such as in dungeons and towns. You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area: - terrain and bodies of water - prevalent plants, minerals, animals, or peoples - powerful celestials, fey, fiends, elementals, or undead - influence from other planes of existence - buildings For example, you could determine the location of powerful undead in the area, the location of major sources of safe drinking water, and the location of any nearby towns.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Comprehend Languages

Divination · Arcane · Tier 1

Native profile. Utility · Wits · 1d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text. This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Compulsion

Enchantment · Arcane · Tier 3

Native profile. Control · Wits · 4d6

Roll against DC 10 + opponent level. Success prevents its next attack.

Creatures of your choice that you can see within range and that can hear you must make a Wisdom saving throw. A target automatically succeeds on this saving throw if it can't be charmed. On a failed save, a target is affected by this spell. Until the spell ends, you can use a bonus action on each of your turns to designate a direction that is horizontal to you. Each affected target must use as much of its movement as possible to move in that direction on its next turn. It can take its action before it moves. After moving in this way, it can make another Wisdom saving throw to try to end the effect. A target isn't compelled to move into an obviously deadly hazard, such as a fire or pit, but it will provoke opportunity attacks to move in the designated direction.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Cone of Cold

Evocation · Arcane · Tier 3

Native profile. Damage · Wits · 4d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

A blast of cold air erupts from your hands. Each creature in a 60-foot cone must make a constitution saving throw. A creature takes 8d8 cold damage on a failed save, or half as much damage on a successful one. A creature killed by this spell becomes a frozen statue until it thaws.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Confusion

Enchantment · Arcane · Tier 3

Native profile. Control · Wits · 4d6

Roll against DC 10 + opponent level. Success prevents its next attack.

This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a 10 foot radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it. An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

d10: 1; Behavior: The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn’t take an action this turn.

d10: 2-6; Behavior: The creature doesn’t move or take actions this turn.

d10: 7-8; Behavior: The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.

d10: 9-10; Behavior: The creature can act and move normally.

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Conjure Animals

Conjuration · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears: - One beast of challenge rating 2 or lower - Two beasts of challenge rating 1 or lower - Four beasts of challenge rating 1/2 or lower - Eight beasts of challenge rating 1/4 or lower - Each beast is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The DM has the creatures' statistics.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Conjure Celestial

Conjuration · Sacred · Tier 4

Native profile. Utility · Wits · 5d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You summon a celestial of challenge rating 4 or lower, which appears in an unoccupied space that you can see within range. The celestial disappears when it drops to 0 hit points or when the spell ends. The celestial is friendly to you and your companions for the duration. Roll initiative for the celestial, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the celestial, it defends itself from hostile creatures but otherwise takes no actions. The DM has the celestial's statistics.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Conjure Elemental

Conjuration · Arcane · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You call forth an elemental servant. Choose an area of air, earth, fire, or water that fills a 10-foot cube within range. An elemental of challenge rating 5 or lower appropriate to the area you chose appears in an unoccupied space within 10 feet of it. For example, a fire elemental emerges from a bonfire, and an earth elemental rises up from the ground. The elemental disappears when it drops to 0 hit points or when the spell ends. The elemental is friendly to you and your companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions. If your concentration is broken, the elemental doesn't disappear. Instead, you lose control of the elemental, it becomes hostile toward you and your companions, and it might attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it. The DM has the elemental's statistics.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Conjure Fey

Conjuration · Ritual · Tier 4

Native profile. Utility · Wits · 5d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You summon a fey creature of challenge rating 6 or lower, or a fey spirit that takes the form of a beast of challenge rating 6 or lower. It appears in an unoccupied space that you can see within range. The fey creature disappears when it drops to 0 hit points or when the spell ends. The fey creature is friendly to you and your companions for the duration. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the fey creature, it defends itself from hostile creatures but otherwise takes no actions. If your concentration is broken, the fey creature doesn't disappear. Instead, you lose control of the fey creature, it becomes hostile toward you and your companions, and it might attack. An uncontrolled fey creature can't be dismissed by you, and it disappears 1 hour after you summoned it. The DM has the fey creature's statistics.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Conjure Minor Elementals

Conjuration · Arcane · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You summon elementals that appear in unoccupied spaces that you can see within range. You choose one the following options for what appears: - One elemental of challenge rating 2 or lower - Two elementals of challenge rating 1 or lower - Four elementals of challenge rating 1/2 or lower - Eight elementals of challenge rating 1/4 or lower. An

elemental summoned by this spell disappears when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The DM has the creatures' statistics.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Conjure Woodland Beings

Conjuration · Ritual · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You summon fey creatures that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears: - One fey creature of challenge rating 2 or lower - Two fey creatures of challenge rating 1 or lower - Four fey creatures of challenge rating 1/2 or lower - Eight fey creatures of challenge rating 1/4 or lower A summoned creature disappears when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The DM has the creatures' statistics.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Contact Other Plane

Divination · Arcane · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You mentally contact a demigod, the spirit of a long-dead sage, or some other mysterious entity from another plane. Contacting this extraplanar intelligence can strain or even break your mind. When you cast this spell, make a DC 15 intelligence saving throw. On a failure, you take 6d6 psychic damage and are insane until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A greater restoration spell cast on you ends this effect. On a successful save, you can ask the entity up to five questions. You must ask your questions before the spell ends. The DM answers each question with one word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if the entity doesn't know the answer to the question). If a one-word answer would be misleading, the DM might instead offer a short phrase as an answer.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Contagion

Necromancy · Sacred · Tier 3

Native profile. Damage · Wits · 4d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

Your touch inflicts disease. Make a melee spell attack against a creature within your reach. On a hit, you afflict the creature with a disease of your choice from any of the ones described below. At the end of each of the target's turns, it must make a constitution saving throw. After failing three of these saving throws, the disease's effects last for the duration, and the creature stops making these saves. After succeeding on three of these saving throws, the creature recovers from the disease, and the spell ends. Since this spell induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it. Blinding Sickness. Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on wisdom checks and wisdom saving throws and is blinded. Filth Fever. A raging fever sweeps through the creature's body.

The creature has disadvantage on strength checks, strength saving throws, and attack rolls that use Strength. Flesh Rot. The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage. Mindfire. The creature's mind becomes feverish. The creature has disadvantage

on intelligence checks and intelligence saving throws, and the creature behaves as if under the effects of the confusion spell during combat. Seizure. The creature is overcome with shaking. The creature has disadvantage on dexterity checks, dexterity saving throws, and attack rolls that use Dexterity. Slimy Doom. The creature begins to bleed uncontrollably. The creature has disadvantage on constitution checks and constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Contingency

Evocation · Arcane · Tier 4

Native profile. Utility · Wits · 5d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Choose a spell of 5th level or lower that you can cast, that has a casting time of 1 action, and that can target you. You cast that spell-called the contingent spell-as part of casting contingency, expending spell slots for both, but the contingent spell doesn't come into effect. Instead, it takes effect when a certain circumstance occurs. You describe that circumstance when you cast the two spells. For example, a contingency cast with water breathing might stipulate that water breathing comes into effect when you are engulfed in water or a similar liquid. The contingent spell takes effect immediately after the circumstance is met for the first time, whether or not you want it to. and then contingency ends. The contingent spell takes effect only on you, even if it can normally target others. You can use only one contingency spell at a time. If you cast this spell again, the effect of another contingency spell on you ends.

Also, contingency ends on you if its material component is ever not on your person.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Continual Flame

Evocation · Arcane · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered or hidden but not smothered or quenched.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Control Water

Transmutation · Arcane · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Until the spell ends, you control any freestanding water inside an area you choose that is a cube up to 100 feet on a side. You can choose from any of the following effects when you cast this spell. As an action on your turn, you can repeat the same effect or choose a different one. Flood. You cause the water level of all standing water in the area to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land. instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing. The water level remains elevated until the spell ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts Part Water.

You cause water in the area to move apart and create a trench. The trench extends across the spell's area, and the separated water forms a wall to either side. The trench remains until the spell ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored. Redirect Flow. You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the spell's area, it resumes its flow

based on the terrain conditions. The water continues to move in the direction you chose until the spell ends or you choose a different effect. Whirlpool. This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area.

The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making a Strength (Athletics) check against your spell save DC. When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a strength saving throw. On a failed save, the creature takes 2d8 bludgeoning damage and is caught in the vortex until the spell ends. On a successful save, the creature takes half damage, and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above, but has disadvantage on the Strength (Athletics) check to do so. The first time each turn that an object enters the vortex, the object takes 2d8 bludgeoning damage; this damage occurs each round it remains in the vortex.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Control Weather

Transmutation · Arcane · Tier 5

Native profile. Utility · Wits · 6d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You take control of the weather within 5 miles of you for the duration. You must be outdoors to cast this spell. Moving to a place where you don't have a clear path to the sky ends the spell early. When you cast the spell, you change the current weather conditions, which are determined by the DM based on the climate and season. You can change precipitation, temperature, and wind. It takes 1d4 x 10 minutes for the new conditions to take effect. Once they do so, you can change the conditions again. When the spell ends, the weather gradually returns to normal. When you change the weather conditions, find a current condition on the following tables and change its stage by one, up or down. When changing the wind, you can change its direction.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Counterspell

Abjuration · Arcane · Tier 2

Native profile. Control · Wits · 3d6

Roll against DC 10 + opponent level. Success prevents its next attack.

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Create Food and Water

Conjuration · Sacred · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You create 45 pounds of food and 30 gallons of water on the ground or in containers within range, enough to sustain up to fifteen humanoids or five steeds for 24 hours. The food is bland but nourishing, and spoils if uneaten after 24 hours. The water is clean and doesn't go bad.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Create or Destroy Water

Transmutation · Sacred · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You either create or destroy water. Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range Destroy Water. You destroy up to 10 gallons of water in an open container

within range. Alternatively, you destroy fog in a 30-foot cube within range.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Create Undead

Necromancy · Arcane · Tier 4

Native profile. Utility · Wits · 5d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You can cast this spell only at night. Choose up to three corpses of Medium or Small humanoids within range. Each corpse becomes a ghoul under your control. (The DM has game statistics for these creatures.) As a bonus action on each of your turns, you can mentally command any creature you animated with this spell if the creature is within 120 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete. The creature is under your control for 24 hours, after which it stops obeying any command you have given it.

To maintain control of the creature for another 24 hours, you must cast this spell on the creature before the current 24-hour period ends. This use of the spell reasserts your control over up to three creatures you have animated with this spell, rather than animating new ones.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Creation

Illusion · Arcane · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You pull wisps of shadow material from the Shadowfell to create a nonliving object of vegetable matter within 'range': soft goods, rope, wood, or something similar. You can also use this spell to create mineral objects such as stone, crystal, or metal. The object created must be no larger than a 5-foot cube, and the object must be of a form and material that you have seen before. The duration depends on the object's material. If the object is composed of multiple materials, use the shortest duration Vegetable matter 1 day Stone or crystal 12 hours Precious metals 1 hour Gems 10 minutes Adamantine or mithral 1 minute Using any material created by this spell as another spell's material component causes that spell to fail.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Cure Wounds

Evocation · Sacred · Tier 1

Native profile. Heal · Wits · 2d6

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Dancing Lights

Evocation · Arcane · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius. As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Darkness

Evocation · Arcane · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Darkvision

Transmutation · Arcane · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You touch a willing creature to grant it the ability to see in the dark. For the duration, that creature has darkvision out to a range of 60 feet.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Daylight

Evocation · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A 60-foot-radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet. If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light. If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Death Ward

Abjuration · Sacred · Tier 3

Native profile. Guard · Wits · 4d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

You touch a creature and grant it a measure of protection from death. The first time the target would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point, and the spell ends. If the spell is still in effect when the target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the target, and the spell ends.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Delayed Blast Fireball

Evocation · Arcane · Tier 4

Native profile. Damage · Wits · 5d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

A beam of yellow light flashes from your pointing finger, then condenses to linger at a chosen point within range as a glowing bead for the duration. When the spell ends, either because your concentration is broken or because you decide to end it, the bead blossoms with a low roar into an explosion of flame that spreads around corners. Each creature in a 20-foot-radius sphere centered on that point must make a dexterity saving throw. A creature takes fire damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one. The spell's base damage is 12d6. If at the end of your turn the bead has not yet detonated, the damage increases by 1d6. If the glowing bead is touched before the interval has expired, the creature touching it must make a dexterity saving throw. On a failed save, the spell ends immediately, causing the bead to erupt in flame. On a successful save, the creature can throw the bead up to 40 feet.

When it strikes a creature or a solid object, the spell ends, and the bead explodes. The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Demiplane

Conjuration · Arcane · Tier 5

Native profile. Utility · Wits · 6d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You create a shadowy door on a flat solid surface that you can see within range. The door is large enough to allow Medium creatures to pass through unhindered. When opened, the door leads to a demiplane that appears to be an empty room 30 feet in each dimension, made of wood or stone. When the spell ends, the door disappears, and any creatures or objects inside the demiplane remain trapped there, as the door also disappears from the other side. Each time you cast this spell, you can create a new demiplane, or have the shadowy door connect to a demiplane you created with a previous casting of this spell. Additionally, if you know the nature and contents of a demiplane created by a casting of this spell by another creature, you can have the shadowy door connect to its demiplane instead.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Detect Evil and Good

Divination · Sacred · Tier 1

Native profile. Utility · Wits · 1d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Detect Magic

Divination · Arcane · Tier 1

Native profile. Utility · Wits · 1d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Detect Poison and Disease

Divination · Sacred · Tier 1

Native profile. Utility · Wits · 1d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Detect Thoughts

Divination · Arcane · Tier 2

Native profile. Utility · Wits · 1d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected. You initially learn the surface thoughts of the creature-what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends.

Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the spell ends. Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation. You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language.

Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Dimension Door

Conjuration · Arcane · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet." You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell. If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the spell fails to teleport you.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Disguise Self

Illusion · Arcane · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You make yourself - including your clothing, armor, weapons, and other belongings on your person - look different until the spell ends or until you use your

action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. To discern that you are disguised, a creature can use its action to inspect your apperance and must succeed on an Intelligence (Investigation) check against your spell save DC.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Disintegrate

Transmutation · Arcane · Tier 4

Native profile. Damage · Wits · 5d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

A thin green ray springs from your pointing finger to a target that you can see within range. The target can be a creature, an object, or a creation of magical force, such as the wall created by wall of force. A creature targeted by this spell must make a dexterity saving throw. On a failed save, the target takes 10d6 + 40 force damage. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a true resurrection or a wish spell. This spell automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this spell disintegrates a 10-foot-cube portion of it. A magic item is unaffected by this spell.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Dispel Evil and Good

Abjuration · Sacred · Tier 3

Native profile. Control · Wits · 4d6

Roll against DC 10 + opponent level. Success prevents its next attack.

Shimmering energy surrounds and protects you from fey, undead, and creatures originating from beyond the Material Plane. For the duration, celestials, elementals, fey, fiends, and undead have disadvantage on attack rolls against you. You can end the spell early by using either of the following special functions. Break Enchantment. As your action, you touch a creature you can reach that is charmed, frightened, or possessed by a celestial, an elemental, a fey, a fiend, or an undead. The creature you touch is no longer charmed, frightened, or possessed by such creatures. Dismissal. As your action, make a melee spell attack against a celestial, an elemental, a fey, a fiend, or an undead you can reach. On a hit, you attempt to drive the creature back to its home plane. The creature must succeed on a charisma saving throw or be sent back to its home plane (if it isn't there already). If they aren't on their home plane, undead are sent to the Shadowfell, and fey are sent to the Feywild.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Dispel Magic

Abjuration · Arcane · Tier 2

Native profile. Control · Wits · 3d6

Roll against DC 10 + opponent level. Success prevents its next attack.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Divination

Divination · Sacred · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Your magic and an offering put you in contact with a god or a god's servants. You ask a single question

concerning a specific goal, event, or activity to occur within 7 days. The DM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen. The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion. If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The DM makes this roll in secret.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Divine Favor

Evocation · Sacred · Tier 1

Native profile. Focus · Wits · 2d6 · check +2, attack +2, damage +2

Roll Wits against DC 10 + opponent level; success grants the listed modifiers for three turns.

Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra 1d4 radiant damage on a hit.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Divine Word

Evocation · Sacred · Tier 4

Native profile. Damage · Wits · 5d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

You utter a divine word, imbued with the power that shaped the world at the dawn of creation. Choose any number of creatures you can see within range. Each creature that can hear you must make a Charisma saving throw. On a failed save, a creature suffers an effect based on its current hit points: - 50hp or less: deafened for 1 minute - 40 hp or less: deafened and blinded for 10 minutes - 30 hp or less: blinded, deafened and dazed for 1 hour - 20 hp or less: killed instantly. Regardless of its current hit points, a celestial, an elemental, a fey, or a fiend that fails its save is forced back to its plane of origin (if it isn't there already) and can't return to your current plane for 24 hours by any means short of a wish spell.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Dominate Beast

Enchantment · Ritual · Tier 3

Native profile. Control · Wits · 4d6

Roll against DC 10 + opponent level. Success prevents its next attack.

You attempt to beguile a beast that you can see within range. It must succeed on a wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. While the beast is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability. You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do.

During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

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Dominate Monster

Enchantment · Arcane · Tier 5

Native profile. Control · Wits · 6d6

Roll against DC 10 + opponent level. Success prevents its next attack.

You attempt to beguile a creature that you can see within range. It must succeed on a wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. While the creature is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required),

which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability. You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do.

During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Dominate Person

Enchantment · Arcane · Tier 3

Native profile. Control · Wits · 4d6

Roll against DC 10 + opponent level. Success prevents its next attack.

You attempt to beguile a humanoid that you can see within range. It must succeed on a wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability. You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do.

During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

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Dream

Illusion · Arcane · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

This spell shapes a creature's dreams. Choose a creature known to you as the target of this spell. The target must be on the same plane of existence as you. Creatures that don't sleep, such as elves, can't be contacted by this spell. You, or a willing creature you touch, enters a trance state, acting as a messenger. While in the trance, the messenger is aware of his or her surroundings, but can't take actions or move. If the target is asleep, the messenger appears in the target's dreams and can converse with the target as long as it remains asleep, through the duration of the spell. The messenger can also shape the environment of the dream, creating landscapes, objects, and other images. The messenger can emerge from the trance at any time, ending the effect of the spell early. The target recalls the dream perfectly upon waking.

If the target is awake when you cast the spell, the messenger knows it, and can either end the trance (and the spell) or wait for the target to fall asleep, at which point the messenger appears in the target's dreams. You can make the messenger appear monstrous and terrifying to the target. If you do, the messenger can deliver a message of no more than ten words and then the target must make a wisdom saving throw. On a

failed save, echoes of the phantasmal monstrosity spawn a nightmare that lasts the duration of the target's sleep and prevents the target from gaining any benefit from that rest. In addition, when the target wakes up, it takes 3d6 psychic damage. If you have a body part, lock of hair, clipping from a nail, or similar portion of the target's body, the target makes its saving throw with disadvantage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Druidcraft

Transmutation · Ritual · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Whispering to the spirits of nature, you create one of the following effects within range: - You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round. - You instantly make a flower blossom, a seed pod open, or a leaf bud bloom. - You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5---foot cube. - You instantly light or snuff out a candle, a torch, or a small campfire.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Earthquake

Evocation · Ritual · Tier 5

Native profile. Damage · Wits · 6d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

You create a seismic disturbance at a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 100-foot-radius circle centered on that point and shakes creatures and structures in contact with the ground in that area. The ground in the area becomes difficult terrain. Each creature on the ground that is concentrating must make a constitution saving throw. On a failed save, the creature's concentration is broken. When you cast this spell and at the end of each turn you spend concentrating on it, each creature on the ground in the area must make a dexterity saving throw. On a failed save, the creature is knocked prone. This spell can have additional effects depending on the terrain in the area, as determined by the DM. Fissures. Fissures open throughout the spell's area at the start of your next turn after you cast the spell. A total of 1d6 such fissures open in locations chosen by the DM.

Each is 1d10 × 10 feet deep, 10 feet wide, and extends from one edge of the spell's area to the opposite side. A creature standing on a spot where a fissure opens must succeed on a dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens. A fissure that opens beneath a structure causes it to automatically collapse (see below). Structures. The tremor deals 50 bludgeoning damage to any structure in contact with the ground in the area when you cast the spell and at the start of each of your turns until the spell ends. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape.

The DM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Eldritch Blast

Evocation · Arcane · Tier 1

Native profile. Damage · Wits · 2d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage. The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Enhance Ability

Transmutation · Ritual · Tier 2

Native profile. Focus · Wits · 3d6 · check +2, attack +2, damage +2

Roll Wits against DC 10 + opponent level; success grants the listed modifiers for three turns.

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains that effect until the spell ends. Bear's Endurance. The target has advantage on constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends. Bull's Strength. The target has advantage on strength checks, and his or her carrying capacity doubles. Cat's Grace. The target has advantage on dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated. Eagle's Splendor. The target has advantage on Charisma checks Fox's Cunning. The target has advantage on intelligence checks. Owl's Wisdom. The target has advantage on wisdom checks.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Enlarge/Reduce

Transmutation · Arcane · Tier 2

Native profile. Focus · Wits · 3d6 · check +2, attack +2, damage +2

Roll Wits against DC 10 + opponent level; success grants the listed modifiers for three turns.

You cause a creature or an object you can see within range to grow larger or smaller for the duration. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect. If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once. Enlarge. The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category-from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attacks with them deal 1d4 extra damage. Reduce.

The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category-from Medium to Small, for example. Until the spell ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1).

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Entangle

Conjuration · Ritual · Tier 1

Native profile. Control · Wits · 2d6

Roll against DC 10 + opponent level. Success prevents its next attack.

Grasping weeds and vines sprout from the ground in a 20-foot square starting form a point within range. For the duration, these plants turn the ground in the area into difficult terrain. A creature in the area when you cast the spell must succeed on a strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself. When the spell ends, the conjured plants wilt away.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Enthrall

Enchantment · Arcane · Tier 2

Native profile. Control · Wits · 3d6

Roll against DC 10 + opponent level. Success prevents its next attack.

You weave a distracting string of words, causing creatures of your choice that you can see within range and that can hear you to make a wisdom saving throw. Any creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting a creature, it has advantage

on the save. On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the spell ends or until the target can no longer hear you. The spell ends if you are incapacitated or can no longer speak.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Etherealness

Transmutation · Arcane · Tier 4

Native profile. Utility · Wits · 5d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You step into the border regions of the Ethereal Plane, in the area where it overlaps with your current plane. You remain in the Border Ethereal for the duration or until you use your action to dismiss the spell. During this time, you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can see and hear the plane you originated from, but everything there looks gray, and you can't see anything more than 60 feet away. While on the Ethereal Plane, you can only affect and be affected by other creatures on that plane. Creatures that aren't on the Ethereal Plane can't perceive you and can't interact with you, unless a special ability or magic has given them the ability to do so. You ignore all objects and effects that aren't on the Ethereal Plane, allowing you to move through objects you perceive on the plane you originated from. When the spell ends, you immediately return to the plane you originated from in the spot you currently occupy.

If you occupy the same spot as a solid object or creature when this happens, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved. This spell has no effect if you cast it while you are on the Ethereal Plane or a plane that doesn't border it, such as one of the Outer Planes.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Expeditious Retreat

Transmutation · Arcane · Tier 1

Native profile. Focus · Wits · 2d6 · check +2, attack +2, damage +2

Roll Wits against DC 10 + opponent level; success grants the listed modifiers for three turns.

This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Eyebite

Necromancy · Arcane · Tier 4

Native profile. Control · Wits · 5d6

Roll against DC 10 + opponent level. Success prevents its next attack.

For the spell's duration, your eyes become an inky void imbued with dread power. One creature of your choice within 60 feet of you that you can see must succeed on a wisdom saving throw or be affected by one of the following effects of your choice for the duration. On each of your turns until the spell ends, you can use your action to target another creature but can't target a creature again if it has succeeded on a saving throw against this casting of eyebite. Asleep. The target falls unconscious. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake. Panicked. The target is frightened of you. On each of its turns, the frightened creature must take the Dash action and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from you where it can no longer see you, this effect ends Sickened. The target has disadvantage on attack rolls and ability checks.

At the end of each of its turns, it can make another wisdom saving throw. If it succeeds, the effect ends.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Fabricate

Transmutation · Arcane · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You convert raw materials into products of the same material. For example, you can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, and clothes from flax or wool. Choose raw materials that you can see within range. You can fabricate a Large or smaller object (contained within a 10-foot cube, or eight connected 5-foot cubes), given a sufficient quantity of raw material. If you are working with metal, stone, or another mineral substance, however, the fabricated object can be no larger than Medium (contained within a single 5-foot cube). The quality of objects made by the spell is commensurate with the quality of the raw materials. Creatures or magic items can't be created or transmuted by this spell. You also can't use it to create items that ordinarily require a high degree of craftsmanship, such as jewelry, weapons, glass, or armor, unless you have proficiency with the type of artisan's tools used to craft such objects.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Faerie Fire

Evocation · Ritual · Tier 1

Native profile. Focus · Wits · 2d6 · check +2, attack +2, damage +2

Roll Wits against DC 10 + opponent level; success grants the listed modifiers for three turns.

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Faithful Hound

Conjuration · Arcane · Tier 3

Native profile. Damage · Wits · 4d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

You conjure a phantom watchdog in an unoccupied space that you can see within range, where it remains for the duration, until you dismiss it as an action, or until you move more than 100 feet away from it. The hound is invisible to all creatures except you and can't be harmed. When a Small or larger creature comes within 30 feet of it without first speaking the password that you specify when you cast this spell, the hound starts barking loudly. The hound sees invisible creatures and can see into the Ethereal Plane. It ignores illusions. At the start of each of your turns, the hound attempts to bite one creature within 5 feet of it that is hostile to you. The hound's attack bonus is equal to your spellcasting ability modifier + your proficiency bonus. On a hit, it deals 4d8 piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

False Life

Necromancy · Arcane · Tier 1

Native profile. Guard · Wits · 2d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary hit points for the duration.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Fear

Illusion · Arcane · Tier 2

Native profile. Control · Wits · 3d6

Roll against DC 10 + opponent level. Success prevents its next attack.

You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a wisdom saving throw or drop whatever it is holding and become frightened for the duration. While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a wisdom saving throw. On a successful save, the spell ends for that creature.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Feather Fall

Transmutation · Arcane · Tier 1

Native profile. Guard · Wits · 2d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Feeblemind

Enchantment · Arcane · Tier 5

Native profile. Control · Wits · 6d6

Roll against DC 10 + opponent level. Success prevents its next attack.

You blast the mind of a creature that you can see within range, attempting to shatter its intellect and personality. The target takes 4d6 psychic damage and must make an intelligence saving throw. On a failed save, the creature's Intelligence and Charisma scores become 1. The creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them. At the end of every 30 days, the creature can repeat its saving throw against this spell. If it succeeds on its saving throw, the spell ends. The spell can also be ended by greater restoration, heal, or wish.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Find Familiar

Conjuration · Arcane · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of a beast. Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal. When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again. While your familiar is within 100 feet of you, you can communicate with it telepathically.

Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses. As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you. You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature. Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell.

Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Find Steed

Conjuration · Arcane · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it. Appearing in an unoccupied space within range, the steed takes on a form that you choose, such as a warhorse, a pony, a camel, an elk, or a mastiff. (Your DM might allow

other animals to be summoned as steeds.) The steed has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of its normal type. Additionally, if your steed has an Intelligence of 5 or less, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak. Your steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on your steed, you can make any spell you cast that targets only you also target your steed. When the steed drops to 0 hit points, it disappears, leaving behind no physical form.

You can also dismiss your steed at any time as an action, causing it to disappear. In either case, casting this spell again summons the same steed, restored to its hit point maximum. While your steed is within 1 mile of you, you can communicate with it telepathically. You can't have more than one steed bonded by this spell at a time. As an action, you can release the steed from its bond at any time, causing it to disappear.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Find the Path

Divination · Sacred · Tier 4

Native profile. Utility · Wits · 5d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

This spell allows you to find the shortest, most direct physical route to a specific fixed location that you are familiar with on the same plane of existence. If you name a destination on another plane of existence, a destination that moves (such as a mobile fortress), or a destination that isn't specific (such as "a green dragon's lair"), the spell fails. For the duration, as long as you are on the same plane of existence as the destination, you know how far it is and in what direction it lies. While you are traveling there, whenever you are presented with a choice of paths along the way, you automatically determine which path is the shortest and most direct route (but not necessarily the safest route) to the destination.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Find Traps

Divination · Sacred · Tier 2

Native profile. Utility · Wits · 1d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You sense the presence of any trap within range that is within line of sight. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the spell would sense an area affected by the alarm spell, a glyph of warding, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole. This spell merely reveals that a trap is present. You don't learn the location of each trap, but you do learn the general nature of the danger posed by a trap you sense.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Finger of Death

Necromancy · Arcane · Tier 4

Native profile. Damage · Wits · 5d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

You send negative energy coursing through a creature that you can see within range, causing it searing pain. The target must make a constitution saving throw. It takes 7d8 + 30 necrotic damage on a failed save, or half as much damage on a successful one. A humanoid killed by this spell rises at the start of your next turn as a zombie that is permanently under your command, following your verbal orders to the best of its ability.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Fire Bolt

Evocation · Arcane · Tier 1

Native profile. Damage · Wits · 2d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target.

On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Fire Shield

Evocation · Arcane · Tier 3

Native profile. Guard · Wits · 4d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

Thin and vaporous flame surround your body for the duration of the spell, radiating a bright light bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the spell using an action to make it disappear. The flames are around you a heat shield or cold, your choice. The heat shield gives you cold damage resistance and the cold resistance to fire damage. In addition, whenever a creature within 5 feet of you hits you with a melee attack, flames spring from the shield. The attacker then suffers 2d8 points of fire damage or cold, depending on the model.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Fire Storm

Evocation · Ritual · Tier 4

Native profile. Damage · Wits · 5d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

A storm made up of sheets of roaring flame appears in a location you choose within range. The area of the storm consists of up to ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make a dexterity saving throw. It takes 7d10 fire damage on a failed save, or half as much damage on a successful one. The fire damages objects in the area and ignites flammable objects that aren't being worn or carried. If you choose, plant life in the area is unaffected by this spell.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Fireball

Evocation · Arcane · Tier 2

Native profile. Damage · Wits · 3d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Flame Blade

Evocation · Ritual · Tier 2

Native profile. Damage · Wits · 3d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

You evoke a fiery blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action. You can use your action to make a melee spell attack with the fiery blade. On a hit, the target takes 3d6 fire damage. The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Flame Strike

Evocation · Arcane · Tier 3

Native profile. Damage · Wits · 4d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

A vertical column of divine fire roars down from the heavens in a location you specify. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on a point within range must make a dexterity saving throw. A creature takes 4d6 fire damage and 4d6

radiant damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Flaming Sphere

Conjuration · Arcane · Tier 2

Native profile. Damage · Wits · 3d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one. As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn. When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Flesh to Stone

Transmutation · Arcane · Tier 4

Native profile. Control · Wits · 5d6

Roll against DC 10 + opponent level. Success prevents its next attack.

You attempt to turn one creature that you can see within range into stone. If the target's body is made of flesh, the creature must make a constitution saving throw. On a failed save, it is restrained as its flesh begins to harden. On a successful save, the creature isn't affected. A creature restrained by this spell must make another constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is turned to stone and subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind. If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state. If you maintain your concentration on this spell for the entire possible duration, the creature is turned to stone until the effect is removed.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Floating Disk

Conjuration · Arcane · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

This spell creates a circular, horizontal plane of force, 3 feet in diameter and 1 inch thick, that floats 3 feet above the ground in an unoccupied space of your choice that you can see within range. The disk remains for the duration, and can hold up to 500 pounds. If more weight is placed on it, the spell ends, and everything on the disk falls to the ground. The disk is immobile while you are within 20 feet of it. If you move more than 20 feet away from it, the disk follows you so that it remains within 20 feet of you. If can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot-deep pit, nor could it leave such a pit if it was created at the bottom. If you move more than 100 feet away from the disk (typically because it can't move around an obstacle to follow you), the spell ends.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Fly

Transmutation · Arcane · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Fog Cloud

Conjuration · Arcane · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Forbiddance

Abjuration · Sacred · Tier 4

Native profile. Utility · Wits · 5d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You create a ward against magical travel that protects up to 40,000 square feet of floor space to a height of 30 feet above the floor. For the duration, creatures can't teleport into the area or use portals, such as those created by the gate spell, to enter the area. The spell proofs the area against planar travel, and therefore prevents creatures from accessing the area by way of the Astral Plane, Ethereal Plane, Feywild, Shadowfell, or the plane shift spell. In addition, the spell damages types of creatures that you choose when you cast it. Choose one or more of the following: celestials, elementals, fey, fiends, and undead. When a chosen creature enters the spell's area for the first time on a turn or starts its turn there, the creature takes 5d10 radiant or necrotic damage (your choice when you cast this spell). When you cast this spell, you can designate a password. A creature that speaks the password as it enters the area takes no damage from the spell.

The spell's area can't overlap with the area of another forbiddance spell. If you cast forbiddance every day for 30 days in the same location, the spell lasts until it is dispelled, and the material components are consumed on the last casting.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Forcecage

Evocation · Arcane · Tier 4

Native profile. Control · Wits · 5d6

Roll against DC 10 + opponent level. Success prevents its next attack.

An immobile, invisible, cube-shaped prison composed of magical force springs into existence around an area you choose within range. The prison can be a cage or a solid box, as you choose. A prison in the shape of a cage can be up to 20 feet on a side and is made from 1/2-inch diameter bars spaced 1/2 inch apart. A prison in the shape of a box can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any spells cast into or out from the area. When you cast the spell, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area. A creature inside the cage can't leave it by nonmagical means. If the creature tries to use teleportation or interplanar travel to leave the cage, it must first make a charisma saving throw.

On a success, the creature can use that magic to exit the cage. On a failure, the creature can't exit the cage and wastes the use of the spell or effect. The cage also extends into the Ethereal Plane, blocking ethereal travel. This spell can't be dispelled by dispel magic.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Foresight

Divination · Arcane · Tier 5

Native profile. Focus · Wits · 6d6 · check +2, attack +2, damage +2

Roll Wits against DC 10 + opponent level; success grants the listed modifiers for three turns.

You touch a willing creature and bestow a limited ability to see into the immediate future. For the duration, the target can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target for the duration. This spell immediately ends if you cast it again before its duration ends.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Freedom of Movement

Abjuration · Sacred · Tier 3

Native profile. Guard · Wits · 4d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

You touch a willing creature. For the duration, the target's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained. The target can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the target's movement or attacks.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Freezing Sphere

Evocation · Arcane · Tier 4

Native profile. Damage · Wits · 5d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

A frigid globe of cold energy streaks from your fingertips to a point of your choice within range, where it explodes in a 60-foot-radius sphere. Each creature within the area must make a constitution saving throw. On a failed save, a creature takes 10d6 cold damage. On a successful save, it takes half as much damage. If the globe strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area 30 feet square. This ice lasts for 1 minute. Creatures that were swimming on the surface of frozen water are trapped in the ice. A trapped creature can use an action to make a Strength check against your spell save DC to break free. You can refrain from firing the globe after completing the spell, if you wish. A small globe about the size of a sling stone, cool to the touch, appears in your hand.

At any time, you or a creature you give the globe to can throw the globe (to a range of 40 feet) or hurl it with a sling (to the sling's normal range). It shatters on impact, with the same effect as the normal casting of the spell. You can also set the globe down without shattering it. After 1 minute, if the globe hasn't already shattered, it explodes.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Gaseous Form

Transmutation · Arcane · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends if the creature drops to 0 hit points. An incorporeal creature isn't affected. While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has resistance to nonmagical damage, and it has advantage on Strength, Dexterity, and constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated. While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Gate

Conjuration · Arcane · Tier 5

Native profile. Utility · Wits · 6d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You conjure a portal linking an unoccupied space you can see within range to a precise location on a different plane of existence. The portal is a circular opening, which you can make 5 to 20 feet in diameter. You can orient the portal in any direction you choose. The portal lasts for the duration. The portal has a front and a back on each plane where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported

to the other plane, appearing in the unoccupied space nearest to the portal. Deities and other planar rulers can prevent portals created by this spell from opening in their presence or anywhere within their domains. When you cast this spell, you can speak the name of a specific creature (a pseudonym, title, or nickname doesn't work).

If that creature is on a plane other than the one you are on, the portal opens in the named creature's immediate vicinity and draws the creature through it to the nearest unoccupied space on your side of the portal. You gain no special power over the creature, and it is free to act as the DM deems appropriate. It might leave, attack you, or help you.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Geas

Enchantment · Arcane · Tier 3

Native profile. Control · Wits · 4d6

Roll against DC 10 + opponent level. Success prevents its next attack.

You place a magical command on a creature that you can see within range, forcing it to carry out some service or refrain from some action or course of activity as you decide. If the creature can understand you, it must succeed on a wisdom saving throw or become charmed by you for the duration. While the creature is charmed by you, it takes 5d10 psychic damage each time it acts in a manner directly counter to your instructions, but no more than once each day. A creature that can't understand you is unaffected by the spell. You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends. You can end the spell early by using an action to dismiss it. A remove curse, greater restoration, or wish spell also ends it.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Gentle Repose

Necromancy · Arcane · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become undead. The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as raise dead.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Giant Insect

Transmutation · Ritual · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You transform up to ten centipedes, three spiders, five wasps, or one scorpion within range into giant versions of their natural forms for the duration. A centipede becomes a giant centipede, a spider becomes a giant spider, a wasp becomes a giant wasp, and a scorpion becomes a giant scorpion. Each creature obeys your verbal commands, and in combat, they act on your turn each round. The DM has the statistics for these creatures and resolves their actions and movement. A creature remains in its giant size for the duration, until it drops to 0 hit points, or until you use an action to dismiss the effect on it. The DM might allow you to choose different targets. For example, if you transform a bee, its giant version might have the same statistics as a giant wasp.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Glibness

Transmutation · Arcane · Tier 5

Native profile. Utility · Wits · 6d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Until the spell ends, when you make a Charisma check, you can replace the number you roll with a 15. Additionally, no matter what you say, magic that would determine if you are telling the truth indicates that you are being truthful.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Globe of Invulnerability

Abjuration · Arcane · Tier 4

Native profile. Guard · Wits · 5d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

An immobile, faintly shimmering barrier springs into existence in a 10-foot radius around you and remains for the duration. Any spell of 5th level or lower cast from outside the barrier can't affect creatures or objects within it, even if the spell is cast using a higher level spell slot. Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such spells.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Glyph of Warding

Abjuration · Arcane · Tier 2

Native profile. Damage · Wits · 3d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

When you cast this spell, you inscribe a glyph that harms other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered. The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found. You decide what triggers the glyph when you cast the spell.

For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, this spell ends. You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the ward could be set to affect aberrations or drow), or alignment. You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password. When you inscribe the glyph, choose explosive runes or a spell glyph. Explosive Runes.

When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 5d8 acid, cold, fire, lightning, or thunder damage on a failed saving throw (your choice when you create the glyph), or half as much damage on a successful one. Spell Glyph. You can store a prepared spell of 3rd level or lower in the glyph by casting it as part of creating the glyph. The spell must target a single creature or an area. The spell being stored has no immediate effect when cast in this way. When the glyph is triggered, the stored spell is cast. If the spell has a target, it targets the creature that triggered the glyph. If the spell affects an area, the area is centered on that creature. If the spell summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it.

If the spell requires concentration, it lasts until the end of its full duration.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Goodberry

Transmutation · Ritual · Tier 1

Native profile. Heal · Wits · 2d6

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

Up to ten berries appear in your hand and are infused with magic for the duration. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day. The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Grease

Conjuration · Arcane · Tier 1

Native profile. Control · Wits · 2d6

Roll against DC 10 + opponent level. Success prevents its next attack.

Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration. When the grease appears, each creature standing in its area must succeed on a dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a dexterity saving throw or fall prone.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Greater Invisibility

Illusion · Arcane · Tier 3

Native profile. Guard · Wits · 4d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

You or a creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Greater Restoration

Abjuration · Sacred · Tier 3

Native profile. Heal · Wits · 4d6

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the target's exhaustion level by one, or end one of the following effects on the target: - One effect that charmed or petrified the target - One curse, including the target's attunement to a cursed magic item - Any reduction to one of the target's ability scores - One effect reducing the target's hit point maximum

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Guardian of Faith

Conjuration · Sacred · Tier 3

Native profile. Damage · Wits · 4d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

A Large spectral guardian appears and hovers for the duration in an unoccupied space of your choice that you can see within range. The guardian occupies that space and is indistinct except for a gleaming sword and shield emblazoned with the symbol of your deity. Any creature hostile to you that moves to a space within 10 feet of the guardian for the first time on a turn must succeed on a Dexterity saving throw. The creature takes 20 radiant damage on a failed save, or half as much damage on a successful one. The guardian vanishes when it has dealt a total of 60 damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Guards and Wards

Abjuration · Arcane · Tier 4

Native profile. Utility · Wits · 5d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You create a ward that protects up to 2,500 square feet of floor space (an area 50 feet square, or one hundred 5-foot squares or twenty-five 10-foot squares). The warded area can be up to 20 feet tall, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them, as long

as you can walk into each contiguous area while you are casting the spell. When you cast this spell, you can specify individuals that are unaffected by any or all of the effects that you choose. You can also specify a password that, when spoken aloud, makes the speaker immune to these effects. Guards and wards creates the following effects within the warded area. Corridors. Fog fills all the warded corridors, making them heavily obscured. In addition, at each intersection or branching passage offering a choice of direction, there is a 50 percent chance that a creature other than you will believe it is going in the opposite direction from the one it chooses. Doors.

All doors in the warded area are magically locked, as if sealed by an arcane lock spell. In addition, you can cover up to ten doors with an illusion (equivalent to the illusory object function of the minor illusion spell) to make them appear as plain sections of wall Stairs. Webs fill all stairs in the warded area from top to bottom, as the web spell. These strands regrow in 10 minutes if they are burned or torn away while guards and wards lasts. Other Spell Effect. You can place your choice of one of the following magical effects within the warded area of the stronghold. - Place dancing lights in four corridors. You can designate a simple program that the lights repeat as long as guards and wards lasts. - Place magic mouth in two locations. - Place stinking cloud in two locations.

The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while guards and wards lasts. - Place a constant gust of wind in one corridor or room. - Place a suggestion in one location. You select an area of up to 5 feet square, and any creature that enters or passes through the area receives the suggestion mentally. The whole warded area radiates magic. A dispel magic cast on a specific effect, if successful, removes only that effect. You can create a permanently guarded and warded structure by casting this spell there every day for one year.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Guidance

Divination · Sacred · Tier 1

Native profile. Focus · Wits · 2d6 · check +2, attack +2, damage +2

Roll Wits against DC 10 + opponent level; success grants the listed modifiers for three turns.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Guiding Bolt

Evocation · Sacred · Tier 1

Native profile. Damage · Wits · 2d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Gust of Wind

Evocation · Arcane · Tier 2

Native profile. Control · Wits · 3d6

Roll against DC 10 + opponent level. Success prevents its next attack.

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a strength saving throw or be pushed 15 feet away from you in a direction following the line. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you. The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them. As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Hallow

Evocation · Arcane · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You touch a point and infuse an area around it with holy (or unholy) power. The area can have a radius up to 60 feet, and the spell fails if the radius includes an area already under the effect a hallow spell. The affected area is subject to the following effects. First, celestials, elementals, fey, fiends, and undead can't enter the area, nor can such creatures charm, frighten, or possess creatures within it. Any creature charmed, frightened, or possessed by such a creature is no longer charmed, frightened, or possessed upon entering the area. You can exclude one or more of those types of creatures from this effect. Second, you can bind an extra effect to the area. Choose the effect from the following list, or choose an effect offered by the DM. Some of these effects apply to creatures in the area; you can designate whether the effect applies to all creatures, creatures that follow a specific deity or leader, or creatures of a specific sort, such as ores or trolls.

When a creature that would be affected enters the spell's area for the first time on a turn or starts its turn there, it can make a charisma saving throw. On a success, the creature ignores the extra effect until it leaves the area. Courage. Affected creatures can't be frightened while in the area. Darkness. Darkness fills the area. Normal light, as well as magical light created by spells of a lower level than the slot you used to cast this spell, can't illuminate the area Daylight. Bright light fills the area. Magical darkness created by spells of a lower level than the slot you used to cast this spell can't extinguish the light. Energy Protection. Affected creatures in the area have resistance to one damage type of your choice, except for bludgeoning, piercing, or slashing Energy Vulnerability. Affected creatures in the area have vulnerability to one damage type of your choice, except for bludgeoning, piercing, or slashing. Everlasting Rest.

Dead bodies interred in the area can't be turned into undead. Extradimensional Interference. Affected creatures can't move or travel using teleportation or by extradimensional or interplanar means. Fear. Affected creatures are frightened while in the area. Silence. No sound can emanate from within the area, and no sound can reach into it. Tongues. Affected creatures can communicate with any other creature in the area, even if they don't share a common language.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Hallucinatory Terrain

Illusion · Arcane · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You make natural terrain in a 150-foot cube in range look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within the area aren't changed in appearance. The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Intelligence (Investigation) check against your spell save DC to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Harm

Necromancy · Sacred · Tier 4

Native profile. Damage · Wits · 5d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

You unleash a virulent disease on a creature that you can see within range. The target must make a constitution saving throw. On a failed save, it takes 14d6 necrotic damage, or half as much damage on a successful save. The damage can't reduce the target's hit points below 1. If the target fails the saving throw, its hit point maximum is reduced for 1 hour by an

amount equal to the necrotic damage it took. Any effect that removes a disease allows a creature's hit point maximum to return to normal before that time passes.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Haste

Transmutation · Arcane · Tier 2

Native profile. Focus · Wits · 3d6 · check +2, attack +2, damage +2

Roll Wits against DC 10 + opponent level; success grants the listed modifiers for three turns.

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Heal

Evocation · Sacred · Tier 4

Native profile. Heal · Wits · 5d6

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

Choose a creature that you can see within range. A surge of positive energy washes through the creature, causing it to regain 70 hit points. This spell also ends blindness, deafness, and any diseases affecting the target. This spell has no effect on constructs or undead.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Healing Word

Evocation · Sacred · Tier 1

Native profile. Heal · Wits · 1d6

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Heat Metal

Transmutation · Ritual · Tier 2

Native profile. Damage · Wits · 3d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again. If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Hellish Rebuke

Evocation · Arcane · Tier 1

Native profile. Damage · Wits · 2d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Heroes' Feast

Conjuration · Sacred · Tier 4

Native profile. Heal · Wits · 5d6

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

You bring forth a great feast, including magnificent food and drink. The feast takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don't set in until this hour is over. Up to twelve other creatures can partake of the feast. A creature that partakes of the feast gains several benefits. The creature is cured of all diseases and poison, becomes immune to poison and being frightened, and makes all wisdom saving throws with advantage. Its hit point maximum also increases by 2d10, and it gains the same number of hit points. These benefits last for 24 hours.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Heroism

Enchantment · Arcane · Tier 1

Native profile. Focus · Wits · 2d6 · check +2, attack +2, damage +2

Roll Wits against DC 10 + opponent level; success grants the listed modifiers for three turns.

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Hideous Laughter

Enchantment · Arcane · Tier 1

Native profile. Control · Wits · 2d6

Roll against DC 10 + opponent level. Success prevents its next attack.

A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected. At the end of each of its turns, and each time it takes damage, the target can make another wisdom saving throw. The target had advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Hold Monster

Enchantment · Arcane · Tier 3

Native profile. Control · Wits · 4d6

Roll against DC 10 + opponent level. Success prevents its next attack.

Choose a creature you can see within range. The target must make a saving throw of Wisdom or be paralyzed for the duration of the spell. This spell has no effect against the undead. At the end of each round, the target can make a new saving throw of Wisdom. If successful, the spell ends for the creature.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Hold Person

Enchantment · Arcane · Tier 2

Native profile. Control · Wits · 3d6

Roll against DC 10 + opponent level. Success prevents its next attack.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Holy Aura

Abjuration · Sacred · Tier 5

Native profile. Guard · Wits · 6d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

Divine light washes out from you and coalesces in a soft radiance in a 30-foot radius around you. Creatures of your choice in that radius when you cast this spell

shed dim light in a 5-foot radius and have advantage on all saving throws, and other creatures have disadvantage on attack rolls against them until the spell ends. In addition, when a fiend or an undead hits an affected creature with a melee attack, the aura flashes with brilliant light. The attacker must succeed on a constitution saving throw or be blinded until the spell ends.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Hunter's Mark

Divination · Arcane · Tier 1

Native profile. Focus · Wits · 2d6 · check +2, attack +2, damage +2

Roll Wits against DC 10 + opponent level; success grants the listed modifiers for three turns.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Hypnotic Pattern

Illusion · Arcane · Tier 2

Native profile. Control · Wits · 3d6

Roll against DC 10 + opponent level. Success prevents its next attack.

You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0. The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Ice Storm

Evocation · Arcane · Tier 3

Native profile. Damage · Wits · 4d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one. Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Identify

Divination · Arcane · Tier 1

Native profile. Utility · Wits · 1d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

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

throughout the casting, you learn what spells, if any, are currently affecting it.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Illusory Script

Illusion · Arcane · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You write on parchment, paper, or some other suitable writing material and imbue it with a potent illusion that lasts for the duration. To you and any creatures you designate when you cast the spell, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know. Should the spell be dispelled, the original script and the illusion both disappear. A creature with truesight can read the hidden message.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Imprisonment

Abjuration · Arcane · Tier 5

Native profile. Control · Wits · 6d6

Roll against DC 10 + opponent level. Success prevents its next attack.

You create a magical restraint to hold a creature that you can see within range. The target must succeed on a wisdom saving throw or be bound by the spell; if it succeeds, it is immune to this spell if you cast it again. While affected by this spell, the creature doesn't need to breathe, eat, or drink, and it doesn't age. Divination spells can't locate or perceive the target. When you cast the spell, you choose one of the following forms of imprisonment. Burial. The target is entombed far beneath the earth in a sphere of magical force that is just large enough to contain the target. Nothing can pass through the sphere, nor can any creature teleport or use planar travel to get into or out of it. The special component for this version of the spell is a small mithral orb. Chaining. Heavy chains, firmly rooted in the ground, hold the target in place. The target is restrained until the spell ends, and it can't move or be moved by any means until then.

The special component for this version of the spell is a fine chain of precious metal. Hedged Prison. The spell transports the target into a tiny demiplane that is warded against teleportation and planar travel. The demiplane can be a labyrinth, a cage, a tower, or any similar confined structure or area of your choice. The special component for this version of the spell is a miniature representation of the prison made from jade. Minimus Containment. The target shrinks to a height of 1 inch and is imprisoned inside a gemstone or similar object. Light can pass through the gemstone normally (allowing the target to see out and other creatures to see in), but nothing else can pass through, even by means of teleportation or planar travel. The gemstone can't be cut or broken while the spell remains in effect. The special component for this version of the spell is a large, transparent gemstone, such as a corundum, diamond, or ruby. Slumber. The target falls asleep and can't be awoken.

The special component for this version of the spell consists of rare soporific herbs. Ending the Spell. During the casting of the spell, in any of its versions, you can specify a condition that will cause the spell to end and release the target. The condition can be as specific or as elaborate as you choose, but the DM must agree that the condition is reasonable and has a likelihood of coming to pass. The conditions can be based on a creature's name, identity, or deity but otherwise must be based on observable actions or qualities and not based on intangibles such as level, class, or hit points. A dispel magic spell can end the spell only if it is cast as a 9th-level spell, targeting either the prison or the special component used to create it. You can use a particular special component to create only one prison at a time. If you cast the spell again using the same component, the target of the first casting is immediately freed from its binding.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Incendiary Cloud

Conjuration · Arcane · Tier 5

Native profile. Damage · Wits · 6d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

A swirling cloud of smoke shot through with white-hot embers appears in a 20-foot-radius sphere centered on a point within range. The cloud spreads around corners and is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. When the cloud appears, each creature in it must make a dexterity saving throw. A creature takes 10d8 fire damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there. The cloud moves 10 feet directly away from you in a direction that you choose at the start of each of your turns.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Inflict Wounds

Necromancy · Sacred · Tier 1

Native profile. Damage · Wits · 2d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Insect Plague

Conjuration · Ritual · Tier 3

Native profile. Damage · Wits · 4d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

Swarming, biting locusts fill a 20-foot-radius sphere centered on a point you choose within range. The sphere spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere's area is difficult terrain. When the area appears, each creature in it must make a constitution saving throw. A creature takes 4d10 piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Instant Summons

Conjuration · Arcane · Tier 4

Native profile. Utility · Wits · 5d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You touch an object weighing 10 pounds or less whose longest dimension is 6 feet or less. The spell leaves an invisible mark on its surface and invisibly inscribes the name of the item on the sapphire you use as the material component. Each time you cast this spell, you must use a different sapphire. At any time thereafter, you can use your action to speak the item's name and crush the sapphire. The item instantly appears in your hand regardless of physical or planar distances, and the spell ends. If another creature is holding or carrying the item, crushing the sapphire doesn't transport the item to you, but instead you learn who the creature possessing the object is and roughly where that creature is located at that moment. Dispel magic or a similar effect successfully applied to the sapphire ends this spell's effect.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Invisibility

Illusion · Arcane · Tier 2

Native profile. Guard · Wits · 3d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Irresistible Dance

Enchantment · Arcane · Tier 4

Native profile. Control · Wits · 5d6

Roll against DC 10 + opponent level. Success prevents its next attack.

Choose one creature that you can see within range. The target begins a comic dance in place: shuffling, tapping its feet, and capering for the duration. Creatures that can't be charmed are immune to this

spell. A dancing creature must use all its movement to dance without leaving its space and has disadvantage on dexterity saving throws and attack rolls. While the target is affected by this spell, other creatures have advantage on attack rolls against it. As an action, a dancing creature makes a wisdom saving throw to regain control of itself. On a successful save, the spell ends.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Jump

Transmutation · Arcane · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You touch a creature. The creature's jump distance is tripled until the spell ends.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Knock

Transmutation · Arcane · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access. A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked. If you choose a target that is held shut with arcane lock, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally. When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Legend Lore

Divination · Arcane · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Name or describe a person, place, or object. The spell brings to your mind a brief summary of the significant lore about the thing you named. The lore might consist of current tales, forgotten stories, or even secret lore that has never been widely known. If the thing you named isn't of legendary importance, you gain no information. The more information you already have about the thing, the more precise and detailed the information you receive is. The information you learn is accurate but might be couched in figurative language. For example, if you have a mysterious magic axe on hand, the spell might yield this information: "Woe to the evildoer whose hand touches the axe, for even the haft slices the hand of the evil ones. Only a true Child of Stone, lover and beloved of Moradin, may awaken the true powers of the axe, and only with the sacred word Rudnogg on the lips."

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Lesser Restoration

Abjuration · Sacred · Tier 2

Native profile. Heal · Wits · 3d6

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Levitate

Transmutation · Arcane · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

One creature or object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a constitution

saving throw is unaffected. The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spell's range. When the spell ends, the target floats gently to the ground if it is still aloft.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Light

Evocation · Arcane · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a dexterity saving throw to avoid the spell.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Lightning Bolt

Evocation · Arcane · Tier 2

Native profile. Damage · Wits · 3d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Locate Animals or Plants

Divination · Ritual · Tier 2

Native profile. Utility · Wits · 1d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Describe or name a specific kind of beast or plant. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Locate Creature

Divination · Arcane · Tier 3

Native profile. Utility · Wits · 1d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Describe or name a creature that is familiar to you. You sense the direction to the creature's location, as long as that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement. The spell can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or a unicorn), so long as you have seen such a creature up close-within 30 feet-at least once. If the creature you described or named is in a different form, such as being under the effects of a polymorph spell, this spell doesn't locate the creature. This spell can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Locate Object

Divination · Arcane · Tier 2

Native profile. Utility · Wits · 1d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Describe or name an object that is familiar to you. You sense the direction to the object's location, as

long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement. The spell can locate a specific object known to you, as long as you have seen it up close-within 30 feet-at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon. This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Longstrider

Transmutation · Arcane · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Mage Armor

Abjuration · Arcane · Tier 1

Native profile. Guard · Wits · 2d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Mage Hand

Conjuration · Arcane · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Magic Circle

Abjuration · Arcane · Tier 2

Native profile. Guard · Wits · 3d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

You create a 10---foot---radius, 20---foot---tall cylinder of magical energy centered on a point on the ground that you can see within range. Glowing runes appear wherever the cylinder intersects with the floor or other surface. Choose one or more of the following types of creatures: celestials, elementals, fey, fiends, or undead. The circle affects a creature of the chosen type in the following ways: - The creature can't willingly enter the cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a charisma saving throw. - The creature has disadvantage on attack rolls against targets within the cylinder. - Targets within the cylinder can't be charmed, frightened, or possessed by the creature. When you cast this spell, you can elect to cause its magic to operate in the reverse direction, preventing a creature of the specified type from leaving the cylinder and protecting targets outside it.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Magic Jar

Necromancy · Arcane · Tier 4

Native profile. Utility · Wits · 5d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Your body falls into a catatonic state as your soul leaves it and enters the container you used for the spell's material component. While your soul inhabits the container, you are aware of your surroundings as if you were in the container's space. You can't move or use reactions. The only action you can take is to project your soul up to 100 feet out of the container, either returning to your living body (and ending the spell) or attempting to possess a humanoids body. You can attempt to possess any humanoid within 100 feet of you that you can see (creatures warded by a protection from evil and good or magic circle spell can't be possessed). The target must make a charisma saving throw. On a failure, your soul moves into the target's body, and the target's soul becomes trapped in the container. On a success, the target resists your efforts to possess it, and you can't attempt to possess it again for 24 hours. Once you possess a creature's body, you control it.

Your game statistics are replaced by the statistics of the creature, though you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You retain the benefit of your own class features. If the target has any class levels, you can't use any of its class features. Meanwhile, the possessed creature's soul can perceive from the container using its own senses, but it can't move or take actions at all. While possessing a body, you can use your action to return from the host body to the container if it is within 100 feet of you, returning the host creature's soul to its body. If the host body dies while you're in it, the creature dies, and you must make a charisma saving throw against your own spellcasting DC. On a success, you return to the container if it is within 100 feet of you. Otherwise, you die. If the container is destroyed or the spell ends, your soul immediately returns to your body.

If your body is more than 100 feet away from you or if your body is dead when you attempt to return to it, you die. If another creature's soul is in the container when it is destroyed, the creature's soul returns to its body if the body is alive and within 100 feet. Otherwise, that creature dies. When the spell ends, the container is destroyed.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Magic Missile

Evocation · Arcane · Tier 1

Native profile. Damage · Wits · 2d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Magic Mouth

Illusion · Arcane · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You implant a message within an object in range, a message that is uttered when a trigger condition is met. Choose an object that you can see and that isn't being worn or carried by another creature. Then speak the message, which must be 25 words or less, though it can be delivered over as long as 10 minutes. Finally,

determine the circumstance that will trigger the spell to deliver your message. When that circumstance occurs, a magical mouth appears on the object and recites the message in your voice and at the same volume you spoke. If the object you chose has a mouth or something that looks like a mouth (for example, the mouth of a statue), the magical mouth appears there so that the words appear to come from the object's mouth. When you cast this spell, you can have the spell end after it delivers its message, or it can remain and repeat its message whenever the trigger occurs.

The triggering circumstance can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the object. For example, you could instruct the mouth to speak when any creature moves within 30 feet of the object or when a silver bell rings within 30 feet of it.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Magic Weapon

Transmutation · Arcane · Tier 2

Native profile. Focus · Wits · 3d6 · check +2, attack +2, damage +2

Roll Wits against DC 10 + opponent level; success grants the listed modifiers for three turns.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Magnificent Mansion

Conjuration · Arcane · Tier 4

Native profile. Utility · Wits · 5d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You conjure an extradimensional dwelling in range that lasts for the duration. You choose where its one entrance is located. The entrance shimmers faintly and is 5 feet wide and 10 feet tall. You and any creature you designate when you cast the spell can enter the extradimensional dwelling as long as the portal remains open. You can open or close the portal if you are within 30 feet of it. While closed, the portal is invisible. Beyond the portal is a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm. You can create any floor plan you like, but the space can't exceed 50 cubes, each cube being 10 feet on each side. The place is furnished and decorated as you choose. It contains sufficient food to serve a nine course banquet for up to 100 people. A staff of 100 near-transparent servants attends all who enter. You decide the visual appearance of these servants and their attire. They are completely obedient to your orders.

Each servant can perform any task a normal human servant could perform, but they can't attack or take any action that would directly harm another creature. Thus the servants can fetch things, clean, mend, fold clothes, light fires, serve food, pour wine, and so on. The servants can go anywhere in the mansion but can't leave it. Furnishings and other objects created by this spell dissipate into smoke if removed from the mansion. When the spell ends, any creatures inside the extradimensional space are expelled into the open spaces nearest to the entrance.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Major Image

Illusion · Arcane · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench). As long as you are within range of the illusion, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and

move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Mass Cure Wounds

Conjuration · Sacred · Tier 3

Native profile. Heal · Wits · 4d6

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

A wave of healing energy washes out from a point of your choice within range. Choose up to six creatures in a 30-foot-radius sphere centered on that point. Each target regains hit points equal to 3d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Mass Heal

Conjuration · Sacred · Tier 5

Native profile. Heal · Wits · 6d6

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

A flood of healing energy flows from you into injured creatures around you. You restore up to 700 hit points, divided as you choose among any number of creatures that you can see within range. Creatures healed by this spell are also cured of all diseases and any effect making them blinded or deafened. This spell has no effect on undead or constructs.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Mass Healing Word

Evocation · Sacred · Tier 2

Native profile. Heal · Wits · 3d6

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Mass Suggestion

Enchantment · Arcane · Tier 4

Native profile. Control · Wits · 5d6

Roll against DC 10 + opponent level. Success prevents its next attack.

You suggest a course of activity (limited to a sentence or two) and magically influence up to twelve creatures of your choice that you can see within range and that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect of the spell. Each target must make a wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can also specify conditions that will trigger a special activity during the duration.

For example, you might suggest that a group of soldiers give all their money to the first beggar they meet. If the condition isn't met before the spell ends, the activity isn't performed. If you or any of your companions damage a creature affected by this spell, the spell ends for that creature.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Maze

Conjuration · Arcane · Tier 5

Native profile. Control · Wits · 6d6

Roll against DC 10 + opponent level. Success prevents its next attack.

You banish a creature that you can see within range into a labyrinthine demiplane. The target remains there for the duration or until it escapes the maze. The target can use its action to attempt to escape. When it does so, it makes a DC 20 Intelligence check. If it succeeds, it escapes, and the spell ends (a minotaur or goristro demon automatically succeeds). When the spell ends, the target reappears in the space it left or, if that space is occupied, in the nearest unoccupied space.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Meld into Stone

Transmutation · Sacred · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You step into a stone object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the stone for the duration. Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses. While merged with the stone, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use your movement to leave the stone where you entered it, which ends the spell. You otherwise can't move. Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you.

The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Mending

Transmutation · Arcane · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

This spell repairs a single break or tear in an object you touch, such as a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no longer than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Message

Transmutation · Arcane · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear. You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Meteor Swarm

Evocation · Arcane · Tier 5

Native profile. Damage · Wits · 6d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

Blazing orbs of fire plummet to the ground at four different points you can see within range. Each creature in a 40-foot-radius sphere centered on each

point you choose must make a dexterity saving throw. The sphere spreads around corners. A creature takes 20d6 fire damage and 20d6 bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one fiery burst is affected only once. The spell damages objects in the area and ignites flammable objects that aren't being worn or carried.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Mind Blank

Abjuration · Arcane · Tier 5

Native profile. Guard · Wits · 6d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

Until the spell ends, one willing creature you touch is immune to psychic damage, any effect that would sense its emotions or read its thoughts, divination spells, and the charmed condition. The spell even foils wish spells and spells or effects of similar power used to affect the target's mind or to gain information about the target.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Minor Illusion

Illusion · Arcane · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object-such as a chair, muddy footprints, or a small chest-it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC.

If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Mirage Arcane

Illusion · Arcane · Tier 4

Native profile. Utility · Wits · 5d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You make terrain in an area up to 1 mile square look, sound, smell, and even feel like some other sort of terrain. The terrain's general shape remains the same, however. Open fields or a road could be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Similarly, you can alter the appearance of structures, or add them where none are present. The spell doesn't disguise, conceal, or add creatures. The illusion includes audible, visual, tactile, and olfactory elements, so it can turn clear ground into difficult terrain (or vice versa) or otherwise impede movement through the area. Any piece of the illusory terrain (such as a rock or stick) that is removed from the spell's area disappears immediately.

Creatures with truesight can see through the illusion to the terrain's true form; however, all other elements of the illusion remain, so while the creature is aware of the illusion's presence, the creature can still physically interact with the illusion.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Mirror Image

Illusion · Arcane · Tier 2

Native profile. Guard · Wits · 3d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

Three illusionary duplicates of yourself appear in your space. Until the end of the spell, duplicates move with you and imitate your actions, swapping their position

so that it is impossible to determine which image is real. You can use your action to dispel the illusory duplicates. Whenever a creature is targeting you with an attack during the duration of the spell, roll 1d20 to determine if the attack does not target rather one of your duplicates. If you have three duplicates, you need 6 or more on your throw to lead the target of the attack to a duplicate. With two duplicates, you need 8 or more. With one duplicate, you need 11 or more. The CA of a duplicate is 10 + your Dexterity modifier. If an attack hits a duplicate, it is destroyed. A duplicate may be destroyed not just an attack on key. It ignores other damage and effects. The spell ends if the three duplicates are destroyed.

A creature is unaffected by this fate if she can not see if it relies on a different meaning as vision, such as blind vision, or if it can perceive illusions as false, as with clear vision.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Mislead

Illusion · Arcane · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You become invisible at the same time that an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends if you attack or cast a spell. You can use your action to move your illusory double up to twice your speed and make it gesture, speak, and behave in whatever way you choose. You can see through its eyes and hear through its ears as if you were located where it is. On each of your turns as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Misty Step

Conjuration · Arcane · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Modify Memory

Enchantment · Arcane · Tier 3

Native profile. Control · Wits · 4d6

Roll against DC 10 + opponent level. Success prevents its next attack.

You attempt to reshape another creature's memories. One creature that you can see must make a wisdom saving throw. If you are fighting the creature, it has advantage on the saving throw. On a failed save, the target becomes charmed by you for the duration. The charmed target is incapacitated and unaware of its surroundings, though it can still hear you. If it takes any damage or is targeted by another spell, this spell ends, and none of the target's memories are modified. While this charm lasts, you can affect the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the details of the event, or create a memory of some other event.

You must speak to the target to describe how its memories are affected, and it must be able to understand your language for the modified memories to take root. Its mind fills in any gaps in the details of your description. If the spell ends before you have finished describing the modified memories, the creature's memory isn't altered. Otherwise, the modified memories take hold when the spell ends. A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs. An illogical modified memory, such as implanting a memory of how much the creature enjoyed dousing itself in acid, is dismissed, perhaps as a bad dream. The DM might deem a modified memory too nonsensical to affect a creature in a significant manner. A remove curse or greater

restoration spell cast on the target restores the creature's true memory.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Moonbeam

Evocation · Ritual · Tier 2

Native profile. Damage · Wits · 3d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

A silvery beam of pale light shines down in a 5-foot-radius, 40-foot-high cylinder centered on a point within range. Until the spell ends, dim light fills the cylinder. When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames that cause searing pain, and it must make a constitution saving throw. It takes 2d10 radiant damage on a failed save, or half as much damage on a successful one. A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the spell's light. On each of your turns after you cast this spell, you can use an action to move the beam 60 feet in any direction.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Move Earth

Transmutation · Arcane · Tier 4

Native profile. Utility · Wits · 5d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Choose an area of terrain no larger than 40 feet on a side within range. You can reshape dirt, sand, or clay in the area in any manner you choose for the duration. You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. So, if you affect a 40-foot square, you can create a pillar up to 20 feet high, raise or lower the square's elevation by up to 20 feet, dig a trench up to 20 feet deep, and so on. It takes 10 minutes for these changes to complete. At the end of every 10 minutes you spend concentrating on the spell, you can choose a new area of terrain to affect. Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement. This spell can't manipulate natural stone or stone construction. Rocks and structures shift to accommodate the new terrain.

If the way you shape the terrain would make a structure unstable, it might collapse. Similarly, this spell doesn't directly affect plant growth. The moved earth carries any plants along with it.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Nondetection

Abjuration · Arcane · Tier 2

Native profile. Guard · Wits · 3d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

For the duration, you hide a target that you touch from divination magic. The target can be a willing creature or a place or an object no larger than 10 feet in any dimension. The target can't be targeted by any divination magic or perceived through magical scrying sensors.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Pass without Trace

Abjuration · Sacred · Tier 2

Native profile. Focus · Wits · 3d6 · check +2, attack +2, damage +2

Roll Wits against DC 10 + opponent level; success grants the listed modifiers for three turns.

A veil of shadows and silence radiates from you, masking you and your companions from detection. For

the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Passwall

Transmutation · Arcane · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A passage appears at a point of your choice that you can see on a wooden, plaster, or stone surface (such as a wall, a ceiling, or a floor) within range, and lasts for the duration. You choose the opening's dimensions: up to 5 feet wide, 8 feet tall, and 20 feet deep. The passage creates no instability in a structure surrounding it. When the opening disappears, any creatures or objects still in the passage created by the spell are safely ejected to an unoccupied space nearest to the surface on which you cast the spell.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Phantasmal Killer

Illusion · Arcane · Tier 3

Native profile. Damage · Wits · 4d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature. The target must make a wisdom saving throw. On a failed save, the target becomes frightened for the duration. At the start of each of the target's turns before the spell ends, the target must succeed on a wisdom saving throw or take 4d10 psychic damage. On a successful save, the spell ends.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Phantom Steed

Illusion · Arcane · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

A Large quasi-real, horselike creature appears on the ground in an unoccupied space of your choice within range. You decide the creature's appearance, but it is equipped with a saddle, bit, and bridle. Any of the equipment created by the spell vanishes in a puff of smoke if it is carried more than 10 feet away from the steed. For the duration, you or a creature you choose can ride the steed. The creature uses the statistics for a riding horse, except it has a speed of 100 feet and can travel 10 miles in an hour, or 13 miles at a fast pace. When the spell ends, the steed gradually fades, giving the rider 1 minute to dismount. The spell ends if you use an action to dismiss it or if the steed takes any damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Planar Ally

Conjuration · Sacred · Tier 4

Native profile. Utility · Wits · 5d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You beseech an otherworldly entity for aid. The being must be known to you: a god, a primordial, a demon prince, or some other being of cosmic power. That entity sends a celestial, an elemental, or a fiend loyal to it to aid you, making the creature appear in an unoccupied space within range. If you know a specific creature's name, you can speak that name when you cast this spell to request that creature, though you might get a different creature anyway (DM's choice). When the creature appears, it is under no compulsion to behave in any particular way. You can ask the creature to perform a service in exchange for payment, but it isn't obliged to do so. The requested task could range from simple (fly us across the chasm, or help us fight a battle) to complex (spy on our enemies, or protect us during our foray into the dungeon). You must be able to communicate with the creature to bargain for its services. Payment can take a variety of forms.

A celestial might require a sizable donation of gold or magic items to an allied temple, while a fiend might

demand a living sacrifice or a gift of treasure. Some creatures might exchange their service for a quest undertaken by you. As a rule of thumb, a task that can be measured in minutes requires a payment worth 100 gp per minute. A task measured in hours requires 1,000 gp per hour. And a task measured in days (up to 10 days) requires 10,000 gp per day. The DM can adjust these payments based on the circumstances under which you cast the spell. If the task is aligned with the creature's ethos, the payment might be halved or even waived. Nonhazardous tasks typically require only half the suggested payment, while especially dangerous tasks might require a greater gift. Creatures rarely accept tasks that seem suicidal.

After the creature completes the task, or when the agreed-upon duration of service expires, the creature returns to its home plane after reporting back to you, if appropriate to the task and if possible. If you are unable to agree on a price for the creature's service, the creature immediately returns to its home plane. A creature enlisted to join your group counts as a member of it, receiving a full share of experience points awarded.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Planar Binding

Abjuration · Arcane · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

With this spell, you attempt to bind a celestial, an elemental, a fey, or a fiend to your service. The creature must be within range for the entire casting of the spell. (Typically, the creature is first summoned into the center of an inverted magic circle in order to keep it trapped while this spell is cast.) At the completion of the casting, the target must make a charisma saving throw. On a failed save, it is bound to serve you for the duration. If the creature was summoned or created by another spell, that spell's duration is extended to match the duration of this spell. A bound creature must follow your instructions to the best of its ability. You might command the creature to accompany you on an adventure, to guard a location, or to deliver a message. The creature obeys the letter of your instructions, but if the creature is hostile to you, it strives to twist your words to achieve its own objectives.

If the creature carries out your instructions completely before the spell ends, it travels to you to report this fact if you are on the same plane of existence. If you are on a different plane of existence, it returns to the place where you bound it and remains there until the spell ends.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Plane Shift

Conjuration · Arcane · Tier 4

Native profile. Utility · Wits · 5d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. You can specify a target destination in general terms, such as the City of Brass on the Elemental Plane of Fire or the palace of Dispater on the second level of the Nine Hells, and you appear in or near that destination. If you are trying to reach the City of Brass, for example, you might arrive in its Street of Steel, before its Gate of Ashes, or looking at the city from across the Sea of Fire, at the DM's discretion. Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this spell can take you to that circle. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle. You can use this spell to banish an unwilling creature to another plane. Choose a creature within your reach and make a melee spell attack against it.

On a hit, the creature must make a charisma saving throw. If the creature fails this save, it is transported to a random location on the plane of existence you specify. A creature so transported must find its own way back to your current plane of existence.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Plant Growth

Transmutation · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

This spell channels vitality into plants within a specific area. There are two possible uses for the spell, granting either immediate or long-term benefits. If you cast this spell using 1 action, choose a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves. You can exclude one or more areas of any size within the spell's area from being affected. If you cast this spell over 8 hours, you enrich the land. All plants in a half-mile radius centered on a point within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Poison Spray

Conjuration · Arcane · Tier 1

Native profile. Damage · Wits · 2d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Polymorph

Transmutation · Arcane · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a wisdom saving throw to avoid the effect. A shapechanger automatically succeeds on this saving throw. The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality. The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Power Word Kill

Enchantment · Arcane · Tier 5

Native profile. Damage · Wits · 6d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

You utter a word of power that can compel one creature you can see within range to die instantly. If the creature you choose has 100 hit points or fewer, it dies. Otherwise, the spell has no effect.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Power Word Stun

Enchantment · Arcane · Tier 5

Native profile. Control · Wits · 6d6

Roll against DC 10 + opponent level. Success prevents its next attack.

You speak a word of power that can overwhelm the mind of one creature you can see within range, leaving it dumbfounded. If the target has 150 hit points or fewer, it is stunned. Otherwise, the spell has no effect. The stunned target must make a constitution saving throw at the end of each of its turns. On a successful save, this stunning effect ends.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Prayer of Healing

Evocation · Sacred · Tier 2

Native profile. Heal · Wits · 3d6

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

Up to six creatures of your choice that you can see within range each regain hit points equal to 2d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Prestidigitation

Transmutation · Arcane · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within 'range': - You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor. - You instantaneously light or snuff out a candle, a torch, or a small campfire. - You instantaneously clean or soil an object no larger than 1 cubic foot. - You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour. - You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour. - You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn. If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Prismatic Spray

Evocation · Arcane · Tier 4

Native profile. Damage · Wits · 5d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

Eight multicolored rays of light flash from your hand. Each ray is a different color and has a different power and purpose. Each creature in a 60-foot cone must make a dexterity saving throw. For each target, roll a d8 to determine which color ray affects it. 1. Red. The target takes 10d6 fire damage on a failed save, or half as much damage on a successful one. 2. Orange. The target takes 10d6 acid damage on a failed save, or half as much damage on a successful one. 3. Yellow. The target takes 10d6 lightning damage on a failed save, or half as much damage on a successful one. 4. Green. The target takes 10d6 poison damage on a failed save, or half as much damage on a successful one. 5. Blue. The target takes 10d6 cold damage on a failed save, or half as much damage on a successful one. 6. Indigo. On a failed save, the target is restrained. It must then make a constitution saving throw at the end of each of its turns. If it successfully saves three times, the spell ends.

If it fails its save three times, it permanently turns to stone and is subjected to the petrified condition. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind. 7. Violet. On a failed save, the target is blinded. It must then make a wisdom saving throw at the start of your next turn. A successful save ends the blindness. If it fails that save, the creature is transported to another plane of existence of the DM's choosing and is no longer blinded. (Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes.) 8. Special. The target is struck by two rays. Roll twice more, rerolling any 8.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Prismatic Wall

Abjuration · Arcane · Tier 5

Native profile. Damage · Wits · 6d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

A shimmering, multicolored plane of light forms a vertical opaque wall-up to 90 feet long, 30 feet high, and 1 inch thick-centered on a point you can see within range. Alternatively, you can shape the wall into a sphere up to 30 feet in diameter centered on a

point you choose within range. The wall remains in place for the duration. If you position the wall so that it passes through a space occupied by a creature, the spell fails, and your action and the spell slot are wasted. The wall sheds bright light out to a range of 100 feet and dim light for an additional 100 feet. You and creatures you designate at the time you cast the spell can pass through and remain near the wall without harm. If another creature that can see the wall moves to within 20 feet of it or starts its turn there, the creature must succeed on a constitution saving throw or become blinded for 1 minute. The wall consists of seven layers, each with a different color.

When a creature attempts to reach into or pass through the wall, it does so one layer at a time through all the wall's layers. As it passes or reaches through each layer, the creature must make a dexterity saving throw or be affected by that layer's properties as described below. The wall can be destroyed, also one layer at a time, in order from red to violet, by means specific to each layer. Once a layer is destroyed, it remains so for the duration of the spell. A rod of cancellation destroys a prismatic wall, but an antimagic field has no effect on it. 1. Red. The creature takes 10d6 fire damage on a failed save, or half as much damage on a successful one. While this layer is in place, nonmagical ranged attacks can't pass through the wall. The layer can be destroyed by dealing at least 25 cold damage to it. 2. Orange. The creature takes 10d6 acid damage on a failed save, or half as much damage on a successful one. While this layer is in place, magical ranged attacks can't pass through the wall.

The layer is destroyed by a strong wind. 3. Yellow. The creature takes 10d6 lightning damage on a failed save, or half as much damage on a successful one. This layer can be destroyed by dealing at least 60 force damage to it. 4. Green. The creature takes 10d6 poison damage on a failed save, or half as much damage on a successful one. A passwall spell, or another spell of equal or greater level that can open a portal on a solid surface, destroys this layer. 5. Blue. The creature takes 10d6 cold damage on a failed save, or half as much damage on a successful one. This layer can be destroyed by dealing at least 25 fire damage to it. 6. Indigo. On a failed save, the creature is restrained. It must then make a constitution saving throw at the end of each of its turns. If it successfully saves three times, the spell ends. If it fails its save three times, it permanently turns to stone and is subjected to the petrified condition.

The successes and failures don't need to be consecutive; keep track of both until the creature collects three of a kind. While this layer is in place, spells can't be cast through the wall. The layer is destroyed by bright light shed by a daylight spell or a similar spell of equal or higher level. 7. Violet. On a failed save, the creature is blinded. It must then make a wisdom saving throw at the start of your next turn. A successful save ends the blindness. If it fails that save, the creature is transported to another plane of the DM's choosing and is no longer blinded. (Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes.) This layer is destroyed by a dispel magic spell or a similar spell of equal or higher level that can end spells and magical effects.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Private Sanctum

Abjuration · Arcane · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You make an area within range magically secure. The area is a cube that can be as small as 5 feet to as large as 100 feet on each side. The spell lasts for the duration or until you use an action to dismiss it. When you cast the spell, you decide what sort of security the spell provides, choosing any or all of the following properties: - Sound can't pass through the barrier at the edge of the warded area. - The barrier of the warded area appears dark and foggy, preventing vision (including darkvision) through it. - Sensors created by divination spells can't appear inside the protected area or pass through the barrier at its perimeter. - Creatures in the area can't be targeted by divination spells. - Nothing can teleport into or out of the warded area. - Planar travel is blocked within the warded area. Casting this spell on the same spot every day for a year makes this effect permanent.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Produce Flame

Conjuration · Ritual · Tier 1

Native profile. Damage · Wits · 2d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again. You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Programmed Illusion

Illusion · Arcane · Tier 4

Native profile. Utility · Wits · 5d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You create an illusion of an object, a creature, or some other visible phenomenon within range that activates when a specific condition occurs. The illusion is imperceptible until then. It must be no larger than a 30-foot cube, and you decide when you cast the spell how the illusion behaves and what sounds it makes. This scripted performance can last up to 5 minutes. When the condition you specify occurs, the illusion springs into existence and performs in the manner you described. Once the illusion finishes performing, it disappears and remains dormant for 10 minutes. After this time, the illusion can be activated again. The triggering condition can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the area.

For example, you could create an illusion of yourself to appear and warn off others who attempt to open a trapped door, or you could set the illusion to trigger only when a creature says the correct word or phrase. Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Project Image

Illusion · Arcane · Tier 4

Native profile. Utility · Wits · 5d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You create an illusory copy of yourself that lasts for the duration. The copy can appear at any location within range that you have seen before, regardless of intervening obstacles. The illusion looks and sounds like you but is intangible. If the illusion takes any damage, it disappears, and the spell ends. You can use your action to move this illusion up to twice your speed, and make it gesture, speak, and behave in whatever way you choose. It mimics your mannerisms perfectly. You can see through its eyes and hear through its ears as if you were in its space. On your turn as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Protection from Energy

Abjuration · Arcane · Tier 2

Native profile. Guard · Wits · 3d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Protection from Evil and Good

Abjuration · Arcane · Tier 1

Native profile. Guard · Wits · 2d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Protection from Poison

Abjuration · Sacred · Tier 2

Native profile. Guard · Wits · 3d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random. For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Purify Food and Drink

Transmutation · Sacred · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

All nonmagical food and drink within a 5-foot radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Raise Dead

Necromancy · Sacred · Tier 3

Native profile. Heal · Wits · 4d6

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

You return a dead creature you touch to life, provided that it has been dead no longer than 10 days. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with 1 hit point. This spell also neutralizes any poisons and cures nonmagical diseases that affected the creature at the time it died. This spell doesn't, however, remove magical diseases, curses, or similar effects; if these aren't first removed prior to casting the spell, they take effect when the creature returns to life. The spell can't return an undead creature to life. This spell closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ray of Enfeeblement

Necromancy · Arcane · Tier 2

Native profile. Control · Wits · 3d6

Roll against DC 10 + opponent level. Success prevents its next attack.

A black beam of enervating energy springs from your finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target deals only half damage with weapon attacks that use Strength until the spell ends. At the end of each of the target's turns, it can make a constitution saving throw against the spell. On a success, the spell ends.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ray of Frost

Evocation · Arcane · Tier 1

Native profile. Damage · Wits · 2d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Regenerate

Transmutation · Sacred · Tier 4

Native profile. Heal · Wits · 5d6

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

You touch a creature and stimulate its natural healing ability. The target regains 4d8 + 15 hit points. For the duration of the spell, the target regains 1 hit point at the start of each of its turns (10 hit points each minute). The target's severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If you have the severed part and hold it to the stump, the spell instantaneously causes the limb to knit to the stump.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Reincarnate

Transmutation · Ritual · Tier 3

Native profile. Heal · Wits · 4d6

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

You touch a dead humanoid or a piece of a dead humanoid. Provided that the creature has been dead no longer than 10 days, the spell forms a new adult body for it and then calls the soul to enter that body. If the target's soul isn't free or willing to do so, the spell fails. The magic fashions a new body for the creature to inhabit, which likely causes the creature's race to change. The DM rolls a d 100 and consults the following table to determine what form the creature takes when restored to life, or the DM chooses a form. 01-04 Dragonborn 05-13 Dwarf, hill 14-21 Dwarf, mountain 22-25 Elf, dark 26-34 Elf, high 35-42 Elf, wood 43-46 Gnome, forest 47-52 Gnome, rock 53-56 Half-elf 57-60 Half-orc 61-68 Halfling, lightfoot 69-76 Halfling, stout 77-96 Human 97-00 Tiefling The reincarnated creature recalls its former life and experiences. It retains the capabilities it had in its original form, except it exchanges its original race for the new one and changes its racial traits accordingly.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Remove Curse

Abjuration · Arcane · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's

attunement to the object so it can be removed or discarded.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Resilient Sphere

Evocation · Arcane · Tier 3

Native profile. Guard · Wits · 4d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

A sphere of shimmering force encloses a creature or object of Large size or smaller within range. An unwilling creature must make a dexterity saving throw. On a failed save, the creature is enclosed for the duration. Nothing-not physical objects, energy, or other spell effects-can pass through the barrier, in or out, though a creature in the sphere can breathe there. The sphere is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the sphere damage anything outside it. The sphere is weightless and just large enough to contain the creature or object inside. An enclosed creature can use its action to push against the sphere's walls and thus roll the sphere at up to half the creature's speed. Similarly, the globe can be picked up and moved by other creatures. A disintegrate spell targeting the globe destroys it without harming anything inside it.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Resistance

Abjuration · Sacred · Tier 1

Native profile. Guard · Wits · 2d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Resurrection

Necromancy · Sacred · Tier 4

Native profile. Heal · Wits · 5d6

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

You touch a dead creature that has been dead for no more than a century, that didn't die of old age, and that isn't undead. If its soul is free and willing, the target returns to life with all its hit points. This spell neutralizes any poisons and cures normal diseases afflicting the creature when it died. It doesn't, however, remove magical diseases, curses, and the like; if such effects aren't removed prior to casting the spell, they afflict the target on its return to life. This spell closes all mortal wounds and restores any missing body parts. Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears. Casting this spell to restore life to a creature that has been dead for one year or longer taxes you greatly.

Until you finish a long rest, you can't cast spells again, and you have disadvantage on all attack rolls, ability checks, and saving throws.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Reverse Gravity

Transmutation · Arcane · Tier 4

Native profile. Control · Wits · 5d6

Roll against DC 10 + opponent level. Success prevents its next attack.

This spell reverses gravity in a 50-foot-radius, 100-foot high cylinder centered on a point within range. All creatures and objects that aren't somehow anchored to the ground in the area fall upward and reach the top of the area when you cast this spell. A creature can make a dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the fall. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration. At the end of the duration, affected objects and creatures fall back down.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Revivify

Conjuration · Sacred · Tier 2

Native profile. Heal · Wits · 3d6

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Rope Trick

Transmutation · Arcane · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You touch a length of rope that is up to 60 feet long. One end of the rope then rises into the air until the whole rope hangs perpendicular to the ground. At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until the spell ends. The extradimensional space can be reached by climbing to the top of the rope. The space can hold as many as eight Medium or smaller creatures. The rope can be pulled into the space, making the rope disappear from view outside the space. Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3-foot-by-5-foot window centered on the rope. Anything inside the extradimensional space drops out when the spell ends.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Sacred Flame

Evocation · Sacred · Tier 1

Native profile. Damage · Wits · 2d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a dexterity saving throw or take 1d8 radiant damage.

The target gains no benefit from cover for this saving throw.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Sanctuary

Abjuration · Sacred · Tier 1

Native profile. Guard · Wits · 1d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball. If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Scorching Ray

Evocation · Arcane · Tier 2

Native profile. Damage · Wits · 3d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Scrying

Divination · Arcane · Tier 3

Native profile. Utility · Wits · 1d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

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

Knowledge & Save Modifier Secondhand (you have heard of the target) +5 Firsthand (you have met the target) +0 Familiar (you know the target well) -5 Connection & Save Modifier Likeness or picture -2 Possession or garment -4 Body part, lock of hair, bit of nail, or the like -10 On a successful save, the target isn't affected, and you can't use this spell against it again for 24 hours. On a failed save, the spell creates an invisible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration.

A creature that can see invisible objects sees the sensor as a luminous orb about the size of your fist. Instead of targeting a creature, you can choose a location you have seen before as the target of this spell. When you do, the sensor appears at that location and doesn't move.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Secret Chest

Conjuration · Arcane · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You hide a chest, and all its contents, on the Ethereal Plane. You must touch the chest and the miniature replica that serves as a material component for the spell. The chest can contain up to 12 cubic feet of nonliving material (3 feet by 2 feet by 2 feet). While the chest remains on the Ethereal Plane, you can use an action and touch the replica to recall the chest. It appears in an unoccupied space on the ground within 5 feet of you. You can send the chest back to the Ethereal Plane by using an action and touching both the chest and the replica. After 60 days, there is a cumulative 5 percent chance per day that the spell's effect ends. This effect ends if you cast this spell again, if the smaller replica chest is destroyed, or if you choose to end the spell as an action. If the spell ends and the larger chest is on the Ethereal Plane, it is irretrievably lost.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

See Invisibility

Divination · Arcane · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

For the duration of the spell, you see invisible creatures and objects as if they were visible, and you can see through Ethereal. The ethereal objects and creatures appear ghostly translucent.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Seeming

Illusion · Arcane · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

This spell allows you to change the appearance of any number of creatures that you can see within range. You give each target you choose a new, illusory appearance. An unwilling target can make a charisma saving throw, and if it succeeds, it is unaffected by this spell. The spell disguises physical appearance as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or in between. You can't change a target's body type, so you must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The spell lasts for the duration, unless you use your action to dismiss it sooner. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to a creature's outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature's head and hair.

If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. A creature can use its action to inspect a target and make an Intelligence (Investigation) check against your spell save DC. If it succeeds, it becomes aware that the target is disguised.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Sending

Evocation · Arcane · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You send a short message of twenty-five words or less to a creature with which you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message. You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Sequester

Transmutation · Arcane · Tier 4

Native profile. Utility · Wits · 5d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

By means of this spell, a willing creature or an object can be hidden away, safe from detection for the duration. When you cast the spell and touch the target, it becomes invisible and can't be targeted by divination spells or perceived through scrying sensors created by divination spells. If the target is a creature, it falls into a state of suspended animation. Time ceases to flow for it, and it doesn't grow older. You can set a condition for the spell to end early. The condition can be anything you choose, but it must occur or be visible within 1 mile of the target. Examples include "after 1,000 years" or "when the tarrasque awakens." This spell also ends if the target takes any damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Shapechange

Transmutation · Arcane · Tier 5

Native profile. Utility · Wits · 6d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You assume the form of a different creature for the duration. The new form can be of any creature with a challenge rating equal to your level or lower. The creature can't be a construct or an undead, and you must have seen the sort of creature at least once. You transform into an average example of that creature, one without any class levels or the Spellcasting trait. Your game statistics are replaced by the statistics of the chosen creature, though you retain your alignment and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus listed in its statistics is higher than yours, use the creature's bonus in place of yours. You can't use any legendary actions or lair actions of the new form. You assume the hit points and Hit Dice of the new form.

When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You retain the benefit of any features from your class, race, or other source and can use them, provided that your new form is physically capable of doing so. You can't use any special senses you have (for example, darkvision) unless your new form also has that sense. You can only speak if the creature can normally speak. When you transform, you choose whether your equipment falls to the ground, merges into the new form, or is worn by it. Worn equipment functions as normal. The DM determines whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size.

Your equipment doesn't change shape or size to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge into your new form. Equipment that merges has no effect in that state. During this spell's duration, you can use your action to assume a different form following the same restrictions and rules for the original form, with

one exception: if your new form has more hit points than your current one, your hit points remain at their current value.

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Shatter

Evocation · Arcane · Tier 2

Native profile. Damage · Wits · 3d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10---foot---radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone,crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Shield

Abjuration · Arcane · Tier 1

Native profile. Guard · Wits · 2d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Shield of Faith

Abjuration · Sacred · Tier 1

Native profile. Guard · Wits · 2d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Shillelagh

Transmutation · Ritual · Tier 1

Native profile. Focus · Wits · 2d6 · check +2, attack +2, damage +2

Roll Wits against DC 10 + opponent level; success grants the listed modifiers for three turns.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Shocking Grasp

Evocation · Arcane · Tier 1

Native profile. Damage · Wits · 2d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Silence

Illusion · Sacred · Tier 2

Native profile. Control · Wits · 3d6

Roll against DC 10 + opponent level. Success prevents its next attack.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Silent Image

Illusion · Arcane · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects. You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Simulacrum

Illusion · Arcane · Tier 4

Native profile. Utility · Wits · 5d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You shape an illusory duplicate of one beast or humanoid that is within range for the entire casting time of the spell. The duplicate is a creature, partially real and formed from ice or snow, and it can take actions and otherwise be affected as a normal creature. It appears to be the same as the original, but it has half the creature's hit point maximum and is formed without any equipment. Otherwise, the illusion uses all the statistics of the creature it duplicates. The simulacrum is friendly to you and creatures you designate. It obeys your spoken commands, moving and acting in accordance with your wishes and acting on your turn in combat. The simulacrum lacks the ability to learn or become more powerful, so it never increases its level or other abilities, nor can it regain expended spell slots. If the simulacrum is damaged, you can repair it in an alchemical laboratory, using rare herbs and minerals worth 100 gp per hit point it regains.

The simulacrum lasts until it drops to 0 hit points, at which point it reverts to snow and melts instantly. If you cast this spell again, any currently active duplicates you created with this spell are instantly destroyed.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Sleep

Enchantment · Arcane · Tier 1

Native profile. Control · Wits · 2d6

Roll against DC 10 + opponent level. Success prevents its next attack.

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points

must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this spell.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Sleet Storm

Conjuration · Arcane · Tier 2

Native profile. Control · Wits · 3d6

Roll against DC 10 + opponent level. Success prevents its next attack.

Until the spell ends, freezing rain and sleet fall in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused. The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a dexterity saving throw. On a failed save, it falls prone. If a creature is concentrating in the spell's area, the creature must make a successful constitution saving throw against your spell save DC or lose concentration.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Slow

Transmutation · Arcane · Tier 2

Native profile. Control · Wits · 3d6

Roll against DC 10 + opponent level. Success prevents its next attack.

You alter time around up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a wisdom saving throw or be affected by this spell for the duration. An affected target's speed is halved, it takes a -2 penalty to AC and dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted. A creature affected by this spell makes another wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Spare the Dying

Necromancy · Sacred · Tier 1

Native profile. Heal · Wits · 2d6

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Speak with Animals

Divination · Sacred · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at a minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Speak with Dead

Necromancy · Sacred · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You grant the semblance of life and intelligence to a corpse of your choice within range, allowing it to answer the questions you pose. The corpse must still have a mouth and can't be undead. The spell fails if the corpse was the target of this spell within the last 10

days. Until the spell ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. This spell doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Speak with Plants

Transmutation · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You imbue plants within 30 feet of you with limited sentience and animation, giving them the ability to communicate with you and follow your simple commands. You can question plants about events in the spell's area within the past day, gaining information about creatures that have passed, weather, and other circumstances. You can also turn difficult terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or you can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration, causing vines and branches to hinder pursuers, for example. Plants might be able to perform other tasks on your behalf, at the DM's discretion. The spell doesn't enable plants to uproot themselves and move about, but they can freely move branches, tendrils, and stalks. If a plant creature is in the area, you can communicate with it as if you shared a common language, but you gain no magical ability to influence it.

This spell can cause the plants created by the entangle spell to release a restrained creature.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Spider Climb

Transmutation · Arcane · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Spike Growth

Transmutation · Sacred · Tier 2

Native profile. Damage · Wits · 3d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels. The development of land is camouflaged to look natural. Any creature that does not see the area when the spell is spell casts must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Spirit Guardians

Conjuration · Sacred · Tier 2

Native profile. Damage · Wits · 3d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

You call forth spirits to protect you. They flit around you to a distance of 15 feet for the duration. If you are good or neutral, their spectral form appears angelic or fey (your choice). If you are evil, they appear fiendish. When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a wisdom saving throw. On a failed save, the creature takes 3d8 radiant damage (if you are good or neutral) or 3d8

necrotic damage (if you are evil). On a successful save, the creature takes half as much damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Spiritual Weapon

Evocation · Sacred · Tier 2

Native profile. Damage · Wits · 3d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier. As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it. The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace and Thor for his hammer) make this spell's effect resemble that weapon.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Stinking Cloud

Conjuration · Arcane · Tier 2

Native profile. Control · Wits · 3d6

Roll against DC 10 + opponent level. Success prevents its next attack.

You create a 20-foot-radius sphere of yellow, nauseating gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration. Each creature that is completely within the cloud at the start of its turn must make a constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Stone Shape

Transmutation · Arcane · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You touch a stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a large rock into a weapon, idol, or coffer, or make a small passage through a wall, as long as the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Stoneskin

Abjuration · Arcane · Tier 3

Native profile. Guard · Wits · 4d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Storm of Vengeance

Conjuration · Ritual · Tier 5

Native profile. Damage · Wits · 6d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

A churning storm cloud forms, centered on a point you can see and spreading to a radius of 360 feet. Lightning flashes in the area, thunder booms, and strong winds roar. Each creature under the cloud (no more than 5,000 feet beneath the cloud) when it appears must make a constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and becomes deafened for 5 minutes. Each round you maintain concentration on this spell, the storm produces additional effects on your turn. Round 2.

Acidic rain falls from the cloud. Each creature and object under the cloud takes 1d6 acid damage. Round 3. You call six bolts of lightning from the cloud to strike six creatures or objects of your choice beneath the cloud. A given creature or object can't be struck by more than one bolt. A struck creature must make a dexterity saving throw. The creature takes 10d6 lightning damage on a failed save, or half as much damage on a successful one. Round 4. Hailstones rain down from the cloud.

Each creature under the cloud takes 2d6 bludgeoning damage. Round 5-10. Gusts and freezing rain assail the area under the cloud. The area becomes difficult terrain and is heavily obscured. Each creature there takes 1d6 cold damage. Ranged weapon attacks in the area are impossible. The wind and rain count as a severe distraction for the purposes of maintaining concentration on spells. Finally, gusts of strong wind (ranging from 20 to 50 miles per hour) automatically disperse fog, mists, and similar phenomena in the area, whether mundane or magical.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Suggestion

Enchantment · Arcane · Tier 2

Native profile. Control · Wits · 3d6

Roll against DC 10 + opponent level. Success prevents its next attack.

You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell. The target must make a wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets.

If the condition isn't met before the spell expires, the activity isn't performed. If you or any of your companions damage the target, the spell ends.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Sunbeam

Evocation · Arcane · Tier 4

Native profile. Damage · Wits · 5d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

A beam of brilliant light flashes out from your hand in a 5-foot-wide, 60-foot-long line. Each creature in the line must make a constitution saving throw. On a failed save, a creature takes 6d8 radiant damage and is blinded until your next turn. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw. You can create a new line of radiance as your action on any turn until the spell ends. For the duration, a mote of brilliant radiance shines in your hand. It sheds bright light in a 30-foot radius and dim light for an additional 30 feet. This light is sunlight.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Sunburst

Evocation · Arcane · Tier 5

Native profile. Damage · Wits · 6d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

Brilliant sunlight flashes in a 60-foot radius centered on a point you choose within range. Each creature in that light must make a constitution saving throw. On a failed save, a creature takes 12d6 radiant damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw. A creature blinded by this spell makes another constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded. This spell dispels any darkness in its area that was created by a spell.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Symbol

Abjuration · Arcane · Tier 4

Native profile. Damage · Wits · 5d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

When you cast this spell, you inscribe a harmful glyph either on a surface (such as a section of floor, a wall, or a table) or within an object that can be closed to conceal the glyph (such as a book, a scroll, or a treasure chest). If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered. The glyph is nearly invisible, requiring an Intelligence (Investigation) check against your spell save DC to find it. You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or stepping on the glyph, removing another object covering it, approaching within a certain distance of it, or manipulating the object that holds it.

For glyphs inscribed within an object, the most common triggers are opening the object, approaching within a certain distance of it, or seeing or reading the glyph. You can further refine the trigger so the spell is activated only under certain circumstances or according to a creature's physical characteristics (such as height or weight), or physical kind (for example, the ward could be set to affect hags or shapechangers). You can also specify creatures that don't trigger the glyph, such as those who say a certain password. When you inscribe the glyph, choose one of the options below for its effect. Once triggered, the glyph glows, filling a 60-foot-radius sphere with dim light for 10 minutes, after which time the spell ends. Each creature in the sphere when the glyph activates is targeted by its effect, as is a creature that enters the sphere for the first time on a turn or ends its turn there. Death.

Each target must make a constitution saving throw, taking 10d 10 necrotic damage on a failed save, or half as much damage on a successful save Discord. Each target must make a constitution saving throw. On a failed save, a target bickers and argues with other creatures for 1 minute. During this time, it is incapable of meaningful communication and has disadvantage on attack rolls and ability checks. Fear. Each target must make a wisdom saving throw and becomes frightened for 1 minute on a failed save. While frightened, the target drops whatever it is holding and must move at least 30 feet away from the glyph on each of its turns, if able. Hopelessness. Each target must make a charisma saving throw. On a failed save, the target is overwhelmed with despair for 1 minute. During this time, it can't attack or target any creature with harmful abilities, spells, or other magical effects. Insanity. Each target must make an intelligence saving throw.

On a failed save, the target is driven insane for 1 minute. An insane creature can't take actions, can't understand what other creatures say, can't read, and speaks only in gibberish. The DM controls its movement, which is erratic. Pain. Each target must make a constitution saving throw and becomes incapacitated with excruciating pain for 1 minute on a failed save. Sleep. Each target must make a wisdom saving throw and falls unconscious for 10 minutes on a failed save. A creature awakens if it takes damage or if someone uses an action to shake or slap it awake. Stunning. Each target must make a wisdom saving throw and becomes stunned for 1 minute on a failed save.

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Telekinesis

Transmutation · Arcane · Tier 3

Native profile. Control · Wits · 4d6

Roll against DC 10 + opponent level. Success prevents its next attack.

You gain the ability to move or manipulate creatures or objects by thought. When you cast the spell, and as your action each round for the duration, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell. Creature. You can try to move a Huge or smaller creature. Make an ability check with your spellcasting ability contested by the creature's Strength check. If you win the contest, you move the creature up to 30 feet in any direction, including upward but not beyond the range of this spell. Until the end of your next turn, the creature is restrained in your telekinetic grip. A creature lifted upward is suspended in mid-air. On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest. Object.

You can try to move an object that weighs up to 1,000 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction, but not beyond the range of this spell. If the object is worn or carried by a creature, you must make an ability check with your spellcasting ability contested by that creature's Strength check. If you succeed, you pull the object away from that creature and can move it up to 30 feet in any direction but not beyond the range of this spell. You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Telepathic Bond

Divination · Arcane · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You forge a telepathic link among up to eight willing creatures of your choice within range, psychically linking each creature to all the others for the duration. Creatures with Intelligence scores of 2 or less aren't affected by this spell. Until the spell ends, the targets can communicate telepathically through the bond whether or not they have a common language. The communication is possible over any distance, though it can't extend to other planes of existence.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Teleport

Conjuration · Arcane · Tier 4

Native profile. Utility · Wits · 5d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

This spell instantly transports you and up to eight willing creatures of your choice that you can see within range, or a single object that you can see within range, to a destination you select. If you target an object, it must be able to fit entirely inside a 10-foot cube, and it can't be held or carried by an unwilling creature. The destination you choose must be known to you, and it must be on the same plane of existence as you. Your familiarity with the destination determines whether you arrive there successfully. The DM rolls d100 and consults the table.

Familiarity. "Permanent circle" means a permanent teleportation circle whose sigil sequence you know. "Associated object" means that you possess an object taken from the desired destination within the last six months, such as a book from a wizard's library, bed linen from a royal suite, or a chunk of marble from a lich's secret tomb. "Very familiar" is a place you have been very often, a place you have carefully studied, or a place you can see when you cast the spell. "Seen casually" is someplace you have seen more than once but with which you aren't very familiar. "Viewed once" is a place you have seen once, possibly using magic. "Description" is a place whose location and appearance you know through someone else's description, perhaps from a map. "False destination" is a place that doesn't exist. Perhaps you tried to scry an enemy's sanctum but instead viewed an illusion, or you are attempting to teleport to a familiar location that no longer exists. On Target.

You and your group (or the target object) appear where you want to. Off Target. You and your group (or the target object) appear a random distance away from the destination in a random direction. Distance off target is 1d10 × 1d10 percent of the distance that was to be traveled. For example, if you tried to travel 120 miles, landed off target, and rolled a 5 and 3 on the two d10s, then you would be off target by 15 percent, or 18 miles. The GM determines the direction

off target randomly by rolling a d8 and designating 1 as north, 2 as northeast, 3 as east, and so on around the points of the compass. If you were teleporting to a coastal city and wound up 18 miles out at sea, you could be in trouble. Similar Area. You and your group (or the target object) wind up in a different area that's visually or thematically similar to the target area.

If you are heading for your home laboratory, for example, you might wind up in another wizard's laboratory or in an alchemical supply shop that has many of the same tools and implements as your laboratory. Generally, you appear in the closest similar place, but since the spell has no range limit, you could conceivably wind up anywhere on the plane. Mishap. The spell's unpredictable magic results in a difficult journey. Each teleporting creature (or the target object) takes 3d10 force damage, and the GM rerolls on the table to see where you wind up (multiple mishaps can occur, dealing damage each time).

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Teleportation Circle

Conjuration · Arcane · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

As you cast the spell, you draw a 10-foot-diameter circle on the ground inscribed with sigils that link your location to a permanent teleportation circle of your choice whose sigil sequence you know and that is on the same plane of existence as you. A shimmering portal opens within the circle you drew and remains open until the end of your next turn. Any creature that enters the portal instantly appears within 5 feet of the destination circle or in the nearest unoccupied space if that space is occupied. Many major temples, guilds, and other important places have permanent teleportation circles inscribed somewhere within their confines. Each such circle includes a unique sigil sequence-a string of magical runes arranged in a particular pattern. When you first gain the ability to cast this spell, you learn the sigil sequences for two destinations on the Material Plane, determined by the DM. You can learn additional sigil sequences during your adventures.

You can commit a new sigil sequence to memory after studying it for 1 minute. You can create a permanent teleportation circle by casting this spell in the same location every day for one year. You need not use the circle to teleport when you cast the spell in this way.

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Thaumaturgy

Transmutation · Sacred · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range. - Your voice booms up to three times as loud as normal for 1 minute. - You cause flames to flicker, brighten, dim, or change color for 1 minute. - You cause harmless tremors in the ground for 1 minute. - You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers. - You instantaneously cause an unlocked door or window to fly open or slam shut. - You alter the appearance of your eyes for 1 minute. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Thunderwave

Evocation · Arcane · Tier 1

Native profile. Damage · Wits · 2d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect,

and the spell emits a thunderous boom audible out to 300 feet.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Time Stop

Transmutation · Arcane · Tier 5

Native profile. Control · Wits · 6d6

Roll against DC 10 + opponent level. Success prevents its next attack.

You briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 1d4 + 1 turns in a row, during which you can use actions and move as normal. This spell ends if one of the actions you use during this period, or any effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 1,000 feet from the location where you cast it.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Tiny Hut

Evocation · Arcane · Tier 2

Native profile. Guard · Wits · 3d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

A 10-foot-radius immobile dome of force springs into existence around and above you and remains stationary for the duration. The spell ends if you leave its area. Nine creatures of Medium size or smaller can fit inside the dome with you. The spell fails if its area includes a larger creature or more than nine creatures. Creatures and objects within the dome when you cast this spell can move through it freely. All other creatures and objects are barred from passing through it. Spells and other magical effects can't extend through the dome or be cast through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside. Until the spell ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Tongues

Divination · Arcane · Tier 2

Native profile. Utility · Wits · 1d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

This spell grants the creature you touch the ability to understand any spoken language it hears. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Transport via Plants

Conjuration · Ritual · Tier 4

Native profile. Utility · Wits · 5d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

This spell creates a magical link between a Large or larger inanimate plant within range and another plant, at any distance, on the same plane of existence. You must have seen or touched the destination plant at least once before. For the duration, any creature can step into the target plant and exit from the destination plant by using 5 feet of movement.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Tree Stride

Conjuration · Sacred · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You gain the ability to enter a tree and move from inside it to inside another tree of the same kind within 500 feet. Both trees must be living and at least the same size as you. You must use 5 feet of movement to enter a tree. You instantly know the location of all other trees of the same kind within 500 feet and, as part of the move used to enter the tree, can either pass into one of those trees or step out of the tree you're in. You appear in a spot of your choice within 5 feet of

the destination tree, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the tree you entered. You can use this transportation ability once per round for the duration. You must end each turn outside a tree.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

True Polymorph

Transmutation · Arcane · Tier 5

Native profile. Utility · Wits · 6d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Choose one creature or nonmagical object that you can see within range. You transform the creature into a different creature, the creature into an object, or the object into a creature (the object must be neither worn nor carried by another creature). The transformation lasts for the duration, or until the target drops to 0 hit points or dies. If you concentrate on this spell for the full duration, the transformation lasts until it is dispelled. This spell has no effect on a shapechanger or a creature with 0 hit points. An unwilling creature can make a Wisdom saving throw, and if it succeeds, it isn't affected by this spell. Creature into Creature. If you turn a creature into another kind of creature, the new form can be any kind you choose whose challenge rating is equal to or less than the target's (or its level, if the target doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the new form.

It retains its alignment and personality. The target assumes the hit points of its new form, and when it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious. The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech unless its new form is capable of such actions. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment. Object into Creature. You can turn an object into any kind of creature, as long as the creature's size is no larger than the object's size and the creature's challenge rating is 9 or lower.

The creature is friendly to you and your companions. It acts on each of your turns. You decide what action it takes and how it moves. The DM has the creature's statistics and resolves all of its actions and movement. If the spell becomes permanent, you no longer control the creature. It might remain friendly to you, depending on how you have treated it. Creature into Object. If you turn a creature into an object, it transforms along with whatever it is wearing and carrying into that form. The creature's statistics become those of the object, and the creature has no memory of time spent in this form, after the spell ends and it returns to its normal form.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

True Resurrection

Necromancy · Sacred · Tier 5

Native profile. Heal · Wits · 6d6

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

You touch a creature that has been dead for no longer than 200 years and that died for any reason except old age. If the creature's soul is free and willing, the creature is restored to life with all its hit points. This spell closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the creature when it died. The spell replaces damaged or missing organs and limbs. The spell can even provide a new body if the original no longer exists, in which case you must speak the creature's name. The creature then appears in an unoccupied space you choose within 10 feet of you.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

True Seeing

Divination · Arcane · Tier 4

Native profile. Utility · Wits · 5d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

This spell gives the willing creature you touch the ability to see things as they actually are. For the duration, the creature has truesight, notices secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 120 feet.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

True Strike

Divination · Arcane · Tier 1

Native profile. Focus · Wits · 2d6 · check +2, attack +2, damage +2

Roll Wits against DC 10 + opponent level; success grants the listed modifiers for three turns.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Unseen Servant

Conjuration · Arcane · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

This spell creates an invisible, mindless, shapeless force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends. Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wind. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command. If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Vampiric Touch

Necromancy · Arcane · Tier 2

Native profile. Damage · Wits · 3d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

The touch of your shadow-wreathed hand can siphon life force from others to heal your wounds. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Vicious Mockery

Enchantment · Arcane · Tier 1

Native profile. Damage · Wits · 2d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Wall of Fire

Evocation · Arcane · Tier 3

Native profile. Damage · Wits · 4d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

You create a wall of fire on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration. When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save. One side of the wall, selected by you

when you cast this spell, deals 5d8 fire damage to each creature that ends its turn within 10 feet o f that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side o f the wall deals no damage. The other side of the wall deals no damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Wall of Force

Evocation · Arcane · Tier 3

Native profile. Guard · Wits · 4d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

An invisible wall of force springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick. It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side). Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by dispel magic. A disintegrate spell destroys the wall instantly, however. The wall also extends into the Ethereal Plane, blocking ethereal travel through the wall.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Wall of Ice

Evocation · Arcane · Tier 4

Native profile. Damage · Wits · 5d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

You create a wall of ice on a solid surface within range. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-square panels. Each panel must be contiguous with another panel. In any form, the wall is 1 foot thick and lasts for the duration. If the wall cuts through a creature's space when it appears, the creature within its area is pushed to one side of the wall and must make a dexterity saving throw. On a failed save, the creature takes 10d6 cold damage, or half as much damage on a successful save. The wall is an object that can be damaged and thus breached. It has AC 12 and 30 hit points per 10-foot section, and it is vulnerable to fire damage. Reducing a 10-foot section of wall to 0 hit points destroys it and leaves behind a sheet of frigid air in the space the wall occupied. A creature moving through the sheet of frigid air for the first time on a turn must make a constitution saving throw.

That creature takes 5d6 cold damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Wall of Stone

Evocation · Arcane · Tier 3

Native profile. Guard · Wits · 4d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

A nonmagical wall of solid stone springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall. The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on any firm foundation. It must, however, merge with and be solidly supported by existing stone. Thus, you can use this spell to bridge a chasm or create a ramp.

If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements, and so on. The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 30 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the

DM's discretion. If you maintain your concentration on this spell for its whole duration, the wall becomes permanent and can't be dispelled. Otherwise, the wall disappears when the spell ends.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Wall of Thorns

Conjuration · Ritual · Tier 4

Native profile. Damage · Wits · 5d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

You create a wall of tough, pliable, tangled brush bristling with needle-sharp thorns. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight. When the wall appears, each creature within its area must make a dexterity saving throw. On a failed save, a creature takes 7d8 piercing damage, or half as much damage on a successful save. A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a dexterity saving throw. It takes 7d8 slashing damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Warding Bond

Abjuration · Sacred · Tier 2

Native profile. Guard · Wits · 3d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

This spell wards a willing creature you touch and creates a mystic connection between you and the target until the spell ends. While the target is within 60 feet of you, it gains a +1 bonus to AC and saving throws, and it has resistance to all damage. Also, each time it takes damage, you take the same amount of damage. The spell ends if you drop to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if the spell is cast again on either of the connected creatures. You can also dismiss the spell as an action.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Water Breathing

Transmutation · Arcane · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

This spell gives a maximum of ten willing creatures within range and you can see, the ability to breathe underwater until the end of its term. Affected creatures also retain their normal breathing pattern.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Water Walk

Transmutation · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

This spell grants the ability to move across any liquid surface-such as water, acid, mud, snow, quicksand, or lava-as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures you can see within range gain this ability for the duration. If you target a creature submerged in a liquid, the spell carries the

target to the surface of the liquid at a rate of 60 feet per round.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Web

Conjuration · Arcane · Tier 2

Native profile. Control · Wits · 3d6

Roll against DC 10 + opponent level. Success prevents its next attack.

You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area. If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet. Each creature that starts its turn in the webs or that enters them during its turn must make a dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free. A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained. The webs are flammable.

Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Weird

Illusion · Arcane · Tier 5

Native profile. Damage · Wits · 6d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

Drawing on the deepest fears of a group of creatures, you create illusory creatures in their minds, visible only to them. Each creature in a 30-foot-radius sphere centered on a point of your choice within range must make a wisdom saving throw. On a failed save, a creature becomes frightened for the duration. The illusion calls on the creature's deepest fears, manifesting its worst nightmares as an implacable threat. At the start of each of the frightened creature's turns, it must succeed on a wisdom saving throw or take 4d10 psychic damage. On a successful save, the spell ends for that creature.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Wind Walk

Transmutation · Ritual · Tier 4

Native profile. Utility · Wits · 5d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You and up to ten willing creatures you can see within range assume a gaseous form for the duration, appearing as wisps of cloud. While in this cloud form, a creature has a flying speed of 300 feet and has resistance to damage from nonmagical weapons. The only actions a creature can take in this form are the Dash action or to revert to its normal form. Reverting takes 1 minute, during which time a creature is incapacitated and can't move. Until the spell ends, a creature can revert to cloud form, which also requires the 1-minute transformation. If a creature is in cloud form and flying when the effect ends, the creature descends 60 feet per round for 1 minute until it lands, which it does safely. If it can't land after 1 minute, the creature falls the remaining distance.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Wind Wall

Evocation · Sacred · Tier 2

Native profile. Guard · Wits · 3d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration. When the wall appears, each creature within its area must make a strength saving throw. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one. The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight

materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Wish

Conjuration · Arcane · Tier 5

Native profile. Utility · Wits · 6d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Wish is the mightiest spell a mortal creature can cast. By simply speaking aloud, you can alter the very foundations of reality in accord with your desires. The basic use of this spell is to duplicate any other spell of 8th level or lower. You don't need to meet any requirements in that spell, including costly components. The spell simply takes effect. Alternatively, you can create one of the following effects of your choice: - You create one object of up to 25,000 gp in value that isn't a magic item. The object can be no more than 300 feet in any dimension, and it appears in an unoccupied space you can see on the ground. - You allow up to twenty creatures that you can see to regain all hit points, and you end all effects on them described in the greater restoration spell. - You grant up to ten creatures you can see resistance to a damage type you choose. - You grant up to ten creatures you can see immunity to a single spell or other magical effect for 8 hours.

For instance, you could make yourself and all your companions immune to a lich's life drain attack. - You undo a single recent event by forcing a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a wish spell could undo an opponent's successful save, a foe's critical hit, or a friend's failed save. You can force the reroll to be made with advantage or disadvantage, and you can choose whether to use the reroll or the original roll. You might be able to achieve something beyond the scope of the above examples. State your wish to the DM as precisely as possible. The DM has great latitude in ruling what occurs in such an instance; the greater the wish, the greater the likelihood that something goes wrong. This spell might simply fail, the effect you desire might only be partly achieved, or you might suffer some unforeseen consequence as a result of how you worded the wish.

For example, wishing that a villain were dead might propel you forward in time to a period when that villain is no longer alive, effectively removing you from the game. Similarly, wishing for a legendary magic item or artifact might instantly transport you to the presence of the item's current owner. The stress of casting this spell to produce any effect other than duplicating another spell weakens you. After enduring that stress, each time you cast a spell until you finish a long rest, you take 1d10 necrotic damage per level of that spell. This damage can't be reduced or prevented in any way. In addition, your Strength drops to 3, if it isn't 3 or lower already, for 2d4 days. For each of those days that you spend resting and doing nothing more than light activity, your remaining recovery time decreases by 2 days. Finally, there is a 33 percent chance that you are unable to cast wish ever again if you suffer this stress.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Word of Recall

Conjuration · Sacred · Tier 4

Native profile. Utility · Wits · 5d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You and up to five willing creatures within 5 feet of you instantly teleport to a previously designated sanctuary. You and any creatures that teleport with you appear in the nearest unoccupied space to the spot you designated when you prepared your sanctuary (see below). If you cast this spell without first preparing a sanctuary, the spell has no effect. You must designate a sanctuary by casting this spell within a location, such as a temple, dedicated to or strongly linked to your deity. If you attempt to cast the spell in this manner in an area that isn't dedicated to your deity, the spell has no effect.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Zone of Truth

Enchantment · Sacred · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw. An affected creature is aware of the fate and can avoid answering questions she would normally have responded with a lie. Such a creature can remain evasive in his answers as they remain within the limits of truth.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Talents and gifts

PART TWO / COLLECTION 04

100 complete entries, arranged alphabetically. Use the native profile for play and the credited source description for reference.



Ability Score Improvement

Barbarian

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Alchemy

Crafting

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Alchemy: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Ambush

Stealth

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Ambush: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Animal Handling

Exploration

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Animal Handling: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Archery

Fighter

Native profile. Passive · Will · 2d6 · attack +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You gain a +2 bonus to attack rolls you make with ranged weapons.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Bardic Inspiration

Bard

Native profile. Focus · Will · 1d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest. Your Bardic Inspiration die changes when you reach certain

levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Cantrips

Bard

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

You know two cantrips of your choice from the bard spell list. You learn additional bard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Bard table.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Carpentry

Crafting

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Carpentry: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Cartography

Exploration

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Cartography: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Cooking

Crafting

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Cooking: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Cunning Action

Rogue

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Cybernetics

Technology

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Cybernetics: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Danger Sense

Barbarian

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Deception

Social

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Deception: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Defense

Fighter

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

While you are wearing armor, you gain a +1 bonus to AC.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Demolitions

Technology

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Demolitions: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Diplomacy

Social

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Diplomacy: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Disguise

Stealth

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Disguise: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Divine Domain

Cleric

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Choose one domain related to your deity: Knowledge, Life, Light, Nature, Tempest, Trickery, or War. Each domain is detailed at the end of the class description, and each one provides examples of gods associated

with it. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Divine Sense

Paladin

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell. You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Domain Spells

Cleric

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Each domain has a list of spells-its domain spells- that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Drone Piloting

Technology

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Drone Piloting: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Druidic

Druid

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Dueling

Fighter

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Eldritch Invocations

Warlock

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability. At 2nd level, you gain two eldritch invocations of your choice. Your invocation options are detailed at the end of the class description. When you gain certain warlock levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the Warlock table. Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Enchanting

Crafting

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Enchanting: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Engineering

Technology

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Engineering: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Escape Artist

Stealth

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Escape Artist: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Etiquette

Social

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Etiquette: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Evasion

Rogue

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Expertise

Rogue

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Extra Attack

Barbarian

Native profile. Passive · Will · 2d6 · attack +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

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Fast Movement

Barbarian

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

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Favored Enemy

Ranger

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Fighting Style

Fighter

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

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Flurry of Blows

Monk

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

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Font of Magic

Sorcerer

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Foraging

Exploration

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Foraging: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Great Weapon Fighting

Fighter

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Hacking

Technology

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Hacking: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Herbalism

Crafting

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Herbalism: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Insight

Social

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Insight: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the

author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Intimidation

Social

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Intimidation: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Jewelcraft

Crafting

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Jewelcraft: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Ki

Monk

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. Your monk level determines the number of points you have, as shown in the Ki Points column of the Monk table. You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class. When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points. Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows: Ki save DC = 8 + your proficiency bonus + your Wisdom modifier

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Lay on Hands

Paladin

Native profile. Heal · Will · 2d6

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your paladin level × 5. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

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Leadership

Social

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Leadership: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the

author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Leatherworking

Crafting

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Leatherworking: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original



Lockpicking

Stealth

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Lockpicking: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Martial Arts

Monk

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the two- handed or heavy property. You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield: You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons. You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table. When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

Certain monasteries use specialized forms of the monk weapons. For example, you might use a club that is two lengths of wood connected by a short chain (called a nunchaku) or a sickle with a shorter, straighter blade (called a kama). Whatever name you use for a monk weapon, you can use the game statistics provided for the weapon.

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Monastic Tradition

Monk

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

When you reach 3rd level, you commit yourself to a monastic tradition: the Way of the Open Hand, the Way of Shadow, or the Way of the Four Elements, all detailed at the end of the class description. Your

tradition grants you features at 3rd level and again at 6th, 11th, and 17th level.

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Mountaineering

Exploration

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Mountaineering: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Natural Explorer

Ranger

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, or swamp. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: Difficult terrain doesn't slow your group's travel. Your group can't become lost except by magical means. Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. If you are traveling alone, you can move stealthily at a normal pace. When you forage, you find twice as much food as you normally would. While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose additional favored terrain types at 6th and 10th level.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Navigation

Exploration

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Navigation: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Negotiation

Social

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Negotiation: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Otherworldly Patron

Warlock

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

At 1st level, you have struck a bargain with an otherworldly being of your choice: the Archfey, the Fiend, or the Great Old One, each of which is detailed at the end of the class description. Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

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Pact Magic

Warlock

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Your arcane research and the magic bestowed on you by your patron have given you facility with spells.

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Patient Defense

Monk

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

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

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Performance

Social

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Performance: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Persuasion

Social

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Persuasion: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Preparing and Casting Spells

Cleric

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

The Cleric table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose a number of cleric spells equal to your Wisdom modifier + your cleric level (minimum of one spell). The spells must be of a level for which you have spell slots. For example, if you are a 3rd-level cleric, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells. You can change your list of prepared spells when you finish a long rest.

Preparing a new list of cleric spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

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Primal Path

Barbarian

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

At 3rd level, you choose a path that shapes the nature of your rage. Choose the Path of the Berserker or the Path of the Totem Warrior, both detailed at the end of

the class description. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

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Protection

Fighter

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

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Rage

Barbarian

Native profile. Focus · Will · 1d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.

Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Reckless Attack

Barbarian

Native profile. Focus · Will · 1d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ritual Casting

Bard

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

You can cast any bard spell you know as a ritual if that spell has the ritual tag.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Robotics

Technology

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Robotics: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Roguish Archetype

Rogue

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities: Thief, Assassin, or Arcane Trickster, all detailed at the end of the class description. Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Runecraft

Crafting

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Runecraft: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Scouting

Stealth

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Scouting: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Scribing

Crafting

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Scribing: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Second Wind

Fighter

Native profile. Heal · Will · 1d6

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Sensor Analysis

Technology

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Sensor Analysis: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action

chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Shadow Step

Stealth

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Shadow Step: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Silent Movement

Stealth

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Silent Movement: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Sleight of Hand

Stealth

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Sleight of Hand: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Smithing

Crafting

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Smithing: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Sneak Attack

Rogue

Native profile. Passive · Will · 2d6 · damage +2

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Sorcerous Origin

Sorcerer

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Choose a sorcerous origin, which describes the source of your innate magical power: Draconic Bloodline or Wild Magic, both detailed at the end of the class description. Your choice grants you features when you choose it at 1st level and again at 6th, 14th, and 18th level.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Spell Slots

Bard

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

The Bard table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell cure wounds and have a 1st-level and a 2nd-level spell slot available, you can cast cure wounds using either slot.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Spellbook

Wizard

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

At 1st level, you have a spellbook containing six 1st-level wizard spells of your choice. Your spellbook is the repository of the wizard spells you know, except your cantrips, which are fixed in your mind.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Spellcasting

Bard

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Your spells are part of your vast repertoire, magic that you can tune to different situations.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Spellcasting Ability

Bard

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Charisma is your spellcasting ability for your bard spells. Your magic comes from the heart and soul you pour into the performance of your music or oration. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a bard spell you cast and when making an attack roll with one. Spell save DC = 8 + your proficiency bonus + your Charisma modifier Spell attack modifier = your proficiency bonus + your Charisma modifier

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Spellcasting Focus

Bard

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

You can use a musical instrument (see chapter 5, “Equipment”) as a spellcasting focus for your bard spells.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Spells Known of 1st Level and Higher

Bard

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

You know four 1st-level spells of your choice from the bard spell list. The Spells Known column of the Bard table shows when you learn more bard spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the bard spells you know and replace it with another spell from the bard spell list, which also must be of a level for which you have spell slots.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Starship Repair

Technology

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Starship Repair: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Step of the Wind

Monk

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Streetwise

Social

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Streetwise: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Swimming

Exploration

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Swimming: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Thieves' Cant

Rogue

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Tracking

Exploration

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Tracking: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the

author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Trap Detection

Exploration

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Trap Detection: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Two-Weapon Fighting

Fighter

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Unarmored Defense

Barbarian

Native profile. Passive · Will · 2d6 · armor +2

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Unarmored Movement

Monk

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table. At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Uncanny Dodge

Rogue

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Weather Sense

Exploration

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Weather Sense: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Wild Shape

Druid

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into, as shown in the Beast Shapes table. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. Beast Shapes (table)

Level: 2nd; Max. CR: 1/4; Limitations: No flying or swimming speed; Example: Wolf

Level: 4th; Max. CR: 1/2; Limitations: No flying speed; Example: Crocodile

Level: 8th; Max. CR: 1; Limitations: -; Example: Giant eagle

You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply: Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them. When you transform, you assume the beast's hit points and Hit Dice.

When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast. You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so.

However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the GM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Wilderness Survival

Exploration

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Wilderness Survival: apply specialized training to a relevant authored challenge. A successful attempt can reveal a clue, open a route, or complete an action chosen by the author. Story Pathos uses its ordinary ability checks; the author determines the outcome.

Source. Story Pathos original

Your Spellbook

Wizard

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

The spells that you add to your spellbook as you gain levels reflect the arcane research you conduct on your own, as well as intellectual breakthroughs you have had about the nature of the multiverse. You might find other spells during your adventures. You could discover a spell recorded on a scroll in an evil wizard's chest, for example, or in a dusty tome in an ancient library. Copying a Spell into the Book. When you find a wizard spell of 1st level or higher, you can add it to your spellbook if it is of a spell level you can prepare and if you can spare the time to decipher and copy it. Copying that spell into your spellbook involves reproducing the basic form of the spell, then deciphering the unique system of notation used by the wizard who wrote it. You must practice the spell until you understand the sounds or gestures required, then transcribe it into your spellbook using your own notation. For each level of the spell, the process takes 2 hours and costs 50 gp.

The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells. Replacing the Book. You can copy a spell from your own spellbook into another book-for example, if you want to make a backup copy of your spellbook. This is just like copying a new spell into your spellbook, but faster and easier, since you understand your own notation and already know how to cast the spell. You need spend only 1 hour and 10 gp for each level of the copied spell. If you lose your spellbook, you can use the same procedure to transcribe the spells that you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells to do so, as normal. For this reason, many wizards keep backup spellbooks in a safe place. The Book's Appearance.

Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. It might be a plain, functional leather volume that you received as a gift from your master, a finely bound gilt-edged tome you found in an ancient library, or even a loose collection of notes scrounged together after you lost your previous spellbook in a mishap.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Equipment and treasures

PART TWO / COLLECTION 05

350 complete entries, arranged alphabetically. Use the native profile for play and the credited source description for reference.



Adamantine Armor

Armor · Uncommon

Carried weight. 40 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Aether sextant

Veyr • Brasswake · Common

Carried weight. 1.2 lb

Native profile. Passive · Wits · 1d6 · Wits +1

Equipped in Pack: +1 Wits contribution; identical copies do not stack; no automatic success.

A calibrated pressure-navigation tool. +1 Wits when equipped in Pack; no automatic safe route.

Source. Story Pathos original • The Brasswake Corsairs

Aevum containment vessel

Evidence · Common

Carried weight. 7 lb

An EMPTY sealed ritual vessel, handled as evidence. It provides no mana, life force or spell charges.

Source. Story Pathos original • Nemoris

Amulet of Health

Jewelry · Rare

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · Might +2

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Your Constitution score is 19 while you wear this amulet. It has no effect on you if your Constitution is already 19 or higher.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Amulet of Proof against Detection and Location

Jewelry · Uncommon

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While wearing this amulet, you are hidden from divination magic. You can't be targeted by such magic or perceived through magical scrying sensors.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Amulet of the Planes

Jewelry · Very Rare

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While wearing this amulet, you can use an action to name a location that you are familiar with on another plane of existence. Then make a DC 15 Intelligence check. On a successful check, you cast the plane shift spell. On a failure, you and each creature and object within 15 feet of you travel to a random destination. Roll a d100. On a 1-60, you travel to a random location on the plane you named. On a 61-100, you travel to a randomly determined plane of existence.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Animated Shield

Armor · Very Rare

Carried weight. 6 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While holding this shield, you can speak its command word as a bonus action to cause it to animate. The shield leaps into the air and hovers in your space to protect you as if you were wielding it, leaving your hands free. The shield remains animated for 1 minute, until you use a bonus action to end this effect, or until

you are incapacitated or die, at which point the shield falls to the ground or into your hand if you have one free.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Apparatus of the Crab

Trinkets · Legendary

Carried weight. 500 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This item first appears to be a Large sealed iron barrel weighing 500 pounds. The barrel has a hidden catch, which can be found with a successful DC 20 Intelligence (Investigation) check. Releasing the catch unlocks a hatch at one end of the barrel, allowing two Medium or smaller creatures to crawl inside. Ten levers are set in a row at the far end, each in a neutral position, able to move either up or down. When certain levers are used, the apparatus transforms to resemble a giant lobster. The apparatus of the Crab is a Large object with the following statistics: Armor Class: 20 Hit Points: 200 Speed: 30 ft., swim 30 ft. (or 0 ft. for both if the legs and tail aren't extended) Damage Immunities: poison, psychic To be used as a vehicle, the apparatus requires one pilot. While the apparatus's hatch is closed, the compartment is airtight and watertight. The compartment holds enough air for 10 hours of breathing, divided by the number of breathing creatures inside. The apparatus floats on water.

It can also go underwater to a depth of 900 feet. Below that, the vehicle takes 2d6 bludgeoning damage per minute from pressure. A creature in the compartment can use an action to move as many as two of the apparatus's levers up or down. After each use, a lever goes back to its neutral position. Each lever, from left to right, functions as shown in the Apparatus of the Crab Levers table. Apparatus of the Crab Levers (table)

Lever: 1; Up: Legs and tail extend, allowing the apparatus to walk and swim.; Down: Legs and tail retract, reducing the apparatus's speed to 0 and making it unable to benefit from bonuses to speed.

Lever: 2; Up: Forward window shutter opens.; Down: Forward window shutter closes.

Lever: 3; Up: Side window shutters open (two per side).; Down: Side window shutters close (two per side).

Lever: 4; Up: Two claws extend from the front sides of the apparatus.; Down: The claws retract.

Lever: 5; Up: Each extended claw makes the following melee weapon attack: +8 to hit, reach 5 ft., one target. Hit: 7 (2d6) bludgeoning damage.; Down: Each extended claw makes the following melee weapon attack: +8 to hit, reach 5 ft., one target. Hit: The target is grappled (escape DC 15).

Lever: 6; Up: The apparatus walks or swims forward.; Down: The apparatus walks or swims backward.

Lever: 7; Up: The apparatus turns 90 degrees left.; Down: The apparatus turns 90 degrees right.

Lever: 8; Up: Eyelike fixtures emit bright light in a 30-foot radius and dim light for an additional 30 feet.; Down: The light turns off.

Lever: 9; Up: The apparatus sinks as much as 20 feet in liquid.; Down: The apparatus rises up to 20 feet in liquid.

Lever: 10; Up: The rear hatch unseals and opens.; Down: The rear hatch closes and seals.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Armor of Invulnerability

Armor · Legendary

Carried weight. 65 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You have resistance to nonmagical damage while you wear this armor. Additionally, you can use an action to make yourself immune to nonmagical damage for 10 minutes or until you are no longer wearing the armor. Once this special action is used, it can't be used again until the next dawn.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Armor of Resistance

Armor · Rare

Carried weight. 40 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You have resistance to one type of damage while you wear this armor. The GM chooses the type or determines it randomly from the options below.

d10	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Necrotic
7	Poison
8	Psychic
9	Radiant
10	Thunder

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Armor of Vulnerability

Armor · Rare

Carried weight. 40 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While wearing this armor, you have resistance to one of the following damage types: bludgeoning, piercing, or slashing. The GM chooses the type or determines it randomly. Curse. This armor is cursed, a fact that is revealed only when an identify spell is cast on the armor or you attune to it. Attuning to the armor curses you until you are targeted by the remove curse spell or similar magic; removing the armor fails to end the curse. While cursed, you have vulnerability to two of the three damage types associated with the armor (not the one to which it grants resistance).

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Arrow of Slaying

Weapons · Very Rare

Carried weight. 0.05 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

An arrow of slaying is a magic weapon meant to slay a particular kind of creature. Some are more focused than others; for example, there are both arrows of dragon slaying and arrows of blue dragon slaying. If a creature belonging to the type, race, or group associated with an arrow of slaying takes damage from the arrow, the creature must make a DC 17 Constitution saving throw, taking an extra 6d10 piercing damage on a failed save, or half as much extra damage on a successful one. Once an arrow of slaying deals its extra damage to a creature, it becomes a nonmagical arrow. Other types of magic ammunition of this kind exist, such as bolts of slaying meant for a crossbow, though arrows are most common.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Arrow-Catching Shield

Armor · Rare

Carried weight. 6 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You gain a +2 bonus to AC against ranged attacks while you wield this shield. This bonus is in addition to the shield's normal bonus to AC. In addition, whenever an attacker makes a ranged attack against a target within 5 feet of you, you can use your reaction to become the target of the attack instead.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Bag of Beans

Trinkets · Rare

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Inside this heavy cloth bag are 3d4 dry beans. The bag weighs 1/2 pound plus 1/4 pound for each bean it contains. If you dump the bag's contents out on the ground, they explode in a 10-foot radius, extending from the beans. Each creature in the area, including you, must make a DC 15 Dexterity saving throw, taking 5d4 fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't being worn or carried. If you remove a bean from the bag, plant it in dirt or sand, and then water it, the bean produces an effect 1 minute later from the ground where it was planted. The GM can choose an effect from the following table, determine it randomly, or create an effect.

d100: 01; Effect: 5d4 toadstools sprout. If a creature eats a toadstool, roll any die. On an odd roll, the eater must succeed on a DC 15 Constitution saving throw or take 5d6 poison damage and become poisoned for 1 hour. On an even roll, the eater gains 5d6 temporary hit points for 1 hour.

d100: 02-10; Effect: A geyser erupts and spouts water, beer, berry juice, tea, vinegar, wine, or oil (GM's choice) 30 feet into the air for 1d12 rounds.

d100: 11-20; Effect: A treant sprouts. There's a 50 percent chance that the treant is chaotic evil and attacks.

d100: 21-30; Effect: An animate, immobile stone statue in your likeness rises. It makes verbal threats against you. If you leave it and others come near, it describes you as the most heinous of villains and directs the newcomers to find and attack you. If you are on the same plane of existence as the statue, it knows where you are. The statue becomes inanimate after 24 hours.

d100: 31-40; Effect: A campfire with blue flames springs forth and burns for 24 hours (or until it is extinguished).

d100: 41-50; Effect: 1d6 + 6 shriekers sprout

d100: 51-60; Effect: 1d4 + 8 bright pink toads crawl forth. Whenever a toad is touched, it transforms into a Large or smaller monster of the GM's choice. The monster remains for 1 minute, then disappears in a puff of bright pink smoke.

d100: 61-70; Effect: A hungry bulette burrows up and attacks. 71-80 A fruit tree grows. It has 1d10 + 20 fruit, 1d8 of which act as randomly determined magic potions, while one acts as an ingested poison of the GM's choice. The tree vanishes after 1 hour. Picked fruit remains, retaining any magic for 30 days.

d100: 81-90; Effect: A nest of 1d4 + 3 eggs springs up. Any creature that eats an egg must make a DC 20 Constitution saving throw. On a successful save, a creature permanently increases its lowest ability score by 1, randomly choosing among equally low scores. On a failed save, the creature takes 10d6 force damage from an internal magical explosion.

d100: 91-99; Effect: A pyramid with a 60-foot-square base bursts upward. Inside is a sarcophagus containing a mummy lord. The pyramid is treated as the mummy lord's lair, and its sarcophagus contains treasure of the GM's choice.

d100: 100; Effect: A giant beanstalk sprouts, growing to a height of the GM's choice. The top leads where the GM chooses, such as to a great view, a cloud giant's castle, or a different plane of existence.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Bag of Devouring

Trinkets · Very Rare

Carried weight. 15 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This bag superficially resembles a bag of holding but is a feeding orifice for a gigantic extradimensional creature. Turning the bag inside out closes the orifice. The extradimensional creature attached to the bag can sense whatever is placed inside the bag. Animal or vegetable matter placed wholly in the bag is devoured and lost forever. When part of a living creature is placed in the bag, as happens when someone reaches

inside it, there is a 50 percent chance that the creature is pulled inside the bag. A creature inside the bag can use its action to try to escape with a successful DC 15 Strength check. Another creature can use its action to reach into the bag to pull a creature out, doing so with a successful DC 20 Strength check (provided it isn't pulled inside the bag first). Any creature that starts its turn inside the bag is devoured, its body destroyed. Inanimate objects can be stored in the bag, which can hold a cubic foot of such material.

However, once each day, the bag swallows any objects inside it and spits them out into another plane of existence. The GM determines the time and plane. If the bag is pierced or torn, it is destroyed, and anything contained within it is transported to a random location on the Astral Plane.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Bag of Holding

Trinkets · Uncommon

Carried weight. 15 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action. If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate. Placing a bag of holding inside an extradimensional space created by a handy haversack, portable hole, or similar item instantly destroys both items and opens a gate to the Astral Plane.

The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Bag of Tricks

Trinkets · Uncommon

Carried weight. 1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This ordinary bag, made from gray, rust, or tan cloth, appears empty. Reaching inside the bag, however, reveals the presence of a small, fuzzy object. The bag weighs 1/2 pound. You can use an action to pull the fuzzy object from the bag and throw it up to 20 feet. When the object lands, it transforms into a creature you determine by rolling a d8 and consulting the table that corresponds to the bag's color. The creature is friendly to you and your companions, and it acts on your turn. You can use a bonus action to command how the creature moves and what action it takes on its next turn, or to give it general orders, such as to attack your enemies. In the absence of such orders, the creature acts in a fashion appropriate to its nature. Once three fuzzy objects have been pulled from the bag, the bag can't be used again until the next dawn.
Gray Bag of Tricks (table)

d8	Creature
1	Weasel
2	Giant rat
3	Badger
4	Boar
5	Panther
6	Giant badger
7	Dire wolf
8	Giant elk

Rust Bag of Tricks (table)

d8	Creature
1	Rat
2	Owl
3	Mastiff
4	Goat
5	Giant goat
6	Giant boar
7	Lion
8	Brown bear

Tan Bag of Tricks (table)

d8	Creature
1	Jackal
2	Ape
3	Baboon
4	Axe beak
5	Black bear
6	Giant weasel
7	Giant hyena
8	Tiger

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Bead of Force

Trinkets · Rare

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This small black sphere measures 3/4 of an inch in diameter and weighs an ounce. Typically, 1d4 + 4 beads of force are found together. You can use an action to throw the bead up to 60 feet. The bead explodes on impact and is destroyed. Each creature within a 10-foot radius of where the bead landed must succeed on a DC 15 Dexterity saving throw or take 5d4 force damage. A sphere of transparent force then encloses the area for 1 minute. Any creature that failed the save and is completely within the area is trapped inside this sphere. Creatures that succeeded on the save, or are partially within the area, are pushed away from the center of the sphere until they are no longer inside it. Only breathable air can pass through the sphere's wall. No attack or other effect can. An enclosed creature can use its action to push against the sphere's wall, moving the sphere up to half the creature's walking speed.

The sphere can be picked up, and its magic causes it to weigh only 1 pound, regardless of the weight of creatures inside.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Belt of Dwarvenkind

Clothing · Rare

Carried weight. 1 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While wearing this belt, you gain the following benefits: Your Constitution score increases by 2, to a maximum of 20. You have advantage on Charisma (Persuasion) checks made to interact with dwarves. In addition, while attuned to the belt, you have a 50 percent chance each day at dawn of growing a full beard if you're capable of growing one, or a visibly thicker beard if you already have one. If you aren't a dwarf, you gain the following additional benefits while wearing the belt: You have advantage on saving throws against poison, and you have resistance against poison damage. You have darkvision out to a range of 60 feet. You can speak, read, and write Dwarvish.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Belt of Giant Strength

Clothing · Varies

Carried weight. 1 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While wearing this belt, your Strength score changes to a score granted by the belt. If your Strength is already equal to or greater than the belt's score, the item has no effect on you. Six varieties of this belt exist, corresponding with and having rarity according to the six kinds of true giants. The belt of stone giant strength and the belt of frost giant strength look different, but they have the same effect.

Type	Strength	Rarity
Hill giant	21	Rare
Stone/frost giant	23	Very rare
Fire giant	25	Very rare
Cloud giant	27	Legendary
Storm giant	29	Legendary

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Berserker Axe

Weapons · Rare

Carried weight. 7 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, while you are attuned to this weapon, your hit point maximum increases by 1 for each level you have attained. Curse. This axe is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the axe, keeping it within reach at all times. You also have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear. Whenever a hostile creature damages you while the axe is in your possession, you must succeed on a DC 15 Wisdom saving throw or go berserk. While berserk, you must use your action each round to attack the creature nearest to you with the axe. If you can make extra attacks as part of the Attack action, you use those extra attacks, moving to attack the next nearest creature after you fell your current target. If you have multiple possible targets, you attack one at random.

You are berserk until you start your turn with no creatures within 60 feet of you that you can see or hear.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Boarding longsword +1

Veyr • Brasswake · Uncommon

Carried weight. 3 lb

A crafted boarding blade using native Might attacks, +1 attack and damage while equipped.

Source. Story Pathos original • The Brasswake Corsairs

Boots of Elvenkind

Clothing · Uncommon

Carried weight. 2 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Boots of Levitation

Clothing · Rare

Carried weight. 2 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While you wear these boots, you can use an action to cast the levitate spell on yourself at will.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Boots of Speed

Clothing · Rare

Carried weight. 2 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While you wear these boots, you can use a bonus action and click the boots' heels together. If you do, the boots double your walking speed, and any creature that makes an opportunity attack against you has disadvantage on the attack roll. If you click your heels together again, you end the effect. When the boots' property has been used for a total of 10 minutes, the magic ceases to function until you finish a long rest.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Boots of Striding and Springing

Clothing · Uncommon

Carried weight. 2 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While you wear these boots, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor. In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Boots of the Winterlands

Clothing · Uncommon

Carried weight. 2 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

These furred boots are snug and feel quite warm. While you wear them, you gain the following benefits: You have resistance to cold damage. You ignore difficult terrain created by ice or snow. You can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Bowl of Commanding Water Elementals

Trinkets · Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While this bowl is filled with water, you can use an action to speak the bowl's command word and summon a water elemental, as if you had cast the conjure elemental spell. The bowl can't be used this way again until the next dawn. The bowl is about 1 foot in diameter and half as deep. It weighs 3 pounds and holds about 3 gallons.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Bracers of Archery

Trinkets · Uncommon

Carried weight. 1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While wearing these bracers, you have proficiency with the longbow and shortbow, and you gain a +2

bonus to damage rolls on ranged attacks made with such weapons.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Bracers of Defense

Trinkets · Rare

Carried weight. 1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While wearing these bracers, you gain a +2 bonus to AC if you are wearing no armor and using no shield.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Brasswake rescue line

Veyr • Brasswake · Common

Carried weight. 2.5 lb

A coiled working rescue cord. Authored checks determine successful use; not an unlimited grapnel.

Source. Story Pathos original • The Brasswake Corsairs

Brazier of Commanding Fire Elementals

Trinkets · Rare

Carried weight. 5 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While a fire burns in this brass brazier, you can use an action to speak the brazier's command word and summon a fire elemental, as if you had cast the conjure elemental spell. The brazier can't be used this way again until the next dawn. The brazier weighs 5 pounds.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Brooch of Shielding

Jewelry · Uncommon

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While wearing this brooch, you have resistance to force damage, and you have immunity to damage from the magic missile spell.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Broom of Flying

Trinkets · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This wooden broom, which weighs 3 pounds, functions like a mundane broom until you stand astride it and speak its command word. It then hovers beneath you and can be ridden in the air. It has a flying speed of 50 feet. It can carry up to 400 pounds, but its flying speed becomes 30 feet while carrying over 200 pounds. The broom stops hovering when you land. You can send the broom to travel alone to a destination within 1 mile of you if you speak the command word, name the location, and are familiar with that place. The broom comes back to you when you speak another command word, provided that the broom is still within 1 mile of you.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Candle of Invocation

Trinkets · Very Rare

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This slender taper is dedicated to a deity and shares that deity's alignment. The candle's alignment can be detected with the detect evil and good spell. The GM chooses the god and associated alignment or determines the alignment randomly.

d20	Alignment
1-2	Chaotic evil

d20	Alignment
3-4	Chaotic neutral
5-7	Chaotic good
8-9	Neutral evil
10-11	Neutral
12-13	Neutral good
14-15	Lawful evil
16-17	Lawful neutral
18-20	Lawful good

The candle's magic is activated when the candle is lit, which requires an action. After burning for 4 hours, the candle is destroyed. You can snuff it out early for use at a later time. Deduct the time it burned in increments of 1 minute from the candle's total burn time. While lit, the candle sheds dim light in a 30-foot radius. Any creature within that light whose alignment matches that of the candle makes attack rolls, saving throws, and ability checks with advantage. In addition, a cleric or druid in the light whose alignment matches the candle's can cast 1st level spells he or she has prepared without expending spell slots, though the spell's effect is as if cast with a 1st-level slot. Alternatively, when you light the candle for the first time, you can cast the gate spell with it. Doing so destroys the candle.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Cape of the Mountebank

Clothing · Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This cape smells faintly of brimstone. While wearing it, you can use it to cast the dimension door spell as an action. This property of the cape can't be used again until the next dawn. When you disappear, you leave behind a cloud of smoke, and you appear in a similar cloud of smoke at your destination. The smoke lightly obscures the space you left and the space you appear in, and it dissipates at the end of your next turn. A light or stronger wind disperses the smoke.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Carpet of Flying

Trinkets · Very Rare

Carried weight. 10 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You can speak the carpet's command word as an action to make the carpet hover and fly. It moves according to your spoken directions, provided that you are within 30 feet of it. Four sizes of carpet of flying exist. The GM chooses the size of a given carpet or determines it randomly.

d100: 01-20; Size: 3 ft. × 5 ft.; Capacity: 200 lb.; Flying Speed: 80 feet

d100: 21-55; Size: 4 ft. × 6 ft.; Capacity: 400 lb.; Flying Speed: 60 feet

d100: 56-80; Size: 5 ft. × 7 ft.; Capacity: 600 lb.; Flying Speed: 40 feet

d100: 81-100; Size: 6 ft. × 9 ft.; Capacity: 800 lb.; Flying Speed: 30 feet

A carpet can carry up to twice the weight shown on the table, but it flies at half speed if it carries more than its normal capacity.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Censer of Controlling Air Elementals

Trinkets · Rare

Carried weight. 2 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While incense is burning in this censer, you can use an action to speak the censer's command word and summon an air elemental, as if you had cast the

conjure elemental spell. The censer can't be used this way again until the next dawn. This 6-inch-wide, 1-foot-high vessel resembles a chalice with a decorated lid. It weighs 1 pound.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Chime of Opening

Trinkets · Rare

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This hollow metal tube measures about 1 foot long and weighs 1 pound. You can strike it as an action, pointing it at an object within 120 feet of you that can be opened, such as a door, lid, or lock. The chime issues a clear tone, and one lock or latch on the object opens unless the sound can't reach the object. If no locks or latches remain, the object itself opens. The chime can be used ten times. After the tenth time, it cracks and becomes useless.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Circlet of Blasting

Trinkets · Uncommon

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While wearing this circlet, you can use an action to cast the scorching ray spell with it. When you make the spell's attacks, you do so with an attack bonus of +5. The circlet can't be used this way again until the next dawn.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Cloak of Arachnida

Clothing · Very Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This fine garment is made of black silk interwoven with faint silvery threads. While wearing it, you gain the following benefits: You have resistance to poison damage. You have a climbing speed equal to your walking speed. You can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You can't be caught in webs of any sort and can move through webs as if they were difficult terrain. You can use an action to cast the web spell (save DC 13). The web created by the spell fills twice its normal area. Once used, this property of the cloak can't be used again until the next dawn.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Cloak of Displacement

Clothing · Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While you wear this cloak, it projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Cloak of Elvenkind

Clothing · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While you wear this cloak with its hood up, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires an action.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Cloak of Protection

Clothing · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6 · armor +1, check +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You gain a +1 bonus to AC and saving throws while you wear this cloak.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Cloak of the Bat

Clothing · Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While wearing this cloak, you have advantage on Dexterity (Stealth) checks. In an area of dim light or darkness, you can grip the edges of the cloak with both hands and use it to fly at a speed of 40 feet. If you ever fail to grip the cloak's edges while flying in this way, or if you are no longer in dim light or darkness, you lose this flying speed. While wearing the cloak in an area of dim light or darkness, you can use your action to cast polymorph on yourself, transforming into a bat. While you are in the form of the bat, you retain your Intelligence, Wisdom, and Charisma scores. The cloak can't be used this way again until the next dawn.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Cloak of the Manta Ray

Clothing · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While wearing this cloak with its hood up, you can breathe underwater, and you have a swimming speed of 60 feet. Pulling the hood up or down requires an action.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Concord shield +1

Armor · Uncommon

Carried weight. 6 lb

A mortal-crafted shield: normal shield protection and +1 armor while equipped. It contains no extracted Chelorim life force.

Source. Story Pathos original • Nemoris

Crown relay seal

Veyr • Brasswake · Common

Carried weight. 0.3 lb

A physical commissioning seal carried as evidence, granting no weather control.

Source. Story Pathos original • The Brasswake Corsairs



Crystal Ball

Trinkets · Very Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

The typical crystal ball, a very rare item, is about 6 inches in diameter. While touching it, you can cast the scrying spell (save DC 17) with it. The following crystal ball variants are legendary items and have additional properties. Crystal Ball of Mind Reading. You can use an action to cast the detect thoughts spell

(save DC 17) while you are scrying with the crystal ball, targeting creatures you can see within 30 feet of the spell's sensor. You don't need to concentrate on this detect thoughts to maintain it during its duration, but it ends if scrying ends. Crystal Ball of Telepathy. While scrying with the crystal ball, you can communicate telepathically with creatures you can see within 30 feet of the spell's sensor. You can also use an action to cast the suggestion spell (save DC 17) through the sensor on one of those creatures. You don't need to concentrate on this suggestion to maintain it during its duration, but it ends if scrying ends.

Once used, the suggestion power of the crystal ball can't be used again until the next dawn. Crystal Ball of True Seeing. While scrying with the crystal ball, you have truesight with a radius of 120 feet centered on the spell's sensor.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Cube of Force

Trinkets · Rare

Carried weight. 1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This cube is about an inch across. Each face has a distinct marking on it that can be pressed. The cube starts with 36 charges, and it regains 1d20 expended charges daily at dawn. You can use an action to press one of the cube's faces, expending a number of charges based on the chosen face, as shown in the Cube of Force Faces table. Each face has a different effect. If the cube has insufficient charges remaining, nothing happens. Otherwise, a barrier of invisible force springs into existence, forming a cube 15 feet on a side. The barrier is centered on you, moves with you, and lasts for 1 minute, until you use an action to press the cube's sixth face, or the cube runs out of charges. You can change the barrier's effect by pressing a different face of the cube and expending the requisite number of charges, resetting the duration.

If your movement causes the barrier to come into contact with a solid object that can't pass through the cube, you can't move any closer to that object as long as the barrier remains. Cube of Force Faces (table)

Face: 1; Charges: 1; Effect: Gases, wind, and fog can't pass through the barrier.

Face: 2; Charges: 2; Effect: Nonliving matter can't pass through the barrier. Walls, floors, and ceilings can pass through at your discretion.

Face: 3; Charges: 3; Effect: Living matter can't pass through the barrier.

Face: 4; Charges: 4; Effect: Spell effects can't pass through the barrier.

Face: 5; Charges: 5; Effect: Nothing can pass through the barrier. Walls, floors, and ceilings can pass through at your discretion.

Face: 6; Charges: 0; Effect: The barrier deactivates.

The cube loses charges when the barrier is targeted by certain spells or comes into contact with certain spell or magic item effects, as shown in the table below.

Spell or Item	Charges Lost
Disintegrate	1d12
Horn of blasting	1d10
Passwall	1d6
Prismatic spray	1d20
Wall of fire	1d4

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Cubic Gate

Trinkets · Legendary

Carried weight. 1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This cube is 3 inches across and radiates palpable magical energy. The six sides of the cube are each keyed to a different plane of existence, one of which is the Material Plane. The other sides are linked to planes determined by the GM. You can use an action to press one side of the cube to cast the gate spell with it,

opening a portal to the plane keyed to that side. Alternatively, if you use an action to press one side twice, you can cast the plane shift spell (save DC 17) with the cube and transport the targets to the plane keyed to that side. The cube has 3 charges. Each use of the cube expends 1 charge. The cube regains 1d3 expended charges daily at dawn.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Dagger of Venom

Weapons · Rare

Carried weight. 2 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. You can use an action to cause thick, black poison to coat the blade. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute. The dagger can't be used this way again until the next dawn.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Dancing Sword

Weapons · Very Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You can use a bonus action to toss this magic sword into the air and speak the command word. When you do so, the sword begins to hover, flies up to 30 feet, and attacks one creature of your choice within 5 feet of it. The sword uses your attack roll and ability score modifier to damage rolls. While the sword hovers, you can use a bonus action to cause it to fly up to 30 feet to another spot within 30 feet of you. As part of the same bonus action, you can cause the sword to attack one creature within 5 feet of it. After the hovering sword attacks for the fourth time, it flies up to 30 feet and tries to return to your hand. If you have no hand free, it falls to the ground at your feet. If the sword has no unobstructed path to you, it moves as close to you as it can and then falls to the ground. It also ceases to hover if you grasp it or move more than 30 feet away from it.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Decanter of Endless Water

Trinkets · Uncommon

Carried weight. 2 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This stoppered flask sloshes when shaken, as if it contains water. The decanter weighs 2 pounds. You can use an action to remove the stopper and speak one of three command words, whereupon an amount of fresh water or salt water (your choice) pours out of the flask. The water stops pouring out at the start of your next turn. Choose from the following options: "Stream" produces 1 gallon of water. "Fountain" produces 5 gallons of water. "Geyser" produces 30 gallons of water that gushes forth in a geyser 30 feet long and 1 foot wide. As a bonus action while holding the decanter, you can aim the geyser at a creature you can see within 30 feet of you. The target must succeed on a DC 13 Strength saving throw or take 1d4 bludgeoning damage and fall prone. Instead of a creature, you can target an object that isn't being worn or carried and that weighs no more than 200 pounds. The object is either knocked over or pushed up to 15 feet away from you.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Deck of Illusions

Trinkets · Uncommon

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This box contains a set of parchment cards. A full deck has 34 cards. A deck found as treasure is usually missing 1d20 - 1 cards. The magic of the deck functions only if cards are drawn at random (you can

use an altered deck of playing cards to simulate the deck). You can use an action to draw a card at random from the deck and throw it to the ground at a point within 30 feet of you. An illusion of one or more creatures forms over the thrown card and remains until dispelled. An illusory creature appears real, of the appropriate size, and behaves as if it were a real creature except that it can do no harm. While you are within 120 feet of the illusory creature and can see it, you can use an action to move it magically anywhere within 30 feet of its card. Any physical interaction with the illusory creature reveals it to be an illusion, because objects pass through it.

Someone who uses an action to visually inspect the creature identifies it as illusory with a successful DC 15 Intelligence (Investigation) check. The creature then appears translucent. The illusion lasts until its card is moved or the illusion is dispelled. When the illusion ends, the image on its card disappears, and that card can't be used again.

Playing Card	Illusion
Ace of hearts	Red dragon
King of hearts	Knight and four guards
Queen of hearts	Succubus or incubus
Jack of hearts	Druid
Ten of hearts	Cloud giant
Nine of hearts	Ettin
Eight of hearts	Bugbear
Two of hearts	Goblin
Ace of diamonds	Beholder
King of diamonds	Archmage and mage apprentice
Queen of diamonds	Night hag
Jack of diamonds	Assassin
Ten of diamonds	Fire giant
Nine of diamonds	Ogre mage
Eight of diamonds	Gnoll
Two of diamonds	Kobold
Ace of spades	Lich
King of spades	Priest and two acolytes
Queen of spades	Medusa
Jack of spades	Veteran
Ten of spades	Frost giant
Nine of spades	Troll
Eight of spades	Hobgoblin
Two of spades	Goblin
Ace of clubs	Iron golem
King of clubs	Bandit captain and three bandits
Queen of clubs	Erinyes
Jack of clubs	Berserker
Ten of clubs	Hill giant
Nine of clubs	Ogre
Eight of clubs	Orc
Two of clubs	Kobold
Jokers (2)	You (the deck's owner)

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Deck of Many Things

Trinkets · Legendary

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Usually found in a box or pouch, this deck contains a number of cards made of ivory or vellum. Most (75 percent) of these decks have only thirteen cards, but the rest have twenty-two. Before you draw a card, you must declare how many cards you intend to draw and then draw them randomly (you can use an altered deck of playing cards to simulate the deck). Any cards drawn in excess of this number have no effect. Otherwise, as soon as you draw a card from the deck, its magic takes effect. You must draw each card no more than 1 hour after the previous draw. If you fail to draw the chosen number, the remaining number of cards fly from the deck on their own and take effect all at once. Once a card is drawn, it fades from existence. Unless the card is the Fool or the Jester, the card reappears in the deck, making it possible to draw the same card twice.

Playing Card	Card
Ace of diamonds	Vizier\
King of diamonds	Sun
Queen of diamonds	Moon
Jack of diamonds	Star
Two of diamonds	Comet\
Ace of hearts	The Fates\
King of hearts	Throne
Queen of hearts	Key
Jack of hearts	Knight
Two of hearts	Gem\
Ace of clubs	Talons\
King of clubs	The Void
Queen of clubs	Flames
Jack of clubs	Skull
Two of clubs	Idiot\
Ace of spades	Donjon\
King of spades	Ruin
Queen of spades	Euryale
Jack of spades	Rogue
Two of spades	Balance\
Joker (with TM)	Fool\
Joker (without TM)	Jester

\Found only in a deck with twenty-two cards Balance. Your mind suffers a wrenching alteration, causing your alignment to change. Lawful becomes chaotic, good becomes evil, and vice versa. If you are true neutral or unaligned, this card has no effect on you. Comet. If you single-handedly defeat the next hostile monster or group of monsters you encounter, you gain experience points enough to gain one level. Otherwise, this card has no effect. Donjon. You disappear and become entombed in a state of suspended animation in an extradimensional sphere. Everything you were wearing and carrying stays behind in the space you occupied when you disappeared. You remain imprisoned until you are found and removed from the sphere. You can't be located by any divination magic, but a wish spell can reveal the location of your prison. You draw no more cards. Euryale. The card's medusa-like visage curses you. You take a -2 penalty on saving throws while cursed in this way.

Only a god or the magic of The Fates card can end this curse. The Fates. Reality's fabric unravels and spins anew, allowing you to avoid or erase one event as if it never happened. You can use the card's magic as soon as you draw the card or at any other time before you die. Flames. A powerful devil becomes your enemy. The devil seeks your ruin and plagues your life, savoring your suffering before attempting to slay you. This enmity lasts until either you or the devil dies. Fool. You lose 10,000 XP, discard this card, and draw from the deck again, counting both draws as one of your declared draws. If losing that much XP would

cause you to lose a level, you instead lose an amount that leaves you with just enough XP to keep your level. Gem. Twenty-five pieces of jewelry worth 2,000 gp each or fifty gems worth 1,000 gp each appear at your feet. Idiot. Permanently reduce your Intelligence by 1d4 + 1 (to a minimum score of 1). You can draw one additional card beyond your declared draws. Jester.

You gain 10,000 XP, or you can draw two additional cards beyond your declared draws. Key. A rare or rarer magic weapon with which you are proficient appears in your hands. The GM chooses the weapon. Knight. You gain the service of a 4th-level fighter who appears in a space you choose within 30 feet of you. The fighter is of the same race as you and serves you loyally until death, believing the fates have drawn him or her to you. You control this character. Moon. You are granted the ability to cast the wish spell 1d3 times. Rogue. A nonplayer character of the GM's choice becomes hostile toward you. The identity of your new enemy isn't known until the NPC or someone else reveals it. Nothing less than a wish spell or divine intervention can end the NPC's hostility toward you. Ruin. All forms of wealth that you carry or own, other than magic items, are lost to you. Portable property vanishes. Businesses, buildings, and land you own are lost in a way that alters reality the least.

Any documentation that proves you should own something lost to this card also disappears. Skull. You summon an avatar of death-a ghostly humanoid skeleton clad in a tattered black robe and carrying a spectral scythe. It appears in a space of the GM's choice within 10 feet of you and attacks you, warning all others that you must win the battle alone. The avatar fights until you die or it drops to 0 hit points, whereupon it disappears. If anyone tries to help you, the helper summons its own avatar of death. A creature slain by an avatar of death can't be restored to life. Star. Increase one of your ability scores by 2. The score can exceed 20 but can't exceed 24. Sun. You gain 50,000 XP, and a wondrous item (which the GM determines randomly) appears in your hands. Talons. Every magic item you wear or carry disintegrates. Artifacts in your possession aren't destroyed but do vanish. Throne. You gain proficiency in the Persuasion skill, and you double your proficiency bonus on checks made with that skill.

In addition, you gain rightful ownership of a small keep somewhere in the world. However, the keep is currently in the hands of monsters, which you must clear out before you can claim the keep as yours. Vizier. At any time you choose within one year of drawing this card, you can ask a question in meditation and mentally receive a truthful answer to that question. Besides information, the answer helps you solve a puzzling problem or other dilemma. In other words, the knowledge comes with wisdom on how to apply it. The Void. This black card spells disaster. Your soul is drawn from your body and contained in an object in a place of the GM's choice. One or more powerful beings guard the place. While your soul is trapped in this way, your body is incapacitated. A wish spell can't restore your soul, but the spell reveals the location of the object that holds it. You draw no more cards.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Defender

Weapons · Legendary

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. The first time you attack with the sword on each of your turns, you can transfer some or all of the sword's bonus to your Armor Class, instead of using the bonus on any attacks that turn. For example, you could reduce the bonus to your attack and damage rolls to +1 and gain a +2 bonus to AC. The adjusted bonuses remain in effect until the start of your next turn, although you must hold the sword to gain a bonus to AC from it.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Demon Armor

Armor · Very Rare

Carried weight. 65 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While wearing this armor, you gain a +1 bonus to AC, and you can understand and speak Abyssal. In addition, the armor's clawed gauntlets turn unarmed strikes with your hands into magic weapons that deal slashing damage, with a +1 bonus to attack rolls and damage rolls and a damage die of 1d8. Curse. Once you don this cursed armor, you can't doff it unless you are targeted by the remove curse spell or similar magic. While wearing the armor, you have disadvantage on attack rolls against demons and on saving throws against their spells and special abilities.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Dimensional Shackles

Trinkets · Rare

Carried weight. 6 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You can use an action to place these shackles on an incapacitated creature. The shackles adjust to fit a creature of Small to Large size. In addition to serving as mundane manacles, the shackles prevent a creature bound by them from using any method of extradimensional movement, including teleportation or travel to a different plane of existence. They don't prevent the creature from passing through an interdimensional portal. You and any creature you designate when you use the shackles can use an action to remove them. Once every 30 days, the bound creature can make a DC 30 Strength (Athletics) check. On a success, the creature breaks free and destroys the shackles.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Dragon Scale Mail

Armor · Very Rare

Carried weight. 45 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Dragon scale mail is made of the scales of one kind of dragon. Sometimes dragons collect their cast-off scales and gift them to humanoids. Other times, hunters carefully skin and preserve the hide of a dead dragon. In either case, dragon scale mail is highly valued. While wearing this armor, you gain a +1 bonus to AC, you have advantage on saving throws against the Frightful Presence and breath weapons of dragons, and you have resistance to one damage type that is determined by the kind of dragon that provided the scales (see the table). Additionally, you can focus your senses as an action to magically discern the distance and direction to the closest dragon within 30 miles of you that is of the same type as the armor. This special action can't be used again until the next dawn.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Dragon Slayer

Weapons · Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a dragon with this weapon, the dragon takes an extra 3d6 damage of the weapon's type. For the purpose of this weapon,

"dragon" refers to any creature with the dragon type, including dragon turtles and wyverns.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Dust of Disappearance

Trinkets · Uncommon

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Found in a small packet, this powder resembles very fine sand. There is enough of it for one use. When you use an action to throw the dust into the air, you and each creature and object within 10 feet of you become invisible for 2d4 minutes. The duration is the same for all subjects, and the dust is consumed when its magic takes effect. If a creature affected by the dust attacks or casts a spell, the invisibility ends for that creature.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Dust of Dryness

Trinkets · Uncommon

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This small packet contains 1d6 + 4 pinches of dust. You can use an action to sprinkle a pinch of it over water. The dust turns a cube of water 15 feet on a side into one marble-sized pellet, which floats or rests near where the dust was sprinkled. The pellet's weight is negligible. Someone can use an action to smash the pellet against a hard surface, causing the pellet to shatter and release the water the dust absorbed. Doing so ends that pellet's magic. An elemental composed mostly of water that is exposed to a pinch of the dust must make a DC 13 Constitution saving throw, taking 10d6 necrotic damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Dust of Sneezing and Choking

Trinkets · Uncommon

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Found in a small container, this powder resembles very fine sand. It appears to be dust of disappearance, and an identify spell reveals it to be such. There is enough of it for one use. When you use an action to throw a handful of the dust into the air, you and each creature that needs to breathe within 30 feet of you must succeed on a DC 15 Constitution saving throw or become unable to breathe, while sneezing uncontrollably. A creature affected in this way is incapacitated and suffocating. As long as it is conscious, a creature can repeat the saving throw at the end of each of its turns, ending the effect on it on a success. The lesser restoration spell can also end the effect on a creature.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Dwarven Plate

Armor · Very Rare

Carried weight. 65 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While wearing this armor, you gain a +2 bonus to AC. In addition, if an effect moves you against your will along the ground, you can use your reaction to reduce the distance you are moved by up to 10 feet.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Dwarven Thrower

Weapons · Very Rare

Carried weight. 2 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the thrown property with a normal range of 20 feet and a long range of 60 feet. When you hit with a ranged attack using this weapon, it deals an extra 1d8 damage or, if the target

is a giant, 2d8 damage. Immediately after the attack, the weapon flies back to your hand.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Efficient Quiver

Trinkets · Uncommon

Carried weight. 2 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Each of the quiver's three compartments connects to an extradimensional space that allows the quiver to hold numerous items while never weighing more than 2 pounds. The shortest compartment can hold up to sixty arrows, bolts, or similar objects. The midsize compartment holds up to eighteen javelins or similar objects. The longest compartment holds up to six long objects, such as bows, quarterstaffs, or spears. You can draw any item the quiver contains as if doing so from a regular quiver or scabbard.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Efreeti Bottle

Trinkets · Very Rare

Carried weight. 1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This painted brass bottle weighs 1 pound. When you use an action to remove the stopper, a cloud of thick smoke flows out of the bottle. At the end of your turn, the smoke disappears with a flash of harmless fire, and an efreeti appears in an unoccupied space within 30 feet of you. The first time the bottle is opened, the GM rolls to determine what happens.

d100: 01-10; Effect: The efreeti attacks you. After fighting for 5 rounds, the efreeti disappears, and the bottle loses its magic.

d100: 11-90; Effect: The efreeti serves you for 1 hour, doing as you command. Then the efreeti returns to the bottle, and a new stopper contains it. The stopper can't be removed for 24 hours. The next two times the bottle is opened, the same effect occurs. If the bottle is opened a fourth time, the efreeti escapes and disappears, and the bottle loses its magic.

d100: 91-100; Effect: The efreeti can cast the wish spell three times for you. It disappears when it grants the final wish or after 1 hour, and the bottle loses its magic.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Elemental Gem

Trinkets · Uncommon

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This gem contains a mote of elemental energy. When you use an action to break the gem, an elemental is summoned as if you had cast the conjure elemental spell, and the gem's magic is lost. The type of gem determines the elemental summoned by the spell.

Gem	Summoned Elemental
Blue sapphire	Air elemental
Yellow diamond	Earth elemental
Red corundum	Fire elemental
Emerald	Water elemental

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Elven Chain

Armor · Rare

Carried weight. 20 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You gain a +1 bonus to AC while you wear this armor. You are considered proficient with this armor even if you lack proficiency with medium armor.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Eversmoking Bottle

Trinkets · Uncommon

Carried weight. 1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Smoke leaks from the lead-stoppered mouth of this brass bottle, which weighs 1 pound. When you use an action to remove the stopper, a cloud of thick smoke pours out in a 60-foot radius from the bottle. The cloud's area is heavily obscured. Each minute the bottle remains open and within the cloud, the radius increases by 10 feet until it reaches its maximum radius of 120 feet. The cloud persists as long as the bottle is open. Closing the bottle requires you to speak its command word as an action. Once the bottle is closed, the cloud disperses after 10 minutes. A moderate wind (11 to 20 miles per hour) can also disperse the smoke after 1 minute, and a strong wind (21 or more miles per hour) can do so after 1 round.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Eyes of Charming

Trinkets · Uncommon

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

These crystal lenses fit over the eyes. They have 3 charges. While wearing them, you can expend 1 charge as an action to cast the charm person spell (save DC 13) on a humanoid within 30 feet of you, provided that you and the target can see each other. The lenses regain all expended charges daily at dawn.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Eyes of Minute Seeing

Trinkets · Uncommon

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

These crystal lenses fit over the eyes. While wearing them, you can see much better than normal out to a range of 1 foot. You have advantage on Intelligence (Investigation) checks that rely on sight while searching an area or studying an object within that range.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Eyes of the Eagle

Trinkets · Uncommon

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

These crystal lenses fit over the eyes. While wearing them, you have advantage on Wisdom (Perception) checks that rely on sight. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Feather Token

Trinkets · Rare

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This tiny object looks like a feather. Different types of feather tokens exist, each with a different single use effect. The GM chooses the kind of token or determines it randomly.

d100	Feather Token
01-20	Anchor
21-35	Bird
36-50	Fan
51-65	Swan boat
66-90	Tree
91-100	Whip

Anchor. You can use an action to touch the token to a boat or ship. For the next 24 hours, the vessel can't be moved by any means. Touching the token to the vessel again ends the effect. When the effect ends, the token disappears. Bird. You can use an action to toss the token 5 feet into the air. The token disappears and an enormous, multicolored bird takes its place. The bird has the statistics of a roc, but it obeys your simple commands and can't attack. It can carry up to 500 pounds while flying at its maximum speed (16 miles an hour for a maximum of 144 miles per day, with a one-hour rest for every 3 hours of flying), or 1,000 pounds at half that speed. The bird disappears after flying its maximum distance for a day or if it drops to 0 hit points. You can dismiss the bird as an action. Fan. If you are on a boat or ship, you can use an action to toss the token up to 10 feet in the air. The token disappears, and a giant flapping fan takes its place.

The fan floats and creates a wind strong enough to fill the sails of one ship, increasing its speed by 5 miles per hour for 8 hours. You can dismiss the fan as an action. Swan Boat. You can use an action to touch the token to a body of water at least 60 feet in diameter. The token disappears, and a 50-foot-long, 20-foot wide boat shaped like a swan takes its place. The boat is self-propelled and moves across water at a speed of 6 miles per hour. You can use an action while on the boat to command it to move or to turn up to 90 degrees. The boat can carry up to thirty-two Medium or smaller creatures. A Large creature counts as four Medium creatures, while a Huge creature counts as nine. The boat remains for 24 hours and then disappears. You can dismiss the boat as an action. Tree. You must be outdoors to use this token. You can use an action to touch it to an unoccupied space on the ground. The token disappears, and in its place a nonmagical oak tree springs into existence.

The tree is 60 feet tall and has a 5-foot-diameter trunk, and its branches at the top spread out in a 20-foot radius. Whip. You can use an action to throw the token to a point within 10 feet of you. The token disappears, and a floating whip takes its place. You can then use a bonus action to make a melee spell attack against a creature within 10 feet of the whip, with an attack bonus of +9. On a hit, the target takes 1d6 + 5 force damage. As a bonus action on your turn, you can direct the whip to fly up to 20 feet and repeat the attack against a creature within 10 feet of it. The whip disappears after 1 hour, when you use an action to dismiss it, or when you are incapacitated or die.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Figurine of Wondrous Power

Trinkets · Varies

Carried weight. 1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A figurine of wondrous power is a statuette of a beast small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature. The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions. The creature exists for a duration specific to each figurine. At the

end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while touching it.

When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description. Bronze Griffon (Rare). This bronze statuette is of a griffon rampant. It can become a griffon for up to 6 hours. Once it has been used, it can't be used again until 5 days have passed. Ebony Fly (Rare). This ebony statuette is carved in the likeness of a horsefly. It can become a giant fly for up to 12 hours and can be ridden as a mount. Once it has been used, it can't be used again until 2 days have passed. Giant Fly Armor Class 11 Hit Points 19 (3d10 + 3) Speed 30 ft., fly 60 ft.

STR: 14 (+2); DEX: 13 (+1); CON: 13 (+1); INT: 2 (-4); WIS: 10 (+0); CHA: 3 (-4)

Senses darkvision 60 ft., passive Perception 10 Languages - Golden Lions (Rare). These gold statuettes of lions are always created in pairs. You can use one figurine or both simultaneously. Each can become a lion for up to 1 hour. Once a lion has been used, it can't be used again until 7 days have passed. Ivory Goats (Rare). These ivory statuettes of goats are always created in sets of three. Each goat looks unique and functions differently from the others. Their properties are as follows: The goat of traveling can become a Large goat with the same statistics as a riding horse. It has 24 charges, and each hour or portion thereof it spends in beast form costs 1 charge. While it has charges, you can use it as often as you wish. When it runs out of charges, it reverts to a figurine and can't be used again until 7 days have passed, when it regains all its charges. The goat of travail becomes a giant goat for up to 3 hours. Once it has been used, it can't be used again until 30 days have passed.

The goat of terror becomes a giant goat for up to 3 hours. The goat can't attack, but you can remove its horns and use them as weapons. One horn becomes a +1 lance, and the other becomes a +2 longsword. Removing a horn requires an action, and the weapons disappear and the horns return when the goat reverts to figurine form. In addition, the goat radiates a 30-foot-radius aura of terror while you are riding it. Any creature hostile to you that starts its turn in the aura must succeed on a DC 15 Wisdom saving throw or be frightened of the goat for 1 minute, or until the goat reverts to figurine form. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once it successfully saves against the effect, a creature is immune to the goat's aura for the next 24 hours. Once the figurine has been used, it can't be used again until 15 days have passed. Marble Elephant (Rare). This marble statuette is about 4 inches high and long.

It can become an elephant for up to 24 hours. Once it has been used, it can't be used again until 7 days have passed. Obsidian Steed (Very Rare). This polished obsidian horse can become a nightmare for up to 24 hours. The nightmare fights only to defend itself. Once it has been used, it can't be used again until 5 days have passed. If you have a good alignment, the figurine has a 10 percent chance each time you use it to ignore your orders, including a command to revert to figurine form. If you mount the nightmare while it is ignoring your orders, you and the nightmare are instantly transported to a random location on the plane of Hades, where the nightmare reverts to figurine form. Onyx Dog (Rare). This onyx statuette of a dog can become a mastiff for up to 6 hours. The mastiff has an Intelligence of 8 and can speak Common. It also has darkvision out to a range of 60 feet and can see invisible creatures and objects within that range.

Once it has been used, it can't be used again until 7 days have passed. Serpentine Owl (Rare). This serpentine statuette of an owl can become a giant owl for up to 8 hours. Once it has been used, it can't be used again until 2 days have passed. The owl can telepathically communicate with you at any range if you and it are on the same plane of existence. Silver Raven (Uncommon). This silver statuette of a raven can become a raven for up to 12 hours. Once it has been used, it can't be used again until 2 days have passed. While in raven form, the figurine allows you to cast the animal messenger spell on it at will.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Flame Tongue

Weapons · Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You can use a bonus action to speak this magic sword's command word, causing flames to erupt from the blade. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the sword is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Folding Boat

Trinkets · Rare

Carried weight. 4 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This object appears as a wooden box that measures 12 inches long, 6 inches wide, and 6 inches deep. It weighs 4 pounds and floats. It can be opened to store items inside. This item also has three command words, each requiring you to use an action to speak it. One command word causes the box to unfold into a boat 10 feet long, 4 feet wide, and 2 feet deep. The boat has one pair of oars, an anchor, a mast, and a lateen sail. The boat can hold up to four Medium creatures comfortably. The second command word causes the box to unfold into a ship 24 feet long, 8 feet wide, and 6 feet deep. The ship has a deck, rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The ship can hold fifteen Medium creatures comfortably. When the box becomes a vessel, its weight becomes that of a normal vessel its size, and anything that was stored in the box remains in the boat.

The third command word causes the folding boat to fold back into a box, provided that no creatures are aboard. Any objects in the vessel that can't fit inside the box remain outside the box as it folds. Any objects in the vessel that can fit inside the box do so.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Frost Brand

Weapons · Very Rare

Carried weight. 6 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

When you hit with an attack using this magic sword, the target takes an extra 1d6 cold damage. In addition, while you hold the sword, you have resistance to fire damage. In freezing temperatures, the blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet. When you draw this weapon, you can extinguish all nonmagical flames within 30 feet of you. This property can be used no more than once per hour.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Gauntlets of Ogre Power

Clothing · Uncommon

Carried weight. 1 lb

Native profile. Passive · Will · 1d6 · Might +2

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Your Strength score is 19 while you wear these gauntlets. They have no effect on you if your Strength is already 19 or higher.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Gem of Brightness

Trinkets · Uncommon

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This prism has 50 charges. While you are holding it, you can use an action to speak one of three command words to cause one of the following effects: The first command word causes the gem to shed bright light in a 30-foot radius and dim light for an additional 30 feet. This effect doesn't expend a charge. It lasts until you use a bonus action to repeat the command word or until you use another function of the gem. The second

command word expends 1 charge and causes the gem to fire a brilliant beam of light at one creature you can see within 60 feet of you. The creature must succeed on a DC 15 Constitution saving throw or become blinded for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The third command word expends 5 charges and causes the gem to flare with blinding light in a 30 foot cone originating from it.

Each creature in the cone must make a saving throw as if struck by the beam created with the second command word. When all of the gem's charges are expended, the gem becomes a nonmagical jewel worth 50 gp.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Gem of Seeing

Trinkets · Rare

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This gem has 3 charges. As an action, you can speak the gem's command word and expend 1 charge. For the next 10 minutes, you have truesight out to 120 feet when you peer through the gem. The gem regains 1d3 expended charges daily at dawn.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Giant Slayer

Weapons · Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a giant with it, the giant takes an extra 2d6 damage of the weapon's type and must succeed on a DC 15 Strength saving throw or fall prone. For the purpose of this weapon, "giant" refers to any creature with the giant type, including ettins and trolls.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Glamoured Studded Leather

Armor · Rare

Carried weight. 13 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While wearing this armor, you gain a +1 bonus to AC. You can also use a bonus action to speak the armor's command word and cause the armor to assume the appearance of a normal set of clothing or some other kind of armor. You decide what it looks like, including color, style, and accessories, but the armor retains its normal bulk and weight. The illusory appearance lasts until you use this property again or remove the armor.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Gloves of Missile Snaring

Clothing · Uncommon

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

These gloves seem to almost meld into your hands when you don them. When a ranged weapon attack hits you while you're wearing them, you can use your reaction to reduce the damage by 1d10 + your Dexterity modifier, provided that you have a free hand. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in that hand.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Gloves of Swimming and Climbing

Clothing · Uncommon

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While wearing these gloves, climbing and swimming don't cost you extra movement, and you gain a +5 bonus to Strength (Athletics) checks made to climb or swim.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Goggles of Night

Trinkets · Uncommon

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While wearing these dark lenses, you have darkvision out to a range of 60 feet. If you already have darkvision, wearing the goggles increases its range by 60 feet.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Hammer of Thunderbolts

Weapons · Legendary

Carried weight. 10 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. Giant's Bane (Requires Attunement). You must be wearing a belt of giant strength (any variety) and gauntlets of ogre power to attune to this weapon. The attunement ends if you take off either of those items. While you are attuned to this weapon and holding it, your Strength score increases by 4 and can exceed 20, but not 30. When you roll a 20 on an attack roll made with this weapon against a giant, the giant must succeed on a DC 17 Constitution saving throw or die. The hammer also has 5 charges. While attuned to it, you can expend 1 charge and make a ranged weapon attack with the hammer, hurling it as if it had the thrown property with a normal range of 20 feet and a long range of 60 feet. If the attack hits, the hammer unleashes a thunderclap audible out to 300 feet. The target and every creature within 30 feet of it must succeed on a DC 17 Constitution saving throw or be stunned until the end of your next turn.

The hammer regains 1d4 + 1 expended charges daily at dawn.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Handy Haversack

Trinkets · Rare

Carried weight. 5 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This backpack has a central pouch and two side pouches, each of which is an extradimensional space. Each side pouch can hold up to 20 pounds of material, not exceeding a volume of 2 cubic feet. The large central pouch can hold up to 8 cubic feet or 80 pounds of material. The backpack always weighs 5 pounds, regardless of its contents. Placing an object in the haversack follows the normal rules for interacting with objects. Retrieving an item from the haversack requires you to use an action. When you reach into the haversack for a specific item, the item is always magically on top. The haversack has a few limitations. If it is overloaded, or if a sharp object pierces it or tears it, the haversack ruptures and is destroyed. If the haversack is destroyed, its contents are lost forever, although an artifact always turns up again somewhere. If the haversack is turned inside out, its contents spill forth, unharmed, and the haversack must be put right before it can be used again.

If a breathing creature is placed within the haversack, the creature can survive for up to 10 minutes, after which time it begins to suffocate. Placing the haversack inside an extradimensional space created by a bag of holding, portable hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Harmonic tuning fork

Adventuring tools · Common

Carried weight. 0.5 lb

Native profile. Passive · Wits · 1d6 · Wits +1

A calibrated tool: +1 on Wits contributions while equipped in Pack; no automatic revelation, no stacking identical sources.

A calibrated ritual tool. +1 to native Wits contributions while equipped in Pack; identical sources do not stack. It detects no information automatically.

Source. Story Pathos original • Nemoris

Hat of Disguise

Clothing · Uncommon

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While wearing this hat, you can use an action to cast the disguise self spell from it at will. The spell ends if the hat is removed.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Headband of Intellect

Trinkets · Uncommon

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6 · Wits +2

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Your Intelligence score is 19 while you wear this headband. It has no effect on you if your Intelligence is already 19 or higher.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Helm of Brilliance

Clothing · Very Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This dazzling helm is set with 1d10 diamonds, 2d10 rubies, 3d10 fire opals, and 4d10 opals. Any gem pried from the helm crumbles to dust. When all the gems are removed or destroyed, the helm loses its magic. You gain the following benefits while wearing it: You can use an action to cast one of the following spells (save DC 18), using one of the helm's gems of the specified type as a component: daylight (opal), fireball (fire opal), prismatic spray (diamond), or wall of fire (ruby). The gem is destroyed when the spell is cast and disappears from the helm. As long as it has at least one diamond, the helm emits dim light in a 30-foot radius when at least one undead is within that area. Any undead that starts its turn in that area takes 1d6 radiant damage. As long as the helm has at least one ruby, you have resistance to fire damage. As long as the helm has at least one fire opal, you can use an action and speak a command word to cause one weapon you are holding to burst into flames.

The flames emit bright light in a 10-foot radius and dim light for an additional 10 feet. The flames are harmless to you and the weapon. When you hit with an attack using the blazing weapon, the target takes an extra 1d6 fire damage. The flames last until you use a bonus action to speak the command word again or until you drop or stow the weapon. Roll a d20 if you are wearing the helm and take fire damage as a result of failing a saving throw against a spell. On a roll of 1, the helm emits beams of light from its remaining gems. Each creature within 60 feet of the helm other than you must succeed on a DC 17 Dexterity saving throw or be struck by a beam, taking radiant damage equal to the number of gems in the helm. The helm and its gems are then destroyed.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Helm of Comprehending Languages

Clothing · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Helm of Telepathy

Clothing · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While wearing this helm, you can use an action to cast the detect thoughts spell (save DC 13) from it. As long as you maintain concentration on the spell, you can use a bonus action to send a telepathic message to a creature you are focused on. It can reply-using a bonus action to do so-while your focus on it continues. While focusing on a creature with detect thoughts, you can use an action to cast the suggestion spell (save DC 13) from the helm on that creature. Once used, the suggestion property can't be used again until the next dawn.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Helm of Teleportation

Clothing · Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This helm has 3 charges. While wearing it, you can use an action and expend 1 charge to cast the teleport spell from it. The helm regains 1d3 expended charges daily at dawn.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Holy Avenger

Weapons · Legendary

Carried weight. 6 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you hit a fiend or an undead with it, that creature takes an extra 2d10 radiant damage. While you hold the drawn sword, it creates an aura in a 10-foot radius around you. You and all creatures friendly to you in the aura have advantage on saving throws against spells and other magical effects. If you have 17 or more levels in the paladin class, the radius of the aura increases to 30 feet.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Horn of Blasting

Instruments · Rare

Carried weight. 2 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You can use an action to speak the horn's command word and then blow the horn, which emits a thunderous blast in a 30-foot cone that is audible 600 feet away. Each creature in the cone must make a DC 15 Constitution saving throw. On a failed save, a

creature takes 5d6 thunder damage and is deafened for 1 minute. On a successful save, a creature takes half as much damage and isn't deafened. Creatures and objects made of glass or crystal have disadvantage on the saving throw and take 10d6 thunder damage instead of 5d6. Each use of the horn's magic has a 20 percent chance of causing the horn to explode. The explosion deals 10d6 fire damage to the blower and destroys the horn.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Horn of Valhalla

Instruments · Rare

Carried weight. 2 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You can use an action to blow this horn. In response, warrior spirits from the Valhalla appear within 60 feet of you. They use the statistics of a berserker. They return to Valhalla after 1 hour or when they drop to 0 hit points. Once you use the horn, it can't be used again until 7 days have passed. Four types of horn of Valhalla are known to exist, each made of a different metal. The horn's type determines how many berserkers answer its summons, as well as the requirement for its use. The GM chooses the horn's type or determines it randomly.

d100: 01-40; Horn Type: Silver; Berserkers Summoned: 2d4 + 2; Requirement: None

d100: 41-75; Horn Type: Brass; Berserkers Summoned: 3d4 + 3; Requirement: Proficiency with all simple weapons

d100: 76-90; Horn Type: Bronze; Berserkers Summoned: 4d4 + 4; Requirement: Proficiency with all medium armor

d100: 91-00; Horn Type: Iron; Berserkers Summoned: 5d4 + 5; Requirement: Proficiency with all martial weapons

If you blow the horn without meeting its requirement, the summoned berserkers attack you. If you meet the requirement, they are friendly to you and your companions and follow your commands.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Horseshoes of a Zephyr

Trinkets · Very Rare

Carried weight. 4 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

These iron horseshoes come in a set of four. While all four shoes are affixed to the hooves of a horse or similar creature, they allow the creature to move normally while floating 4 inches above the ground. This effect means the creature can cross or stand above nonsolid or unstable surfaces, such as water or lava. The creature leaves no tracks and ignores difficult terrain. In addition, the creature can move at normal speed for up to 12 hours a day without suffering exhaustion from a forced march.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Horseshoes of Speed

Trinkets · Rare

Carried weight. 4 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

These iron horseshoes come in a set of four. While all four shoes are affixed to the hooves of a horse or similar creature, they increase the creature's walking speed by 30 feet.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Immovable Rod

Wands & Staves · Uncommon

Carried weight. 2 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This flat iron rod has a button on one end. You can use an action to press the button, which causes the rod to become magically fixed in place. Until you or another creature uses an action to push the button again, the rod doesn't move, even if it is defying gravity. The rod can hold up to 8,000 pounds of weight. More weight

causes the rod to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the fixed rod up to 10 feet on a success.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Instant Fortress

Trinkets · Rare

Carried weight. 1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You can use an action to place this 1-inch metal cube on the ground and speak its command word. The cube rapidly grows into a fortress that remains until you use an action to speak the command word that dismisses it, which works only if the fortress is empty. The fortress is a square tower, 20 feet on a side and 30 feet high, with arrow slits on all sides and a battlement atop it. Its interior is divided into two floors, with a ladder running along one wall to connect them. The ladder ends at a trapdoor leading to the roof. When activated, the tower has a small door on the side facing you. The door opens only at your command, which you can speak as a bonus action. It is immune to the knock spell and similar magic, such as that of a chime of opening. Each creature in the area where the fortress appears must make a DC 15 Dexterity saving throw, taking 10d10 bludgeoning damage on a failed save, or half as much damage on a successful one.

In either case, the creature is pushed to an unoccupied space outside but next to the fortress. Objects in the area that aren't being worn or carried take this damage and are pushed automatically. The tower is made of adamantine, and its magic prevents it from being tipped over. The roof, the door, and the walls each have 100 hit points, immunity to damage from nonmagical weapons excluding siege weapons, and resistance to all other damage. Only a wish spell can repair the fortress (this use of the spell counts as replicating a spell of 8th level or lower). Each casting of wish causes the roof, the door, or one wall to regain 50 hit points.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Insulated tool roll

Veyr • Brasswake · Common

Carried weight. 2 lb

Hand tools for the steam watch; no additional passive bonus.

Source. Story Pathos original • The Brasswake Corsairs

Ioun Stone

Trinkets · Varies

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

An Ioun stone is named after Ioun, a god of knowledge and prophecy revered on some worlds. Many types of Ioun stone exist, each type a distinct combination of shape and color. When you use an action to toss one of these stones into the air, the stone orbits your head at a distance of 1d3 feet and confers a benefit to you. Thereafter, another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect. A stone has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head. Absorption (Very Rare). While this pale lavender ellipsoid orbits your head, you can use your reaction to cancel a spell of 4th level or lower cast by a creature you can see and targeting only you.

Once the stone has canceled 20 levels of spells, it burns out and turns dull gray, losing its magic. If you are targeted by a spell whose level is higher than the number of spell levels the stone has left, the stone can't cancel it. Agility (Very Rare). Your Dexterity score increases by 2, to a maximum of 20, while this deep red sphere orbits your head. Awareness (Rare). You can't be surprised while this dark blue rhomboid orbits your head. Fortitude (Very Rare). Your Constitution score increases by 2, to a maximum of 20, while this pink rhomboid orbits your head. Greater Absorption (Legendary). While this marbled lavender and green ellipsoid orbits your head, you can use your reaction to cancel a spell of 8th level or lower cast by

a creature you can see and targeting only you. Once the stone has canceled 50 levels of spells, it burns out and turns dull gray, losing its magic.

If you are targeted by a spell whose level is higher than the number of spell levels the stone has left, the stone can't cancel it. Insight (Very Rare). Your Wisdom score increases by 2, to a maximum of 20, while this incandescent blue sphere orbits your head. Intellect (Very Rare). Your Intelligence score increases by 2, to a maximum of 20, while this marbled scarlet and blue sphere orbits your head. Leadership (Very Rare). Your Charisma score increases by 2, to a maximum of 20, while this marbled pink and green sphere orbits your head. Mastery (Legendary). Your proficiency bonus increases by 1 while this pale green prism orbits your head. Protection (Rare). You gain a +1 bonus to AC while this dusty rose prism orbits your head. Regeneration (Legendary). You regain 15 hit points at the end of each hour this pearly white spindle orbits your head, provided that you have at least 1 hit point. Reserve (Rare). This vibrant purple prism stores spells cast into it, holding them until you use them.

The stone can store up to 3 levels worth of spells at a time. When found, it contains 1d4 - 1 levels of stored spells chosen by the GM. Any creature can cast a spell of 1st through 3rd level into the stone by touching it as the spell is cast. The spell has no effect, other than to be stored in the stone. If the stone can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses. While this stone orbits your head, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the stone is no longer stored in it, freeing up space. Strength (Very Rare). Your Strength score increases by 2, to a maximum of 20, while this pale blue rhomboid orbits your head. Sustenance (Rare). You don't need to eat or drink while this clear spindle orbits your head.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Iron Bands of Binding

Trinkets · Rare

Carried weight. 1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This rusty iron sphere measures 3 inches in diameter and weighs 1 pound. You can use an action to speak the command word and throw the sphere at a Huge or smaller creature you can see within 60 feet of you. As the sphere moves through the air, it opens into a tangle of metal bands. Make a ranged attack roll with an attack bonus equal to your Dexterity modifier plus your proficiency bonus. On a hit, the target is restrained until you take a bonus action to speak the command word again to release it. Doing so, or missing with the attack, causes the bands to contract and become a sphere once more. A creature, including the one restrained, can use an action to make a DC 20 Strength check to break the iron bands. On a success, the item is destroyed, and the restrained creature is freed. If the check fails, any further attempts made by that creature automatically fail until 24 hours have elapsed. Once the bands are used, they can't be used again until the next dawn.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Iron Flask

Trinkets · Legendary

Carried weight. 1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This iron bottle has a brass stopper. You can use an action to speak the flask's command word, targeting a creature that you can see within 60 feet of you. If the target is native to a plane of existence other than the one you're on, the target must succeed on a DC 17 Wisdom saving throw or be trapped in the flask. If the target has been trapped by the flask before, it has advantage on the saving throw. Once trapped, a creature remains in the flask until released. The flask can hold only one creature at a time. A creature trapped in the flask doesn't need to breathe, eat, or drink and doesn't age. You can use an action to remove the flask's stopper and release the creature the flask contains. The creature is friendly to you and your companions for 1 hour and obeys your commands for

that duration. If you give no commands or give it a command that is likely to result in its death, it defends itself but otherwise takes no actions.

At the end of the duration, the creature acts in accordance with its normal disposition and alignment. An identify spell reveals that a creature is inside the flask, but the only way to determine the type of creature is to open the flask. A newly discovered bottle might already contain a creature chosen by the GM or determined randomly.

d100	Contents
1-50	Empty
51-54	Demon (type 1)
55-58	Demon (type 2)
59-62	Demon (type 3)
63-64	Demon (type 4)
65	Demon (type 5)
66	Demon (type 6)
67	Deva
68-69	Devil (greater)
70-73	Devil (lesser)
74-75	Djinni
76-77	Efreeti
78-83	Elemental (any)
84-86	Invisible stalker
87-90	Night hag
91	Planetar
92-95	Salamander
96	Solar
97-99	Succubus/incubus
100	Xorn

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Javelin of Lightning

Weapons · Uncommon

Carried weight. 2 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This javelin is a magic weapon. When you hurl it and speak its command word, it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within 120 feet. Each creature in the line excluding you and the target must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save, and half as much damage on a successful one. The lightning bolt turns back into a javelin when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the javelin plus 4d6 lightning damage. The javelin's property can't be used again until the next dawn. In the meantime, the javelin can still be used as a magic weapon.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Lantern of Revealing

Trinkets · Uncommon

Carried weight. 2 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While lit, this hooded lantern burns for 6 hours on 1 pint of oil, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Invisible creatures and objects are visible as long as they are in the lantern's bright light. You can use an action to lower the hood, reducing the light to dim light in a 5 foot radius.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Living plate fragment

Evidence · Common

Carried weight. 1.5 lb

A naturally shed piece used for comparing ward signatures. It grants no immortality, armor bonus or unlimited magic.

Source. Story Pathos original • Nemoris

Luck Blade

Weapons · Legendary

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. While the sword is on your person, you also gain a +1 bonus to saving throws. Luck. If the sword is on your person, you can call on its luck (no action required) to reroll one attack roll, ability check, or saving throw you dislike. You must use the second roll. This property can't be used again until the next dawn. Wish. The sword has 1d4 - 1 charges. While holding it, you can use an action to expend 1 charge and cast the wish spell from it. This property can't be used again until the next dawn. The sword loses this property if it has no charges.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Mace of Disruption

Weapons · Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

When you hit a fiend or an undead with this magic weapon, that creature takes an extra 2d6 radiant damage. If the target has 25 hit points or fewer after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature becomes frightened of you until the end of your next turn. While you hold this weapon, it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Mace of Smiting

Weapons · Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. The bonus increases to +3 when you use the mace to attack a construct. When you roll a 20 on an attack roll made with this weapon, the target takes an extra 2d6 bludgeoning damage, or 4d6 bludgeoning damage if it's a construct. If a construct has 25 hit points or fewer after taking this damage, it is destroyed.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Mace of Terror

Weapons · Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This magic weapon has 3 charges. While holding it, you can use an action and expend 1 charge to release a wave of terror. Each creature of your choice in a 30-foot radius extending from you must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute. While it is frightened in this way, a creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can use the Dodge action. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success. The mace regains 1d3 expended charges daily at dawn.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Mantle of Spell Resistance

Trinkets · Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You have advantage on saving throws against spells while you wear this cloak.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Manual of Bodily Health

Books · Very Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This book contains health and diet tips, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Constitution score increases by 2, as does your maximum for that score. The manual then loses its magic, but regains it in a century.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Manual of Gainful Exercise

Books · Very Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This book describes fitness exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Strength score increases by 2, as does your maximum for that score. The manual then loses its magic, but regains it in a century.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Manual of Golems

Books · Very Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This tome contains information and incantations necessary to make a particular type of golem. The GM chooses the type or determines it randomly. To decipher and use the manual, you must be a spellcaster with at least two 5th-level spell slots. A creature that can't use a manual of golems and attempts to read it takes 6d6 psychic damage.

d20: 1-5; Golem: Clay; Time: 30 days; Cost: 65,000 gp

d20: 6-17; Golem: Flesh; Time: 60 days; Cost: 50,000 gp

d20: 18; Golem: Iron; Time: 120 days; Cost: 100,000 gp

d20: 19-20; Golem: Stone; Time: 90 days; Cost: 80,000 gp

To create a golem, you must spend the time shown on the table, working without interruption with the manual at hand and resting no more than 8 hours per day. You must also pay the specified cost to purchase supplies. Once you finish creating the golem, the book is consumed in eldritch flames. The golem becomes animate when the ashes of the manual are sprinkled on it. It is under your control, and it understands and obeys your spoken commands.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Manual of Quickness of Action

Books · Very Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This book contains coordination and balance exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its

guidelines, your Dexterity score increases by 2, as does your maximum for that score. The manual then loses its magic, but regains it in a century.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Marvelous Pigments

Trinkets · Very Rare

Carried weight. 1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Typically found in 1d4 pots inside a fine wooden box with a brush (weighing 1 pound in total), these pigments allow you to create three-dimensional objects by painting them in two dimensions. The paint flows from the brush to form the desired object as you concentrate on its image. Each pot of paint is sufficient to cover 1,000 square feet of a surface, which lets you create inanimate objects or terrain features-such as a door, a pit, flowers, trees, cells, rooms, or weapons- that are up to 10,000 cubic feet. It takes 10 minutes to cover 100 square feet. When you complete the painting, the object or terrain feature depicted becomes a real, nonmagical object. Thus, painting a door on a wall creates an actual door that can be opened to whatever is beyond. Painting a pit on a floor creates a real pit, and its depth counts against the total area of objects you create. Nothing created by the pigments can have a value greater than 25 gp.

If you paint an object of greater value (such as a diamond or a pile of gold), the object looks authentic, but close inspection reveals it is made from paste, bone, or some other worthless material. If you paint a form of energy such as fire or lightning, the energy appears but dissipates as soon as you complete the painting, doing no harm to anything.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Medallion of Thoughts

Jewelry · Uncommon

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

The medallion has 3 charges. While wearing it, you can use an action and expend 1 charge to cast the detect thoughts spell (save DC 13) from it. The medallion regains 1d3 expended charges daily at dawn.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Mirror of Life Trapping

Trinkets · Very Rare

Carried weight. 50 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

When this 4-foot-tall mirror is viewed indirectly, its surface shows faint images of creatures. The mirror weighs 50 pounds, and it has AC 11, 10 hit points, and vulnerability to bludgeoning damage. It shatters and is destroyed when reduced to 0 hit points. If the mirror is hanging on a vertical surface and you are within 5 feet of it, you can use an action to speak its command word and activate it. It remains activated until you use an action to speak the command word again. Any creature other than you that sees its reflection in the

activated mirror while within 30 feet of it must succeed on a DC 15 Charisma saving throw or be trapped, along with anything it is wearing or carrying, in one of the mirror's twelve extradimensional cells. This saving throw is made with advantage if the creature knows the mirror's nature, and constructs succeed on the saving throw automatically. An extradimensional cell is an infinite expanse filled with thick fog that reduces visibility to 10 feet.

Creatures trapped in the mirror's cells don't age, and they don't need to eat, drink, or sleep. A creature trapped within a cell can escape using magic that permits planar travel. Otherwise, the creature is confined to the cell until freed. If the mirror traps a creature but its twelve extradimensional cells are already occupied, the mirror frees one trapped creature at random to accommodate the new prisoner. A freed creature appears in an unoccupied space within sight of the mirror but facing away from it. If the mirror is shattered, all creatures it contains are freed and appear in unoccupied spaces near it. While within 5 feet of the mirror, you can use an action to speak the name of one creature trapped in it or call out a particular cell by number. The creature named or contained in the named cell appears as an image on the mirror's surface. You and the creature can then communicate normally.

In a similar way, you can use an action to speak a second command word and free one creature trapped in the mirror. The freed creature appears, along with its possessions, in the unoccupied space nearest to the mirror and facing away from it.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Mithral Armor

Armor · Uncommon

Carried weight. 20 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Mithral is a light, flexible metal. A mithral chain shirt or breastplate can be worn under normal clothes. If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the mithral version of the armor doesn't.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Necklace of Adaptation

Jewelry · Uncommon

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While wearing this necklace, you can breathe normally in any environment, and you have advantage on saving throws made against harmful gases and vapors (such as cloudkill and stinking cloud effects, inhaled poisons, and the breath weapons of some dragons).

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Necklace of Fireballs

Jewelry · Rare

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This necklace has 1d6 + 3 beads hanging from it. You can use an action to detach a bead and throw it up to 60 feet away. When it reaches the end of its trajectory, the bead detonates as a 3rd-level fireball spell (save DC 15). You can hurl multiple beads, or even the whole necklace, as one action. When you do so, increase the level of the fireball by 1 for each bead beyond the first.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Necklace of Prayer Beads

Jewelry · Rare

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This necklace has 1d4 + 2 magic beads made from aquamarine, black pearl, or topaz. It also has many nonmagical beads made from stones such as amber, bloodstone, citrine, coral, jade, pearl, or quartz. If a

magic bead is removed from the necklace, that bead loses its magic. Six types of magic beads exist. The GM decides the type of each bead on the necklace or determines it randomly. A necklace can have more than one bead of the same type. To use one, you must be wearing the necklace. Each bead contains a spell that you can cast from it as a bonus action (using your spell save DC if a save is necessary). Once a magic bead's spell is cast, that bead can't be used again until the next dawn.

d20	Bead of...	Spell
1-6	Blessing	Bless
7-12	Curing	Cure wounds (2nd level) or lesser restoration
13-16	Favor	Greater restoration
17-18	Smiting	Branding smite
19	Summons	Planar ally
20	Wind walking	Wind walk

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Nine Lives Stealer

Weapons · Very Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. The sword has 1d8 + 1 charges. If you score a critical hit against a creature that has fewer than 100 hit points, it must succeed on a DC 15 Constitution saving throw or be slain instantly as the sword tears its life force from its body (a construct or an undead is immune). The sword loses 1 charge if the creature is slain. When the sword has no charges remaining, it loses this property.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Oathbow

Weapons · Very Rare

Carried weight. 2 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

When you nock an arrow on this bow, it whispers in Elvish, "Swift defeat to my enemies." When you use this weapon to make a ranged attack, you can, as a command phrase, say, "Swift death to you who have wronged me." The target of your attack becomes your sworn enemy until it dies or until dawn seven days later. You can have only one such sworn enemy at a time. When your sworn enemy dies, you can choose a new one after the next dawn. When you make a ranged attack roll with this weapon against your sworn enemy, you have advantage on the roll. In addition, your target gains no benefit from cover, other than total cover, and you suffer no disadvantage due to long range. If the attack hits, your sworn enemy takes an extra 3d6 piercing damage. While your sworn enemy lives, you have disadvantage on attack rolls with all other weapons.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Oil of Etherealness

Potions · Rare

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Beads of this cloudy gray oil form on the outside of its container and quickly evaporate. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of the etherealness spell for 1 hour.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Oil of Sharpness

Potions · Very Rare

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This clear, gelatinous oil sparkles with tiny, ultrathin silver shards. The oil can coat one slashing or piercing weapon or up to 5 pieces of slashing or piercing ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is magical and has a +3 bonus to attack and damage rolls.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Oil of Slipperiness

Potions · Uncommon

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This sticky black unguent is thick and heavy in the container, but it flows quickly when poured. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of a freedom of movement spell for 8 hours. Alternatively, the oil can be poured on the ground as an action, where it covers a 10-foot square, duplicating the effect of the grease spell in that area for 8 hours.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Orb of Dragonkind

Trinkets · Artifact

Carried weight. 3 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Ages past, elves and humans waged a terrible war against evil dragons. When the world seemed doomed, powerful wizards came together and worked their greatest magic, forging five Orbs of Dragonkind (or Dragon Orbs) to help them defeat the dragons. One orb was taken to each of the five wizard towers, and there they were used to speed the war toward a victorious end. The wizards used the orbs to lure dragons to them, then destroyed the dragons with powerful magic. As the wizard towers fell in later ages, the orbs were destroyed or faded into legend, and only three are thought to survive. Their magic has been warped and twisted over the centuries, so although their primary purpose of calling dragons still functions, they also allow some measure of control over dragons. Each orb contains the essence of an evil dragon, a presence that resents any attempt to coax magic from it. Those lacking in force of personality might find themselves enslaved to an orb.

An orb is an etched crystal globe about 10 inches in diameter. When used, it grows to about 20 inches in diameter, and mist swirls inside it. While attuned to an orb, you can use an action to peer into the orb's depths and speak its command word. You must then make a DC 15 Charisma check. On a successful check, you control the orb for as long as you remain attuned to it. On a failed check, you become charmed by the orb for as long as you remain attuned to it. While you are charmed by the orb, you can't voluntarily end your attunement to it, and the orb casts suggestion on you at will (save DC 18), urging you to work toward the evil ends it desires. The dragon essence within the orb might want many things: the annihilation of a particular people, freedom from the orb, to spread suffering in the world, to advance the worship of Tiamat, or something else the GM decides. Random Properties.

An Orb of Dragonkind has the following random properties: 2 minor beneficial properties 1 minor detrimental property 1 major detrimental property Spells. The orb has 7 charges and regains 1d4 + 3 expended charges daily at dawn. If you control the orb, you can use an action and expend 1 or more charges to cast one of the following spells (save DC 18) from it: cure wounds (5th-level version, 3 charges), daylight (1 charge), death ward (2 charges), or scrying (3 charges). You can also use an action to cast the detect magic spell from the orb without using any charges. Call Dragons. While you control the orb, you can use an action to cause the artifact to issue a telepathic call that extends in all directions for 40 miles. Evil dragons in range feel compelled to come to the orb as soon as possible by the most direct route. Dragon deities such as Tiamat are unaffected by this

call. Dragons drawn to the orb might be hostile toward you for compelling them against their will.

Once you have used this property, it can't be used again for 1 hour. Destroying an Orb. An Orb of Dragonkind appears fragile but is impervious to most damage, including the attacks and breath weapons of dragons. A disintegrate spell or one good hit from a +3 magic weapon is sufficient to destroy an orb, however.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Pearl of Power

Trinkets · Uncommon

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While this pearl is on your person, you can use an action to speak its command word and regain one expended spell slot. If the expended slot was of 4th level or higher, the new slot is 3rd level. Once you use the pearl, it can't be used again until the next dawn.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Periapt of Health

Jewelry · Uncommon

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You are immune to contracting any disease while you wear this pendant. If you are already infected with a disease, the effects of the disease are suppressed you while you wear the pendant.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Periapt of Proof against Poison

Jewelry · Rare

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This delicate silver chain has a brilliant-cut black gem pendant. While you wear it, poisons have no effect on you. You are immune to the poisoned condition and have immunity to poison damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Periapt of Wound Closure

Jewelry · Uncommon

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While you wear this pendant, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Philter of Love

Potions · Uncommon

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

The next time you see a creature within 10 minutes after drinking this philter, you become charmed by that creature for 1 hour. If the creature is of a species and gender you are normally attracted to, you regard it as your true love while you are charmed. This potion's rose-hued, effervescent liquid contains one easy-to-miss bubble shaped like a heart.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Pipes of Haunting

Instruments · Uncommon

Carried weight. 2 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You must be proficient with wind instruments to use these pipes. They have 3 charges. You can use an

action to play them and expend 1 charge to create an eerie, spellbinding tune. Each creature within 30 feet of you that hears you play must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute. If you wish, all creatures in the area that aren't hostile toward you automatically succeed on the saving throw. A creature that fails the saving throw can repeat it at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on its saving throw is immune to the effect of these pipes for 24 hours. The pipes regain 1d3 expended charges daily at dawn.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Pipes of the Sewers

Instruments · Uncommon

Carried weight. 2 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You must be proficient with wind instruments to use these pipes. While you are attuned to the pipes, ordinary rats and giant rats are indifferent toward you and will not attack you unless you threaten or harm them. The pipes have 3 charges. If you play the pipes as an action, you can use a bonus action to expend 1 to 3 charges, calling forth one swarm of rats with each expended charge, provided that enough rats are within half a mile of you to be called in this fashion (as determined by the GM). If there aren't enough rats to form a swarm, the charge is wasted. Called swarms move toward the music by the shortest available route but aren't under your control otherwise. The pipes regain 1d3 expended charges daily at dawn. Whenever a swarm of rats that isn't under another creature's control comes within 30 feet of you while you are playing the pipes, you can make a Charisma check contested by the swarm's Wisdom check.

If you lose the contest, the swarm behaves as it normally would and can't be swayed by the pipes' music for the next 24 hours. If you win the contest, the swarm is swayed by the pipes' music and becomes friendly to you and your companions for as long as you continue to play the pipes each round as an action. A friendly swarm obeys your commands. If you issue no commands to a friendly swarm, it defends itself but otherwise takes no actions. If a friendly swarm starts its turn and can't hear the pipes' music, your control over that swarm ends, and the swarm behaves as it normally would and can't be swayed by the pipes' music for the next 24 hours.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Pirate leather armor

Veyr • Brasswake · Common

Carried weight. 4 lb

A fitted leather coat with ordinary native light-armor protection while equipped.

Source. Story Pathos original • The Brasswake Corsairs

Plate Armor of Etherealness

Armor · Legendary

Carried weight. 65 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While you're wearing this armor, you can speak its command word as an action to gain the effect of the etherealness spell, which last for 10 minutes or until you remove the armor or use an action to speak the command word again. This property of the armor can't be used again until the next dawn.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Portable Hole

Trinkets · Rare

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This fine black cloth, soft as silk, is folded up to the dimensions of a handkerchief. It unfolds into a circular sheet 6 feet in diameter. You can use an action to unfold a portable hole and place it on or against a solid surface, whereupon the portable hole creates an extradimensional hole 10 feet deep. The cylindrical space within the hole exists on a different plane, so it can't be used to create open passages. Any creature

inside an open portable hole can exit the hole by climbing out of it. You can use an action to close a portable hole by taking hold of the edges of the cloth and folding it up. Folding the cloth closes the hole, and any creatures or objects within remain in the extradimensional space. No matter what's in it, the hole weighs next to nothing. If the hole is folded up, a creature within the hole's extradimensional space can use an action to make a DC 10 Strength check.

On a successful check, the creature forces its way out and appears within 5 feet of the portable hole or the creature carrying it. A breathing creature within a closed portable hole can survive for up to 10 minutes, after which time it begins to suffocate. Placing a portable hole inside an extradimensional space created by a bag of holding, handy haversack, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Potion of Animal Friendship

Potions · Uncommon

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

When you drink this potion, you can cast the animal friendship spell (save DC 13) for 1 hour at will. Agitating this muddy liquid brings little bits into view: a fish scale, a hummingbird tongue, a cat claw, or a squirrel hair.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Potion of Clairvoyance

Potions · Rare

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

When you drink this potion, you gain the effect of the clairvoyance spell. An eyeball bobs in this yellowish liquid but vanishes when the potion is opened.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Potion of Climbing

Potions · Common

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

When you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks you make to climb. The potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colors.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Potion of Diminution

Potions · Rare

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

When you drink this potion, you gain the "reduce" effect of the enlarge/reduce spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously contracts to a tiny bead and then expands

to color the clear liquid around it. Shaking the bottle fails to interrupt this process.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Potion of Flying

Potions · Very Rare

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

When you drink this potion, you gain a flying speed equal to your walking speed for 1 hour and can hover. If you're in the air when the potion wears off, you fall unless you have some other means of staying aloft. This potion's clear liquid floats at the top of its container and has cloudy white impurities drifting in it.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Potion of Gaseous Form

Potions · Rare

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

When you drink this potion, you gain the effect of the gaseous form spell for 1 hour (no concentration required) or until you end the effect as a bonus action. This potion's container seems to hold fog that moves and pours like water.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Potion of Giant Strength

Potions · Varies

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

When you drink this potion, your Strength score changes for 1 hour. The type of giant determines the score (see the table below). The potion has no effect on you if your Strength is equal to or greater than that score. This potion's transparent liquid has floating in it a sliver of fingernail from a giant of the appropriate type. The potion of frost giant strength and the potion of stone giant strength have the same effect.

Type of Giant	Strength	Rarity
Hill giant	21	Uncommon
Frost/stone giant	23	Rare
Fire giant	25	Rare
Cloud giant	27	Very rare
Storm giant	29	Legendary

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Potion of Growth

Potions · Uncommon

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

When you drink this potion, you gain the "enlarge" effect of the enlarge/reduce spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Potion of Healing

Potions · Varies

Carried weight. 0.5 lb

Native profile. Consumable · Will · 2d6+2

Consume one owned copy to restore rolled HP, limited by maximum HP.

You regain hit points when you drink this potion. The number of hit points depends on the potion's rarity, as shown in the Potions of Healing table. Whatever its

potency, the potion's red liquid glimmers when agitated. Potions of Healing (table)

Potion of ...	Rarity	HP Regained
Healing	Common	2d4 + 2
Greater healing	Uncommon	4d4 + 4
Superior healing	Rare	8d4 + 8
Supreme healing	Very rare	10d4 + 20

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Potion of Heroism

Potions · Rare

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

For 1 hour after drinking it, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the bless spell (no concentration required). This blue potion bubbles and steams as if boiling.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Potion of Invisibility

Potions · Very Rare

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This potion's container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Potion of Mind Reading

Potions · Rare

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

When you drink this potion, you gain the effect of the detect thoughts spell (save DC 13). The potion's dense, purple liquid has an ovoid cloud of pink floating in it.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Potion of Poison

Potions · Uncommon

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This concoction looks, smells, and tastes like a potion of healing or other beneficial potion. However, it is actually poison masked by illusion magic. An identify spell reveals its true nature. If you drink it, you take 3d6 poison damage, and you must succeed on a DC 13 Constitution saving throw or be poisoned. At the start of each of your turns while you are poisoned in this way, you take 3d6 poison damage. At the end of each of your turns, you can repeat the saving throw. On a successful save, the poison damage you take on your subsequent turns decreases by 1d6. The poison ends when the damage decreases to 0.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Potion of Resistance

Potions · Uncommon

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

When you drink this potion, you gain resistance to one type of damage for 1 hour. The GM chooses the type or determines it randomly from the options below.

d10	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Necrotic
7	Poison
8	Psychic
9	Radiant
10	Thunder

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Potion of Speed

Potions · Very Rare

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

When you drink this potion, you gain the effect of the haste spell for 1 minute (no concentration required). The potion's yellow fluid is streaked with black and swirls on its own.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Potion of Water Breathing

Potions · Uncommon

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Refuge rescue cord

Adventuring tools · Common

Carried weight. 2 lb

A practical light rope for a nearby rescue. Authored checks, weight and actual inventory rules still apply.

Source. Story Pathos original • Nemoris

Restorative Ointment

Trinkets · Uncommon

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This glass jar, 3 inches in diameter, contains 1d4 + 1 doses of a thick mixture that smells faintly of aloe. The jar and its contents weigh 1/2 pound. As an action, one dose of the ointment can be swallowed or applied to the skin. The creature that receives it regains 2d8 + 2 hit points, ceases to be poisoned, and is cured of any disease.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ring of Animal Influence

Jewelry · Rare

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can use an action to expend 1 of its charges to cast one of the following spells: Animal friendship (save DC 13) Fear (save DC 13), targeting only beasts that have an Intelligence of 3 or lower Speak with animals

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ring of Djinni Summoning

Jewelry · Legendary

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While wearing this ring, you can speak its command word as an action to summon a particular djinni from the Elemental Plane of Air. The djinni appears in an unoccupied space you choose within 120 feet of you. It remains as long as you concentrate (as if concentrating on a spell), to a maximum of 1 hour, or until it drops to 0 hit points. It then returns to its home plane. While summoned, the djinni is friendly to you and your companions. It obeys any commands you give it, no matter what language you use. If you fail to command it, the djinni defends itself against attackers but takes no other actions. After the djinni departs, it can't be summoned again for 24 hours, and the ring becomes nonmagical if the djinni dies.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ring of Elemental Command

Jewelry · Legendary

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This ring is linked to one of the four Elemental Planes. The GM chooses or randomly determines the linked plane. While wearing this ring, you have advantage on attack rolls against elementals from the linked plane, and they have disadvantage on attack rolls against you. In addition, you have access to properties based on the linked plane. The ring has 5 charges. It regains 1d4 + 1 expended charges daily at dawn. Spells cast from the ring have a save DC of 17. Ring of Air Elemental Command. You can expend 2 of the ring's charges to cast dominate monster on an air elemental. In addition, when you fall, you descend 60 feet per round and take no damage from falling. You can also speak and understand Auran. If you help slay an air elemental while attuned to the ring, you gain access to the following additional properties: You have resistance to lightning damage. You have a flying speed equal to your walking speed and can hover.

You can cast the following spells from the ring, expending the necessary number of charges: chain lightning (3 charges), gust of wind (2 charges), or wind wall (1 charge). Ring of Earth Elemental Command. You can expend 2 of the ring's charges to cast dominate monster on an earth elemental. In addition, you can move in difficult terrain that is composed of rubble, rocks, or dirt as if it were normal terrain. You can also speak and understand Terran. If you help slay an earth elemental while attuned to the ring, you gain access to the following additional properties: You have resistance to acid damage. You can move through solid earth or rock as if those areas were difficult terrain. If you end your turn there, you are shunted out to the nearest unoccupied space you last occupied. You can cast the following spells from the ring, expending the necessary number of charges: stone shape (2 charges), stoneskin (3 charges), or wall of stone (3 charges). Ring of Fire Elemental Command.

You can expend 2 of the ring's charges to cast dominate monster on a fire elemental. In addition, you have resistance to fire damage. You can also speak and understand Ignan. If you help slay a fire elemental while attuned to the ring, you gain access to the following additional properties: You are immune to fire damage. You can cast the following spells from the ring, expending the necessary number of charges: burning hands (1 charge), fireball (2 charges), and wall of fire (3 charges). Ring of Water Elemental Command. You can expend 2 of the ring's charges to cast dominate monster on a water elemental. In addition, you can stand on and walk across liquid surfaces as if they were solid ground. You can also speak and understand Aquan. If you help slay a water elemental while attuned to the ring, you gain access to the following additional properties: You can breathe underwater and have a swimming speed equal to your walking speed.

You can cast the following spells from the ring, expending the necessary number of charges: create or destroy water (1 charge), control water (3 charges), ice storm (2 charges), or wall of ice (3 charges).

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ring of Evasion

Jewelry · Rare

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its charges to succeed on that saving throw instead.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ring of Feather Falling

Jewelry · Rare

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

When you fall while wearing this ring, you descend 60 feet per round and take no damage from falling.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ring of Free Action

Jewelry · Rare

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While you wear this ring, difficult terrain doesn't cost you extra movement. In addition, magic can neither reduce your speed nor cause you to be paralyzed or restrained.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ring of Invisibility

Jewelry · Legendary

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While wearing this ring, you can turn invisible as an action. Anything you are wearing or carrying is invisible with you. You remain invisible until the ring is removed, until you attack or cast a spell, or until you use a bonus action to become visible again.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ring of Jumping

Jewelry · Uncommon

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While wearing this ring, you can cast the jump spell from it as a bonus action at will, but can target only yourself when you do so.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Ring of Mind Shielding

Jewelry · Uncommon

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While wearing this ring, you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Creatures can telepathically communicate with you only if you allow it. You can use an action to cause the ring to become invisible until you use another action to make it visible, until you remove the ring, or until you die. If

you die while wearing the ring, your soul enters it, unless it already houses a soul. You can remain in the ring or depart for the afterlife. As long as your soul is in the ring, you can telepathically communicate with any creature wearing it. A wearer can't prevent this telepathic communication.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ring of Protection

Jewelry · Rare

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1, check +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You gain a +1 bonus to AC and saving throws while wearing this ring.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ring of Regeneration

Jewelry · Very Rare

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While wearing this ring, you regain 1d6 hit points every 10 minutes, provided that you have at least 1 hit point. If you lose a body part, the ring causes the missing part to regrow and return to full functionality after 1d6 + 1 days if you have at least 1 hit point the whole time.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ring of Resistance

Jewelry · Rare

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You have resistance to one damage type while wearing this ring. The gem in the ring indicates the type, which the GM chooses or determines randomly.

d10	Damage Type	Gem
1	Acid	Pearl
2	Cold	Tourmaline
3	Fire	Garnet
4	Force	Sapphire
5	Lightning	Citrine
6	Necrotic	Jet
7	Poison	Amethyst
8	Psychic	Jade
9	Radiant	Topaz
10	Thunder	Spinel

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ring of Shooting Stars

Jewelry · Very Rare

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While wearing this ring in dim light or darkness, you can cast dancing lights and light from the ring at will. Casting either spell from the ring requires an action. The ring has 6 charges for the following other properties. The ring regains 1d6 expended charges daily at dawn. Faerie Fire. You can expend 1 charge as an action to cast faerie fire from the ring. Ball Lightning. You can expend 2 charges as an action to create one to four 3-foot-diameter spheres of lightning. The more spheres you create, the less powerful each sphere is individually. Each sphere appears in an unoccupied space you can see within 120 feet of you. The spheres last as long as you concentrate (as if

concentrating on a spell), up to 1 minute. Each sphere sheds dim light in a 30-foot radius. As a bonus action, you can move each sphere up to 30 feet, but no farther than 120 feet away from you. When a creature other than you comes within 5 feet of a sphere, the sphere discharges lightning at that creature and disappears.

That creature must make a DC 15 Dexterity saving throw. On a failed save, the creature takes lightning damage based on the number of spheres you created.

Spheres	Lightning Damage
4	2d4
3	2d6
2	5d4
1	4d12

Shooting Stars. You can expend 1 to 3 charges as an action. For every charge you expend, you launch a glowing mote of light from the ring at a point you can see within 60 feet of you. Each creature within a 15-foot cube originating from that point is showered in sparks and must make a DC 15 Dexterity saving throw, taking 5d4 fire damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ring of Spell Storing

Jewelry · Rare

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This ring stores spells cast into it, holding them until the attuned wearer uses them. The ring can store up to 5 levels worth of spells at a time. When found, it contains 1d6 - 1 levels of stored spells chosen by the GM. Any creature can cast a spell of 1st through 5th level into the ring by touching the ring as the spell is cast. The spell has no effect, other than to be stored in the ring. If the ring can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses. While wearing this ring, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the ring is no longer stored in it, freeing up space.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ring of Spell Turning

Jewelry · Legendary

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While wearing this ring, you have advantage on saving throws against any spell that targets only you (not in an area of effect). In addition, if you roll a 20 for the save and the spell is 7th level or lower, the spell has no effect on you and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ring of Swimming

Jewelry · Uncommon

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You have a swimming speed of 40 feet while wearing this ring.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ring of Telekinesis

Jewelry · Very Rare

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While wearing this ring, you can cast the telekinesis spell at will, but you can target only objects that aren't being worn or carried.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ring of the Ram

Jewelry · Rare

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can use an action to expend 1 to 3 of its charges to attack one creature you can see within 60 feet of you. The ring produces a spectral ram's head and makes its attack roll with a +7 bonus. On a hit, for each charge you spend, the target takes 2d10 force damage and is pushed 5 feet away from you. Alternatively, you can expend 1 to 3 of the ring's charges as an action to try to break an object you can see within 60 feet of you that isn't being worn or carried. The ring makes a Strength check with a +5 bonus for each charge you spend.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ring of Three Wishes

Jewelry · Legendary

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While wearing this ring, you can use an action to expend 1 of its 3 charges to cast the wish spell from it. The ring becomes nonmagical when you use the last charge.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ring of Warmth

Jewelry · Uncommon

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While wearing this ring, you have resistance to cold damage. In addition, you and everything you wear and carry are unharmed by temperatures as low as -50 degrees Fahrenheit.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ring of Water Walking

Jewelry · Uncommon

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While wearing this ring, you can stand on and move across any liquid surface as if it were solid ground.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ring of X-ray Vision

Jewelry · Rare

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While wearing this ring, you can use an action to speak its command word. When you do so, you can see into and through solid matter for 1 minute. This vision has a radius of 30 feet. To you, solid objects within that radius appear transparent and don't prevent light from passing through them. The vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances block the vision, as does a thin sheet of lead. Whenever you use the ring again before taking a long rest, you must succeed on a DC 15 Constitution saving throw or gain one level of exhaustion.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Robe of Eyes

Clothing · Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This robe is adorned with eyelike patterns. While you wear the robe, you gain the following benefits: The robe lets you see in all directions, and you have advantage on Wisdom (Perception) checks that rely on sight. You have darkvision out to a range of 120 feet. You can see invisible creatures and objects, as well as see into the Ethereal Plane, out to a range of 120 feet. The eyes on the robe can't be closed or averted. Although you can close or avert your own eyes, you are never considered to be doing so while wearing this robe. A light spell cast on the robe or a daylight spell cast within 5 feet of the robe causes you to be blinded for 1 minute. At the end of each of your turns, you can make a Constitution saving throw (DC 11 for light or DC 15 for daylight), ending the blindness on a success.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Robe of Scintillating Colors

Clothing · Very Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This robe has 3 charges, and it regains 1d3 expended charges daily at dawn. While you wear it, you can use an action and expend 1 charge to cause the garment to display a shifting pattern of dazzling hues until the end of your next turn. During this time, the robe sheds bright light in a 30-foot radius and dim light for an additional 30 feet. Creatures that can see you have disadvantage on attack rolls against you. In addition, any creature in the bright light that can see you when the robe's power is activated must succeed on a DC 15 Wisdom saving throw or become stunned until the effect ends.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Robe of Stars

Clothing · Very Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This black or dark blue robe is embroidered with small white or silver stars. You gain a +1 bonus to saving throws while you wear it. Six stars, located on the robe's upper front portion, are particularly large. While wearing this robe, you can use an action to pull off one of the stars and use it to cast magic missile as a 5th-level spell. Daily at dusk, 1d6 removed stars reappear on the robe. While you wear the robe, you can use an action to enter the Astral Plane along with everything you are wearing and carrying. You remain there until you use an action to return to the plane you were on. You reappear in the last space you occupied, or if that space is occupied, the nearest unoccupied space.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Robe of the Archmagi

Clothing · Legendary

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This elegant garment is made from exquisite cloth of white, gray, or black and adorned with silvery runes. The robe's color corresponds to the alignment for which the item was created. A white robe was made for good, gray for neutral, and black for evil. You can't attune to a robe of the archmagi that doesn't correspond to your alignment. You gain these benefits while wearing the robe: If you aren't wearing armor, your base Armor Class is 15 + your Dexterity modifier. You have advantage on saving throws against spells and other magical effects. Your spell save DC and spell attack bonus each increase by 2.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Robe of Useful Items

Clothing · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This robe has cloth patches of various shapes and colors covering it. While wearing the robe, you can use an action to detach one of the patches, causing it to

become the object or creature it represents. Once the last patch is removed, the robe becomes an ordinary garment. The robe has two of each of the following patches: Dagger Bullseye lantern (filled and lit) Steel mirror 10-foot pole Hempen rope (50 feet, coiled) Sack In addition, the robe has 4d4 other patches. The GM chooses the patches or determines them randomly.

d100: 01-08; Patch: Bag of 100 gp

d100: 09-15; Patch: Silver coffer (1 foot long, 6 inches wide and deep) worth 500 gp

d100: 16-22; Patch: Iron door (up to 10 feet wide and 10 feet high, barred on one side of your choice), which you can place in an opening you can reach; it conforms to fit the opening, attaching and hinging itself

d100: 23-30; Patch: 10 gems worth 100 gp each

d100: 31-44; Patch: Wooden ladder (24 feet long)

d100: 45-51; Patch: A riding horse with saddle bags

d100: 52-59; Patch: Pit (a cube 10 feet on a side), which you can place on the ground within 10 feet of you

d100: 60-68; Patch: 4 potions of healing

d100: 69-75; Patch: Rowboat (12 feet long)

d100: 76-83; Patch: Spell scroll containing one spell of 1st to 3rd level

d100: 84-90; Patch: 2 mastiffs

d100: 91-96; Patch: Window (2 feet by 4 feet, up to 2 feet deep), which you can place on a vertical surface you can reach

d100: 97-100; Patch: Portable ram

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Rod of Absorption

Wands & Staves · Very Rare

Carried weight. 2 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While holding this rod, you can use your reaction to absorb a spell that is targeting only you and not with an area of effect. The absorbed spell's effect is canceled, and the spell's energy-not the spell itself-is stored in the rod. The energy has the same level as the spell when it was cast. The rod can absorb and store up to 50 levels of energy over the course of its existence. Once the rod absorbs 50 levels of energy, it can't absorb more. If you are targeted by a spell that the rod can't store, the rod has no effect on that spell. When you become attuned to the rod, you know how many levels of energy the rod has absorbed over the course of its existence, and how many levels of spell energy it currently has stored. If you are a spellcaster holding the rod, you can convert energy stored in it into spell slots to cast spells you have prepared or know. You can create spell slots only of a level equal to or lower than your own spell slots, up to a maximum of 5th level.

You use the stored levels in place of your slots, but otherwise cast the spell as normal. For example, you can use 3 levels stored in the rod as a 3rd-level spell slot. A newly found rod has 1d10 levels of spell energy stored in it already. A rod that can no longer absorb spell energy and has no energy remaining becomes nonmagical.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Rod of Alertness

Wands & Staves · Very Rare

Carried weight. 2 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This rod has a flanged head and the following properties. Alertness. While holding the rod, you have advantage on Wisdom (Perception) checks and on rolls for initiative. Spells. While holding the rod, you can use an action to cast one of the following spells from it: detect evil and good, detect magic, detect poison and disease, or see invisibility. Protective Aura. As an action, you can plant the haft end of the rod in the ground, whereupon the rod's head sheds bright light in a 60-foot radius and dim light for an additional 60 feet. While in that bright light, you and any creature that is friendly to you gain a +1 bonus to AC and saving throws and can sense the location of any invisible hostile creature that is also in the bright light.

The rod's head stops glowing and the effect ends after 10 minutes, or when a creature uses an action to pull the rod from the ground. This property can't be used again until the next dawn.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Rod of Lordly Might

Wands & Staves · Legendary

Carried weight. 2 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This rod has a flanged head, and it functions as a magic mace that grants a +3 bonus to attack and damage rolls made with it. The rod has properties associated with six different buttons that are set in a row along the haft. It has three other properties as well, detailed below. Six Buttons. You can press one of the rod's six buttons as a bonus action. A button's effect lasts until you push a different button or until you push the same button again, which causes the rod to revert to its normal form. If you press button 1, the rod becomes a flame tongue, as a fiery blade sprouts from the end opposite the rod's flanged head. If you press button 2, the rod's flanged head folds down and two crescent-shaped blades spring out, transforming the rod into a magic battleaxe that grants a +3 bonus to attack and damage rolls made with it.

If you press button 3, the rod's flanged head folds down, a spear point springs from the rod's tip, and the rod's handle lengthens into a 6-foot haft, transforming the rod into a magic spear that grants a +3 bonus to attack and damage rolls made with it. If you press button 4, the rod transforms into a climbing pole up to 50 feet long, as you specify. In surfaces as hard as granite, a spike at the bottom and three hooks at the top anchor the pole. Horizontal bars 3 inches long fold out from the sides, 1 foot apart, forming a ladder. The pole can bear up to 4,000 pounds. More weight or lack of solid anchoring causes the rod to revert to its normal form. If you press button 5, the rod transforms into a handheld battering ram and grants its user a +10 bonus to Strength checks made to break through doors, barricades, and other barriers.

If you press button 6, the rod assumes or remains in its normal form and indicates magnetic north. (Nothing happens if this function of the rod is used in a location that has no magnetic north.) The rod also gives you knowledge of your approximate depth beneath the ground or your height above it. Drain Life. When you hit a creature with a melee attack using the rod, you can force the target to make a DC 17 Constitution saving throw. On a failure, the target takes an extra 4d6 necrotic damage, and you regain a number of hit points equal to half that necrotic damage. This property can't be used again until the next dawn. Paralyze. When you hit a creature with a melee attack using the rod, you can force the target to make a DC 17 Strength saving throw. On a failure, the target is paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. This property can't be used again until the next dawn. Terrify.

While holding the rod, you can use an action to force each creature you can see within 30 feet of you to make a DC 17 Wisdom saving throw. On a failure, a target is frightened of you for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This property can't be used again until the next dawn.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Rod of Rulership

Wands & Staves · Rare

Carried weight. 2 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You can use an action to present the rod and command obedience from each creature of your choice that you can see within 120 feet of you. Each target must succeed on a DC 15 Wisdom saving throw or be charmed by you for 8 hours. While charmed in this way, the creature regards you as its trusted leader. If harmed by you or your companions, or commanded to do something contrary to its nature, a target ceases to be charmed in this way. The rod can't be used again until the next dawn.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Rod of Security

Wands & Staves · Very Rare

Carried weight. 2 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While holding this rod, you can use an action to activate it. The rod then instantly transports you and up to 199 other willing creatures you can see to a paradise that exists in an extraplanar space. You choose the form that the paradise takes. It could be a tranquil garden, lovely glade, cheery tavern, immense palace, tropical island, fantastic carnival, or whatever else you can imagine. Regardless of its nature, the paradise contains enough water and food to sustain its visitors. Everything else that can be interacted with inside the extraplanar space can exist only there. For example, a flower picked from a garden in the paradise disappears if it is taken outside the extraplanar space. For each hour spent in the paradise, a visitor regains hit points as if it had spent 1 Hit Die. Also, creatures don't age while in the paradise, although time passes normally. Visitors can remain in the paradise for up to 200 days divided by the number of creatures present (round down).

When the time runs out or you use an action to end it, all visitors reappear in the location they occupied when you activated the rod, or an unoccupied space nearest that location. The rod can't be used again until ten days have passed.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Rope of Climbing

Trinkets · Uncommon

Carried weight. 5 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This 60-foot length of silk rope weighs 3 pounds and can hold up to 3,000 pounds. If you hold one end of the rope and use an action to speak the command word, the rope animates. As a bonus action, you can command the other end to move toward a destination you choose. That end moves 10 feet on your turn when you first command it and 10 feet on each of your turns until reaching its destination, up to its maximum length away, or until you tell it to stop. You can also tell the rope to fasten itself securely to an object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying. If you tell the rope to knot, large knots appear at 1 foot intervals along the rope. While knotted, the rope shortens to a 50-foot length and grants advantage on checks made to climb it. The rope has AC 20 and 20 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the rope drops to 0 hit points, it is destroyed.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Rope of Entanglement

Trinkets · Rare

Carried weight. 5 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This rope is 30 feet long and weighs 3 pounds. If you hold one end of the rope and use an action to speak its command word, the other end darts forward to entangle a creature you can see within 20 feet of you. The target must succeed on a DC 15 Dexterity saving throw or become restrained. You can release the creature by using a bonus action to speak a second command word. A target restrained by the rope can use an action to make a DC 15 Strength or Dexterity check (target's choice). On a success, the creature is no longer restrained by the rope. The rope has AC 20 and 20 hit points. It regains 1 hit point every 5 minutes as

long as it has at least 1 hit point. If the rope drops to 0 hit points, it is destroyed.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Scarab of Protection

Trinkets · Legendary

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

If you hold this beetle-shaped medallion in your hand for 1 round, an inscription appears on its surface revealing its magical nature. It provides two benefits while it is on your person: You have advantage on saving throws against spells. The scarab has 12 charges. If you fail a saving throw against a necromancy spell or a harmful effect originating from an undead creature, you can use your reaction to expend 1 charge and turn the failed save into a successful one. The scarab crumbles into powder and is destroyed when its last charge is expended.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Scimitar of Speed

Weapons · Very Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, you can make one attack with it as a bonus action on each of your turns.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Shield of Missile Attraction

Armor · Rare

Carried weight. 6 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While holding this shield, you have resistance to damage from ranged weapon attacks. Curse. This shield is cursed. Attuning to it curses you until you are targeted by the remove curse spell or similar magic. Removing the shield fails to end the curse on you. Whenever a ranged weapon attack is made against a target within 10 feet of you, the curse causes you to become the target instead.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Slippers of Spider Climbing

Clothing · Uncommon

Carried weight. 2 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While you wear these light shoes, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed. However, the slippers don't allow you to move this way on a slippery surface, such as one covered by ice or oil.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Sovereign Glue

Trinkets · Legendary

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This viscous, milky-white substance can form a permanent adhesive bond between any two objects. It must be stored in a jar or flask that has been coated inside with oil of slipperiness. When found, a container contains 1d6 + 1 ounces. One ounce of the glue can cover a 1-foot square surface. The glue takes 1 minute to set. Once it has done so, the bond it creates can be broken only by the application of universal solvent or oil of etherealness, or with a wish spell.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Spell Scroll

Scrolls · Varies

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A spell scroll bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can use an action to read the scroll and cast its spell without having to provide any of the spell's components. Otherwise, the scroll is unintelligible. If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect. Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust. The level of the spell on the scroll determines the spell's saving throw DC and attack bonus, as well as the scroll's rarity, as shown in the Spell Scroll table. Spell Scroll (table)

Spell Level: Cantrip; Rarity: Common; Save DC: 13; Attack Bonus: +5

Spell Level: 1st; Rarity: Common; Save DC: 13; Attack Bonus: +5

Spell Level: 2nd; Rarity: Uncommon; Save DC: 13; Attack Bonus: +5

Spell Level: 3rd; Rarity: Uncommon; Save DC: 15; Attack Bonus: +7

Spell Level: 4th; Rarity: Rare; Save DC: 15; Attack Bonus: +7

Spell Level: 5th; Rarity: Rare; Save DC: 17; Attack Bonus: +9

Spell Level: 6th; Rarity: Very rare; Save DC: 17; Attack Bonus: +9

Spell Level: 7th; Rarity: Very rare; Save DC: 18; Attack Bonus: +10

Spell Level: 8th; Rarity: Very rare; Save DC: 18; Attack Bonus: +10

Spell Level: 9th; Rarity: Legendary; Save DC: 19; Attack Bonus: +11

A wizard spell on a spell scroll can be copied just as spells in spellbooks can be copied. When a spell is copied from a the copier must succeed on an Intelligence (Arcana) check with a DC equal to 10 + the spell's level. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Spellbook of Adhere

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

An object is covered in extremely sticky slime. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Anchor

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A strong wire sprouts from your arms, affixing itself to two points within 50ft on each side. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Animate Object

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

An object obeys your commands as best it can. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Anthropomorphize

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

An animal either gains human intelligence or human appearance for one day. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Arcane Eye

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You can see through a magical floating eyeball that flies around at your command. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Astral Prison

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

An object is frozen in time and space within an invulnerable crystal shell. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Attract

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Two objects are strongly magnetically attracted to each other if they come within 10 feet. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Auditory Illusion

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You create illusory sounds that seem to come from a direction of your choice. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Babble

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A creature must loudly and clearly repeat everything you think. It is otherwise mute. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be

learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Bait Flower

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A plant sprouts from the ground that emanates the smell of decaying flesh. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Beast Form

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You and your possessions transform into a mundane animal. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Befuddle

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A creature of your choice is unable to form new short-term memories for the duration of the spell. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Body Swap

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You switch bodies with a creature you touch. If one body dies, the other dies as well. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Charm

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A creature you can see treats you as a friend. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Command

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A target obeys a single three-word command that does not cause it harm. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Comprehend

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You become fluent in all languages for a short while. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0



Spellbook of Cone of Foam

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Dense foam sprays from your hand, coating the target. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Control Plants

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Nearby plants and trees obey you and gain the ability to move at a slow pace. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Control Weather

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You may alter the type of weather at will, but you do not otherwise control it. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Cure Wounds

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Restore 1d4 STR per day to a creature you can touch. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Deafen

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

All nearby creatures are deafened. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Detect Magic

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You can see or hear nearby magical auras. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Disassemble

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Any of your body parts may be detached and reattached at will, without causing pain or damage. You can still control them. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Disguise

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You may alter the appearance of one character at will as long as they remain humanoid. Attempts to duplicate other characters will seem uncanny. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Displace

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

An object appears to be up to 15ft from its actual position. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Earthquake

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

The ground begins shaking violently. Structures may be damaged or collapse. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Elasticity

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Your body can stretch up to 10ft. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Elemental Wall

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A straight wall of ice or fire 50ft long and 10ft high rises from the ground. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Filch

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A visible item teleports to your hands. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Flare

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A bright ball of energy fires a trail of light into the sky, revealing your location to friend or foe. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Fog Cloud

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A dense fog spreads out from you. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Frenzy

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A nearby creature erupts in a frenzy of violence. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Gate

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A portal to a random plane opens. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Gravity Shift

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You can change the direction of gravity, but only for yourself. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Greed

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A creature develops the overwhelming urge to possess a visible item of your choice. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Haste

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Your movement speed is tripled. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Hatred

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A creature develops a deep hatred of another creature or group and wishes to destroy them. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Hear Whispers

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You can hear faint sounds clearly. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Hover

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

An object hovers, frictionless, 2ft above the ground. It can hold up to one humanoid. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Hypnotize

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A creature enters a trance and will truthfully answer one yes or no question you ask it. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0



Spellbook of Icy Touch

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A thick ice layer spreads across a touched surface, up to 10ft in radius. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Identify Owner

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Letters appear over the object you touch, spelling out the name of the object's owners, if there are any. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Illuminate

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A floating light moves as you command. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Invisible Tether

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Two objects within 10ft of each other cannot be moved more than 10ft apart. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Knock

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A nearby mundane or magical lock unlocks loudly. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Leap

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You jump up to 10ft high, once. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Liquid Air

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

The air around you becomes swimmable . A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Magic Dampener

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

All nearby magical effects have their effectiveness halved. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Manse

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A sturdy, furnished cottage appears for 12 hours. You can permit and forbid entry to it at will. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Marble Craze

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Your pockets are full of marbles, and will refill every 30 seconds. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Masquerade

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A character’s appearance and voice becomes identical to those of a character you touch. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Miniaturize

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A creature you touch is shrunk down to the size of a mouse. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Mirror Image

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

An illusory duplicate of yourself appears and is under your control. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Mirrorwalk

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A mirror becomes a gateway to another mirror that you looked into today. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Multiarm

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You temporarily gain an extra arm. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Night Sphere

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A 50ft wide sphere of darkness displaying the night sky appears before you. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Objectify

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You become any inanimate object between the size of a grand piano and an apple. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Ooze Form

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You become a living jelly. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be

learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Pacify

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A creature near you has an aversion to violence. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Phobia

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A nearby creature becomes terrified of an object of your choice. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Pit

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A pit 10ft wide and 10ft deep opens in the ground. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Primal Surge

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A creature rapidly evolves into a future version of its species. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Push/Pull

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

An object of any size is pulled directly towards you or pushed directly away from you with the strength of one man. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Raise Dead

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A skeleton rises from the ground to serve you. They are incredibly stupid and can only obey simple orders. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0



Spellbook of Raise Spirit

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

The spirit of a nearby corpse manifests and will answer 1 question. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Read Mind

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You can hear the surface thoughts of nearby creatures. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Repel

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Two objects are strongly magnetically repelled from each other within 10 feet. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Scry

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You can see through the eyes of a creature you touched earlier today. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Sculpt Elements

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Inanimate material behaves like clay in your hands. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Sense

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Choose one kind of object (key, gold, arrow, jug, etc). You can sense the nearest example. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Shield

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A creature you touch is protected from mundane attacks for one minute. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Shroud

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A creature you touch is invisible until they move. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Shuffle

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Two creatures you can see instantly switch places. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Sleep

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A creature you can see falls into a light sleep. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Slick

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Every surface in a 30ft radius becomes extremely slippery. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Smoke Form

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Your body becomes a living smoke that you can control. A carried spellbook inspired by Cairn. In

Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Sniff

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You can smell even the faintest traces of scents. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Snuff

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

The source of any mundane light you can see is instantly snuffed out. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Sort

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Inanimate items sort themselves according to categories you set. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Spectacle

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A clearly false but impressive illusion of your choice appears, under your control. It may be up to the size of a palace and has full motion and sound. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Spellsaw

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A whirling blade flies from your chest, clearing any plant material in its way. It is otherwise harmless. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Spider Climb

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You can climb surfaces like a spider. A carried spellbook inspired by Cairn. In Story Pathos, its spell

can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Summon Cube

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Once per second you may summon or banish a 3-foot-wide cube of earth. New cubes must be affixed to the earth or to other cubes. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Summon Idol

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A carved stone statue the size of a mule rises from the ground. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Swarm

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You become a swarm of crows, rats, or piranhas. You can only be harmed by blast attacks. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Target Lure

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

An object you touch becomes the target of any nearby spell. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Telekinesis

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You may mentally 1 move item under 60lbs. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Telepathy

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Two creatures can hear each other’s thoughts, no matter how far apart. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0



Spellbook of Teleport

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

An object or person you can see is transported from one place to another in a 50ft radius. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Thicket

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A thicket of trees and dense brush up to 50ft wide suddenly sprouts up. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Time Control

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Time in a 50ft bubble slows down or increases by 10% for 30 seconds. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of True Sight

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You see through all nearby illusions. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Upwell

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A spring of seawater appears. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Vision

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You completely control what a creature sees. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Visual Illusion

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A silent, immobile, room-sized illusion of your choice appears. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Ward

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A silver circle 50ft across appears on the ground. Choose one species that cannot cross it. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Web

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Your wrists shoot thick webbing. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Widget

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

A primitive version of a drawn tool or item appears before you and disappears after a short time. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of Wizard Mark

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Your finger can shoot a stream of ulfire-colored paint. This paint is only visible to you and can be seen at any distance, even through solid objects. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition; additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellbook of X-Ray Vision

Books · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You can see through walls, dirt, clothing, etc. A carried spellbook inspired by Cairn. In Story Pathos, its spell can be learned through the Ritual tradition;

additional discoveries and uses are defined by the author.

Source. Cairn 1e · Yochai Gal · CC BY-SA 4.0

Spellguard Shield

Armor · Very Rare

Carried weight. 6 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While holding this shield, you have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Sphere of Annihilation

Trinkets · Legendary

Carried weight. 0 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This 2-foot-diameter black sphere is a hole in the multiverse, hovering in space and stabilized by a magical field surrounding it. The sphere obliterates all matter it passes through and all matter that passes through it. Artifacts are the exception. Unless an artifact is susceptible to damage from a sphere of annihilation, it passes through the sphere unscathed. Anything else that touches the sphere but isn't wholly engulfed and obliterated by it takes 4d10 force damage. The sphere is stationary until someone controls it. If you are within 60 feet of an uncontrolled sphere, you can use an action to make a DC 25 Intelligence (Arcana) check. On a success, the sphere levitates in one direction of your choice, up to a number of feet equal to 5 × your Intelligence modifier (minimum 5 feet). On a failure, the sphere moves 10 feet toward you. A creature whose space the sphere enters must succeed on a DC 13 Dexterity saving throw or be touched by it, taking 4d10 force damage.

If you attempt to control a sphere that is under another creature's control, you make an Intelligence (Arcana) check contested by the other creature's Intelligence (Arcana) check. The winner of the contest gains control of the sphere and can levitate it as normal. If the sphere comes into contact with a planar portal, such as that created by the gate spell, or an extradimensional space, such as that within a portable hole, the GM determines randomly what happens, using the following table.

d100: 01-50; Result: The sphere is destroyed.

d100: 51-85; Result: The sphere moves through the portal or into the extradimensional space.

d100: 86-00; Result: A spatial rift sends each creature and object within 180 feet of the sphere, including the sphere, to a random plane of existence.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Staff of Charming

Wands & Staves · Rare

Carried weight. 4 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While holding this staff, you can use an action to expend 1 of its 10 charges to cast charm person, command, or comprehend languages from it using your spell save DC. The staff can also be used as a magic quarterstaff. If you are holding the staff and fail a saving throw against an enchantment spell that targets only you, you can turn your failed save into a successful one. You can't use this property of the staff again until the next dawn. If you succeed on a save against an enchantment spell that targets only you, with or without the staff's intervention, you can use your reaction to expend 1 charge from the staff and turn the spell back on its caster as if you had cast the spell. The staff regains 1d8 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Staff of Fire

Wands & Staves · Very Rare

Carried weight. 4 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You have resistance to fire damage while you hold this staff. The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: burning hands (1 charge), fireball (3 charges), or wall of fire (4 charges). The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff blackens, crumbles into cinders, and is destroyed.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Staff of Frost

Wands & Staves · Very Rare

Carried weight. 4 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You have resistance to cold damage while you hold this staff. The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: cone of cold (5 charges), fog cloud (1 charge), ice storm (4 charges), or wall of ice (4 charges). The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff turns to water and is destroyed.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Staff of Healing

Wands & Staves · Rare

Carried weight. 4 lb

Native profile. Consumable · Will · 2d6+2

Consume one owned copy to restore rolled HP, limited by maximum HP.

This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: cure wounds (1 charge per spell level, up to 4th), lesser restoration (2 charges), or mass cure wounds (5 charges). The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff vanishes in a flash of light, lost forever.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Staff of Power

Wands & Staves · Very Rare

Carried weight. 4 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While holding it, you gain a +2 bonus to Armor Class, saving throws, and spell attack rolls. The staff has 20 charges for the following properties. The staff regains 2d8 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff retains its +2 bonus to attack and damage rolls but loses all other properties. On a 20, the staff regains 1d8 + 2 charges. Power Strike. When you hit with a melee attack using the staff, you can expend 1 charge to deal an extra 1d6 force damage to the target. Spells.

While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: cone of cold (5 charges), fireball (5th-level version, 5 charges), globe of invulnerability (6 charges), hold monster (5 charges), levitate (2 charges), lightning bolt (5th-level version, 5 charges), magic missile (1 charge), ray of enfeeblement (1 charge), or wall of force (5 charges). Retributive Strike. You can use an action to break the staff over your knee or against a solid surface, performing a retributive strike. The staff is destroyed and releases its remaining magic in an explosion that expands to fill a 30-foot-radius sphere centered on it. You have a 50 percent chance to instantly travel to a random plane of existence, avoiding the explosion. If you fail to avoid the effect, you take force damage equal to 16 × the number of charges in the staff.

Every other creature in the area must make a DC 17 Dexterity saving throw. On a failed save, a creature

takes an amount of damage based on how far away it is from the point of origin, as shown in the following table. On a successful save, a creature takes half as much damage.

Distance from Origin	Damage
10 ft. away or closer	8 × the number of charges in the staff
11 to 20 ft. away	6 × the number of charges in the staff
21 to 30 ft. away	4 × the number of charges in the staff

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Staff of Striking

Wands & Staves · Very Rare

Carried weight. 4 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This staff can be wielded as a magic quarterstaff that grants a +3 bonus to attack and damage rolls made with it. The staff has 10 charges. When you hit with a melee attack using it, you can expend up to 3 of its charges. For each charge you expend, the target takes an extra 1d6 force damage. The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Staff of Swarming Insects

Wands & Staves · Very Rare

Carried weight. 4 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This staff has 10 charges and regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, a swarm of insects consumes and destroys the staff, then disperses. Spells. While holding the staff, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC: giant insect (4 charges) or insect plague (5 charges). Insect Cloud. While holding the staff, you can use an action and expend 1 charge to cause a swarm of harmless flying insects to spread out in a 30-foot radius from you. The insects remain for 10 minutes, making the area heavily obscured for creatures other than you. The swarm moves with you, remaining centered on you. A wind of at least 10 miles per hour disperses the swarm and ends the effect.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Staff of the Magi

Wands & Staves · Legendary

Carried weight. 4 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While you hold it, you gain a +2 bonus to spell attack rolls. The staff has 50 charges for the following properties. It regains 4d6 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 20, the staff regains 1d12 + 1 charges. Spell Absorption. While holding the staff, you have advantage on saving throws against spells. In addition, you can use your reaction when another creature casts a spell that targets only you. If you do, the staff absorbs the magic of the spell, canceling its effect and gaining a number of charges equal to the absorbed spell's level. However, if doing so brings the staff's total number of charges above 50, the staff explodes as if you activated its retributive strike (see below). Spells.

While holding the staff, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: conjure elemental (7 charges), dispel magic (3 charges), fireball (7th-level version, 7 charges), flaming sphere (2 charges), ice storm (4 charges), invisibility (2 charges), knock (2 charges), lightning bolt (7th-level version, 7 charges), passwall

(5 charges), plane shift (7 charges), telekinesis (5 charges), wall of fire (4 charges), or web (2 charges). You can also use an action to cast one of the following spells from the staff without using any charges: arcane lock, detect magic, enlarge/reduce, light, mage hand, or protection from evil and good. Retributive Strike. You can use an action to break the staff over your knee or against a solid surface, performing a retributive strike. The staff is destroyed and releases its remaining magic in an explosion that expands to fill a 30-foot-radius sphere centered on it.

You have a 50 percent chance to instantly travel to a random plane of existence, avoiding the explosion. If you fail to avoid the effect, you take force damage equal to 16 × the number of charges in the staff. Every other creature in the area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes an amount of damage based on how far away it is from the point of origin, as shown in the following table. On a successful save, a creature takes half as much damage.

Distance from Origin	Damage
10 ft. away or closer	8 × the number of charges in the staff
11 to 20 ft. away	6 × the number of charges in the staff
21 to 30 ft. away	4 × the number of charges in the staff

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Staff of the Python

Wands & Staves · Very Rare

Carried weight. 4 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You can use an action to speak this staff's command word and throw the staff on the ground within 10 feet of you. The staff becomes a giant constrictor snake under your control and acts on its own initiative count. By using a bonus action to speak the command word again, you return the staff to its normal form in a space formerly occupied by the snake. On your turn, you can mentally command the snake if it is within 60 feet of you and you aren't incapacitated. You decide what action the snake takes and where it moves during its next turn, or you can issue it a general command, such as to attack your enemies or guard a location. If the snake is reduced to 0 hit points, it dies and reverts to its staff form. The staff then shatters and is destroyed. If the snake reverts to staff form before losing all its hit points, it regains all of them.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Staff of the Woodlands

Wands & Staves · Rare

Carried weight. 4 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While holding it, you have a +2 bonus to spell attack rolls. The staff has 10 charges for the following properties. It regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff loses its properties and becomes a nonmagical quarterstaff. Spells. You can use an action to expend 1 or more of the staff's charges to cast one of the following spells from it, using your spell save DC: animal friendship (1 charge), awaken (5 charges), barkskin (2 charges), locate animals or plants (2 charges), speak with animals (1 charge), speak with plants (3 charges), or wall of thorns (6 charges). You can also use an action to cast the pass without trace spell from the staff without using any charges. Tree Form. You can use an action to plant one end of the staff in fertile earth and expend 1 charge to transform the staff into a healthy tree.

The tree is 60 feet tall and has a 5-foot-diameter trunk, and its branches at the top spread out in a 20-foot radius. The tree appears ordinary but radiates a faint aura of transmutation magic if targeted by detect magic. While touching the tree and using another action to speak its command word, you return the staff to its normal form. Any creature in the tree falls when it reverts to a staff.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Staff of Thunder and Lightning

Wands & Staves · Very Rare

Carried weight. 4 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. It also has the following additional properties. When one of these properties is used, it can't be used again until the next dawn. Lightning. When you hit with a melee attack using the staff, you can cause the target to take an extra 2d6 lightning damage. Thunder. When you hit with a melee attack using the staff, you can cause the staff to emit a crack of thunder, audible out to 300 feet. The target you hit must succeed on a DC 17 Constitution saving throw or become stunned until the end of your next turn. Lightning Strike. You can use an action to cause a bolt of lightning to leap from the staff's tip in a line that is 5 feet wide and 120 feet long. Each creature in that line must make a DC 17 Dexterity saving throw, taking 9d6 lightning damage on a failed save, or half as much damage on a successful one. Thunderclap.

You can use an action to cause the staff to issue a deafening thunderclap, audible out to 600 feet. Each creature within 60 feet of you (not including you) must make a DC 17 Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and becomes deafened for 1 minute. On a successful save, a creature takes half damage and isn't deafened. Thunder and Lightning. You can use an action to use the Lightning Strike and Thunderclap properties at the same time. Doing so doesn't expend the daily use of those properties, only the use of this one.

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Staff of Withering

Wands & Staves · Rare

Carried weight. 4 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This staff has 3 charges and regains 1d3 expended charges daily at dawn. The staff can be wielded as a magic quarterstaff. On a hit, it deals damage as a normal quarterstaff, and you can expend 1 charge to deal an extra 2d10 necrotic damage to the target. In addition, the target must succeed on a DC 15 Constitution saving throw or have disadvantage for 1 hour on any ability check or saving throw that uses Strength or Constitution.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Stone of Controlling Earth Elementals

Trinkets · Rare

Carried weight. 1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

If the stone is touching the ground, you can use an action to speak its command word and summon an earth elemental, as if you had cast the conjure elemental spell. The stone can't be used this way again until the next dawn. The stone weighs 5 pounds.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Stone of Good Luck (Luckstone)

Trinkets · Uncommon

Carried weight. 1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While this polished agate is on your person, you gain a +1 bonus to ability checks and saving throws.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Sun Blade

Weapons · Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This item appears to be a longsword hilt. While grasping the hilt, you can use a bonus action to cause a blade of pure radiance to spring into existence, or make the blade disappear. While the blade exists, this magic longsword has the finesse property. If you are proficient with shortswords or longswords, you are proficient with the sun blade. You gain a +2 bonus to attack and damage rolls made with this weapon, which deals radiant damage instead of slashing damage. When you hit an undead with it, that target takes an extra 1d8 radiant damage. The sword's luminous blade emits bright light in a 15-foot radius and dim light for an additional 15 feet. The light is sunlight. While the blade persists, you can use an action to expand or reduce its radius of bright and dim light by 5 feet each, to a maximum of 30 feet each or a minimum of 10 feet each.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Sword of Life Stealing

Weapons · Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

When you attack a creature with this magic weapon and roll a 20 on the attack roll, that target takes an extra 3d6 necrotic damage, provided that the target isn't a construct or an undead. You gain temporary hit points equal to the extra damage dealt.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Sword of Sharpness

Weapons · Very Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

When you attack an object with this magic sword and hit, maximize your weapon damage dice against the target. When you attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra 4d6 slashing damage. Then roll another d20. If you roll a 20, you lop off one of the target's limbs, with the effect of such loss determined by the GM. If the creature has no limb to sever, you lop off a portion of its body instead. In addition, you can speak the sword's command word to cause the blade to shed bright light in a 10 foot radius and dim light for an additional 10 feet. Speaking the command word again or sheathing the sword puts out the light.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Sword of Wounding

Weapons · Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Hit points lost to this weapon's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means. Once per turn, when you hit a creature with an attack using this magic weapon, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Talisman of Pure Good

Trinkets · Legendary

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This talisman is a mighty symbol of goodness. A creature that is neither good nor evil in alignment takes 6d6 radiant damage upon touching the talisman. An evil creature takes 8d6 radiant damage upon touching the talisman. Either sort of creature takes the damage again each time it ends its turn holding or carrying the talisman. If you are a good cleric or paladin, you can use the talisman as a holy symbol, and you gain a +2 bonus to spell attack rolls while you wear or hold it. The talisman has 7 charges. If you are wearing or holding it, you can use an action to expend 1 charge from it and choose one creature you can see on the ground within 120 feet of you. If the target is of evil alignment, a flaming fissure opens under it. The target must succeed on a DC 20 Dexterity saving throw or fall into the fissure and be destroyed, leaving no remains. The fissure then closes, leaving no trace of its existence.

When you expend the last charge, the talisman disperses into motes of golden light and is destroyed.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Talisman of the Sphere

Trinkets · Legendary

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

When you make an Intelligence (Arcana) check to control a sphere of annihilation while you are holding this talisman, you double your proficiency bonus on the check. In addition, when you start your turn with control over a sphere of annihilation, you can use an action to levitate it 10 feet plus a number of additional feet equal to 10 × your Intelligence modifier.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Talisman of Ultimate Evil

Trinkets · Legendary

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This item symbolizes unrepentant evil. A creature that is neither good nor evil in alignment takes 6d6 necrotic damage upon touching the talisman. A good creature takes 8d6 necrotic damage upon touching the talisman. Either sort of creature takes the damage again each time it ends its turn holding or carrying the talisman. If you are an evil cleric or paladin, you can use the talisman as a holy symbol, and you gain a +2 bonus to spell attack rolls while you wear or hold it. The talisman has 6 charges. If you are wearing or holding it, you can use an action to expend 1 charge from the talisman and choose one creature you can see on the ground within 120 feet of you. If the target is of good alignment, a flaming fissure opens under it. The target must succeed on a DC 20 Dexterity saving throw or fall into the fissure and be destroyed, leaving no remains. The fissure then closes, leaving no trace of its existence.

When you expend the last charge, the talisman dissolves into foul-smelling slime and is destroyed.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Tome of Clear Thought

Books · Very Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This book contains memory and logic exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Intelligence score increases by 2, as does your maximum for that score. The manual then loses its magic, but regains it in a century.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Tome of Leadership and Influence

Books · Very Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This book contains guidelines for influencing and charming others, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Charisma score increases by 2, as does your maximum for that score. The manual then loses its magic, but regains it in a century.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Tome of Understanding

Books · Very Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This book contains intuition and insight exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Wisdom score increases by 2, as does your maximum for that score. The manual then loses its magic, but regains it in a century.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Trident of Fish Command

Weapons · Uncommon

Carried weight. 4 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This trident is a magic weapon. It has 3 charges. While you carry it, you can use an action and expend 1 charge to cast dominate beast (save DC 15) from it on a beast that has an innate swimming speed. The trident regains 1d3 expended charges daily at dawn.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Universal Solvent

Trinkets · Legendary

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This tube holds milky liquid with a strong alcohol smell. You can use an action to pour the contents of the tube onto a surface within reach. The liquid instantly dissolves up to 1 square foot of adhesive it touches, including sovereign glue.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Vicious Weapon

Weapons · Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

When you roll a 20 on your attack roll with this magic weapon, your critical hit deals an extra 2d6 damage of the weapon's type.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Vorpal Sword

Weapons · Legendary

Carried weight. 3 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. In addition, the weapon ignores resistance to slashing damage. When you attack a creature that has at least one head with this weapon and roll a 20 on the attack roll, you cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to

this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 6d8 slashing damage from the hit.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Wand of Binding

Wands & Staves · Rare

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This wand has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed. Spells. While holding the wand, you can use an action to expend some of its charges to cast one of the following spells (save DC 17): hold monster (5 charges) or hold person (2 charges). Assisted Escape. While holding the wand, you can use your reaction to expend 1 charge and gain advantage on a saving throw you make to avoid being paralyzed or restrained, or you can expend 1 charge and gain advantage on any check you make to escape a grapple.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Wand of Enemy Detection

Wands & Staves · Rare

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This wand has 7 charges. While holding it, you can use an action and expend 1 charge to speak its command word. For the next minute, you know the direction of the nearest creature hostile to you within 60 feet, but not its distance from you. The wand can sense the presence of hostile creatures that are ethereal, invisible, disguised, or hidden, as well as those in plain sight. The effect ends if you stop holding the wand. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Wand of Fear

Wands & Staves · Rare

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This wand has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed. Command. While holding the wand, you can use an action to expend 1 charge and command another creature to flee or grovel, as with the command spell (save DC 15). Cone of Fear. While holding the wand, you can use an action to expend 2 charges, causing the wand's tip to emit a 60-foot cone of amber light. Each creature in the cone must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute. While it is frightened in this way, a creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving.

If it has nowhere it can move, the creature can use the Dodge action. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Wand of Fireballs

Wands & Staves · Rare

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the fireball spell (save DC 15) from it. For 1 charge,

you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Wand of Lightning Bolts

Wands & Staves · Rare

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the lightning bolt spell (save DC 15) from it. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Wand of Magic Detection

Wands & Staves · Uncommon

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This wand has 3 charges. While holding it, you can expend 1 charge as an action to cast the detect magic spell from it. The wand regains 1d3 expended charges daily at dawn.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Wand of Magic Missiles

Wands & Staves · Uncommon

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the magic missile spell from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Wand of Paralysis

Wands & Staves · Rare

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cause a thin blue ray to streak from the tip toward a creature you can see within 60 feet of you. The target must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. At the end of each of the target's turns, it

can repeat the saving throw, ending the effect on itself on a success. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Wand of Polymorph

Wands & Staves · Very Rare

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the polymorph spell (save DC 15) from it. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Wand of Secrets

Wands & Staves · Uncommon

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

The wand has 3 charges. While holding it, you can use an action to expend 1 of its charges, and if a secret door or trap is within 30 feet of you, the wand pulses and points at the one nearest to you. The wand regains 1d3 expended charges daily at dawn.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Wand of the War Mage, +1, +2, or +3

Wands & Staves · Uncommon

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6 · attack +1, damage +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity. In addition, you ignore half cover when making a spell attack.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Wand of Web

Wands & Staves · Uncommon

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the web spell (save DC 15) from it. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Wand of Wonder

Wands & Staves · Rare

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges and choose a target within 120 feet of you. The target can be a creature, an object, or a point in space. Roll d100 and consult the following table to discover what happens. If the effect causes you to cast a spell from the wand, the spell's save DC is 15. If the spell normally has a range expressed in feet, its range becomes 120 feet if it isn't already. If an effect covers an area, you must center the spell on and include the target. If an effect has multiple possible subjects, the GM randomly determines which ones are affected. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into dust and is destroyed.

d100: 01-05; Effect: You cast slow. 06-10 You cast faerie fire.

d100: 11-15; Effect: You are stunned until the start of your next turn, believing something awesome just happened. 16-20 You cast gust of wind.

d100: 21-25; Effect: You cast detect thoughts on the target you chose. If you didn't target a creature, you instead take 1d6 psychic damage.

d100: 26-30; Effect: You cast stinking cloud.

d100: 31-33; Effect: Heavy rain falls in a 60-foot radius centered on the target. The area becomes lightly obscured. The rain falls until the start of your next turn.

d100: 34-36; Effect: An animal appears in the unoccupied space nearest the target. The animal isn't under your control and acts as it normally would. Roll a d100 to determine which animal appears. On a 01-25, a rhinoceros appears; on a 26-50, an elephant appears; and on a 51-100, a rat appears.

d100: 37-46; Effect: You cast lightning bolt.

d100: 47-49; Effect: A cloud of 600 oversized butterflies fills a 30-foot radius centered on the target. The area becomes heavily obscured. The butterflies remain for 10 minutes.

d100: 50-53; Effect: You enlarge the target as if you had cast enlarge/reduce. If the target can't be affected by that spell, or if you didn't target a creature, you become the target.

d100: 54-58; Effect: You cast darkness.

d100: 59-62; Effect: Grass grows on the ground in a 60-foot radius centered on the target. If grass is already there, it grows to ten times its normal size and remains overgrown for 1 minute.

d100: 63-65; Effect: An object of the GM's choice disappears into the Ethereal Plane. The object must be neither worn nor carried, within 120 feet of the target, and no larger than 10 feet in any dimension.

d100: 66-69; Effect: You shrink yourself as if you had cast enlarge/reduce on yourself.

d100: 70-79; Effect: You cast fireball.

d100: 80-84; Effect: You cast invisibility on yourself.

d100: 85-87; Effect: Leaves grow from the target. If you chose a point in space as the target, leaves sprout from the creature nearest to that point. Unless they are picked off, the leaves turn brown and fall off after 24 hours.

d100: 88-90; Effect: A stream of 1d4 × 10 gems, each worth 1 gp, shoots from the wand's tip in a line 30 feet long and 5 feet wide. Each gem deals 1 bludgeoning damage, and the total damage of the gems is divided equally among all creatures in the line.

d100: 91-95; Effect: A burst of colorful shimmering light extends from you in a 30-foot radius. You and each creature in the area that can see must succeed on a DC 15 Constitution saving throw or become blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

d100: 96-97; Effect: The target's skin turns bright blue for 1d10 days. If you chose a point in space, the creature nearest to that point is affected.

d100: 98-100; Effect: If you targeted a creature, it must make a DC 15 Constitution saving throw. If you didn't target a creature, you become the target and must make the saving throw. If the saving throw fails by 5 or more, the target is instantly petrified. On any other failed save, the target is restrained and begins to turn to stone. While restrained in this way, the target must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the target is freed by the greater restoration spell or similar magic.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Wayfarer longbow +1

Weapons · Uncommon

Carried weight. 2 lb

A crafted longbow with native Grace attacks and +1 attack and damage while equipped.

Source. Story Pathos original • Nemoris

Weapon, +1, +2, or +3

Weapons · Uncommon

Carried weight. 3 lb

Native profile. Passive · Will · 1d6 · attack +1, damage +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

You have a bonus to attack and damage rolls made with this magic weapon. The bonus is determined by the weapon's rarity.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Well of Many Worlds

Trinkets · Legendary

Carried weight. 0.1 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

This fine black cloth, soft as silk, is folded up to the dimensions of a handkerchief. It unfolds into a circular sheet 6 feet in diameter. You can use an action to unfold and place the well of many worlds on a solid surface, whereupon it creates a two-way portal to another world or plane of existence. Each time the item opens a portal, the GM decides where it leads. You can use an action to close an open portal by taking hold of the edges of the cloth and folding it up. Once well of many worlds has opened a portal, it can't do so again for 1d8 hours.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Wind Fan

Trinkets · Uncommon

Carried weight. 0.5 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While holding this fan, you can use an action to cast the gust of wind spell (save DC 13) from it. Once used, the fan shouldn't be used again until the next dawn. Each time it is used again before then, it has a cumulative 20 percent chance of not working and tearing into useless, nonmagical tatters.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Winged Boots

Clothing · Uncommon

Carried weight. 2 lb

Native profile. Passive · Will · 1d6

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While you wear these boots, you have a flying speed equal to your walking speed. You can use the boots to fly for up to 4 hours, all at once or in several shorter flights, each one using a minimum of 1 minute from the duration. If you are flying when the duration expires, you descend at a rate of 30 feet per round until you land. The boots regain 2 hours of flying capability for every 12 hours they aren't in use.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Wings of Flying

Trinkets · Rare

Carried weight. 3 lb

Native profile. Passive · Will · 1d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

While wearing this cloak, you can use an action to speak its command word. This turns the cloak into a pair of bat wings or bird wings on your back for 1 hour or until you repeat the command word as an action. The wings give you a flying speed of 60 feet. When they disappear, you can't use them again for 1d12 hours.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Witness prism

Evidence · Common

Carried weight. 0.6 lb

A small glass record carrier. Evidence, not a source of mana or an automatic truth detector.

Source. Story Pathos original • Nemoris

The complete bestiary

PART TWO / COLLECTION 06

329 complete entries, arranged alphabetically. Use the native profile for play and the credited source description for reference.



Aboleth

Aberration

Native encounter. Level 10 · Armor 17 · HP 135 · attack +9 · damage 5–15

Habitat. Underdark, Sewer, Caverns, Plane Of Water, Water

Disposition. lawful evil

Traits. Amphibious; Mucous Cloud; Probing Telepathy

Large Aberration. darkvision 120 ft., passive Perception 20. The aboleth can breathe air and water.

Complete source encounter rules. The aboleth makes three tentacle attacks. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by heal or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 15 (3d6 + 5) bludgeoning damage. The aboleth targets one creature it can see within 30 ft. of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicate telepathically with each other over any distance. Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Acolyte

Humanoid

Native encounter. Level 1 · Armor 10 · HP 9 · attack +2 · damage 1–6

Habitat. Temple, Desert, Urban, Hills, Settlement

Disposition. any alignment

Traits. Spellcasting

Acolytes are junior members of a clergy, usually answerable to a priest. They perform a variety of functions in a temple and are granted minor spellcasting power by their deities.

Complete source encounter rules. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Adult Black Dragon

Dragon

Native encounter. Level 14 · Armor 19 · HP 195 · attack +11 · damage 7–19

Habitat. Swamp

Disposition. chaotic evil

Traits. Amphibious; Legendary Resistance (3/Day)

Huge Dragon. blindsight 60 ft., darkvision 120 ft., passive Perception 21. The dragon can breathe air and water.

Complete source encounter rules. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 4 (1d8) acid damage. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the

dragon's Frightful Presence for the next 24 hours. The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Adult Blue Dragon

Dragon

Native encounter. Level 16 · Armor 19 · HP 225 · attack +12 · damage 8–21

Habitat. Desert, Coastal

Disposition. lawful evil

Traits. Legendary Resistance (3/Day)

Huge Dragon. blindsight 60 ft., darkvision 120 ft., passive Perception 22. If the dragon fails a saving throw, it can choose to succeed instead.

Complete source encounter rules. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 18 (2d10 + 7) piercing damage plus 5 (1d10) lightning damage. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 16 (2d8 + 7) bludgeoning damage. Each creature of the dragon's choice that is within 120 ft. of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours. The dragon exhales lightning in a 90-foot line that is 5 ft. wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Adult Brass Dragon

Dragon

Native encounter. Level 13 · Armor 18 · HP 172 · attack +11 · damage 6–18

Habitat. Desert

Disposition. chaotic good

Traits. Legendary Resistance (3/Day)

Huge Dragon. blindsight 60 ft., darkvision 120 ft., passive Perception 21. If the dragon fails a saving throw, it can choose to succeed instead.

Complete source encounter rules. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours. The dragon uses one of the following breath weapons. Fire Breath. The dragon exhales fire in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 45 (13d6) fire damage on a failed save, or half as much damage on a successful one. Sleep Breath. The dragon exhales sleep gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Adult Bronze Dragon

Dragon

Native encounter. Level 15 · Armor 19 · HP 212 · attack +12 · damage 7–20

Habitat. Desert, Coastal, Water

Disposition. lawful good

Traits. Amphibious; Legendary Resistance (3/Day)

Huge Dragon. blindsight 60 ft., darkvision 120 ft., passive Perception 22. The dragon can breathe air and water.

Complete source encounter rules. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 18 (2d10 + 7) piercing damage. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 16 (2d8 + 7) bludgeoning damage. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours. The dragon uses one of the following breath weapons. Lightning Breath. The dragon exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one. Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 19 Strength saving throw. On a failed save, the creature is pushed 60 feet away from the dragon. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Adult Copper Dragon

Dragon

Native encounter. Level 14 · Armor 18 · HP 184 · attack +11 · damage 7–19

Habitat. Hill, Hills, Mountains

Disposition. chaotic good

Traits. Legendary Resistance (3/Day)

Huge Dragon. blindsight 60 ft., darkvision 120 ft., passive Perception 22. If the dragon fails a saving throw, it can choose to succeed instead.

Complete source encounter rules. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours. The dragon uses one of the following breath weapons. Acid Breath. The dragon exhales acid in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one. Slowing Breath. The dragon exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Adult Gold Dragon

Dragon

Native encounter. Level 17 · Armor 19 · HP 256 · attack +14 · damage 8–22

Habitat. Astral Plane, Grassland, Water, Ruin, Forest

Disposition. lawful good

Traits. Amphibious; Legendary Resistance (3/Day)

Huge Dragon. blindsight 60 ft., darkvision 120 ft., passive Perception 24. The dragon can breathe air and water.

Complete source encounter rules. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 19 (2d10 + 8) piercing damage. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) slashing damage. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours. The dragon uses one of the following breath weapons. Fire Breath. The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 66 (12d10) fire damage on a failed save, or half as much damage on a successful one. Weakening Breath. The dragon exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC 21 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Adult Green Dragon

Dragon

Native encounter. Level 15 · Armor 19 · HP 207 · attack +11 · damage 7–20

Habitat. Jungle, Forest

Disposition. lawful evil

Traits. Amphibious; Legendary Resistance (3/Day)

Huge Dragon. blindsight 60 ft., darkvision 120 ft., passive Perception 22. The dragon can breathe air and water.

Complete source encounter rules. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 7 (2d6) poison damage. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours. The dragon exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Adult Red Dragon

Dragon

Native encounter. Level 17 · Armor 19 · HP 256 · attack +14 · damage 8–22

Habitat. Hill, Mountains, Mountain

Disposition. chaotic evil

Traits. Legendary Resistance (3/Day)

Huge Dragon. blindsight 60 ft., darkvision 120 ft., passive Perception 23. If the dragon fails a saving throw, it can choose to succeed instead.

Complete source encounter rules. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) slashing damage. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage. Each creature of the dragon's choice that is within 120 ft. of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours. The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Adult Silver Dragon

Dragon

Native encounter. Level 16 · Armor 19 · HP 243 · attack +13 · damage 8–21

Habitat. Urban, Feywild, Mountains, Mountain

Disposition. lawful good

Traits. Legendary Resistance (3/Day)

Huge Dragon. blindsight 60 ft., darkvision 120 ft., passive Perception 21. If the dragon fails a saving throw, it can choose to succeed instead.

Complete source encounter rules. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 19 (2d10 + 8) piercing damage. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) slashing damage. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours. The dragon uses one of the following breath weapons. Cold Breath. The dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 58 (13d8) cold damage on a failed save, or half as much damage on a successful one. Paralyzing Breath. The dragon exhales paralyzing gas in a 60-foot cone. Each creature in that area must succeed on a DC 20 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Adult White Dragon

Dragon

Native encounter. Level 13 · Armor 18 · HP 200 · attack +11 · damage 6–18

Habitat. Tundra, Arctic

Disposition. chaotic evil

Traits. Ice Walk; Legendary Resistance (3/Day)

Huge Dragon. blindsight 60 ft., darkvision 120 ft., passive Perception 21. The dragon can move across

and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Complete source encounter rules. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 4 (1d8) cold damage. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage. Each creature of the dragon's choice that is within 120 ft. of the dragon and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours. The dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Air Elemental

Elemental

Native encounter. Level 5 · Armor 15 · HP 90 · attack +8 · damage 2–10

Habitat. Plane Of Air, Laboratory, Mountain

Disposition. neutral

Traits. Air Form

Large Elemental. darkvision 60 ft., passive Perception 10. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Complete source encounter rules. The elemental makes two slam attacks. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage. Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ancient Black Dragon

Dragon

Native encounter. Level 21 · Armor 22 · HP 367 · attack +15 · damage 10–26

Habitat. Swamp

Disposition. chaotic evil

Traits. Amphibious; Legendary Resistance (3/Day)

Gargantuan Dragon. blindsight 60 ft., darkvision 120 ft., passive Perception 26. The dragon can breathe air and water.

Complete source encounter rules. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. Hit: 19 (2d10 + 8) piercing damage plus 9 (2d8) acid damage. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) slashing damage. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours. The dragon exhales acid in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 67 (15d8) acid damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ancient Blue Dragon

Dragon

Native encounter. Level 23 · Armor 22 · HP 481 · attack +16 · damage 11–28

Habitat. Desert, Coastal

Disposition. lawful evil

Traits. Legendary Resistance (3/Day)

Gargantuan Dragon. blindsight 60 ft., darkvision 120 ft., passive Perception 27. If the dragon fails a saving throw, it can choose to succeed instead.

Complete source encounter rules. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. Hit: 20 (2d10 + 9) piercing damage plus 11 (2d10) lightning damage. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. Hit: 16 (2d6 + 9) slashing damage. Melee Weapon Attack: +16 to hit, reach 20 ft., one target. Hit: 18 (2d8 + 9) bludgeoning damage. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours. The dragon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ancient Brass Dragon

Dragon

Native encounter. Level 20 · Armor 20 · HP 297 · attack +14 · damage 10–25

Habitat. Desert

Disposition. chaotic good

Traits. Legendary Resistance (3/Day)

Gargantuan Dragon. blindsight 60 ft., darkvision 120 ft., passive Perception 24. If the dragon fails a saving throw, it can choose to succeed instead.

Complete source encounter rules. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 19 (2d10 + 8) piercing damage. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) slashing damage. Melee Weapon Attack: +14 to hit, reach 20 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours. The dragon uses one of the following breath weapons: Fire Breath. The dragon exhales fire in an 90-foot line that is 10 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one. Sleep Breath. The dragon exhales sleep gas in a 90-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ancient Bronze Dragon

Dragon

Native encounter. Level 22 · Armor 22 · HP 444 · attack +16 · damage 11–27

Habitat. Desert, Coastal, Water

Disposition. lawful good

Traits. Amphibious; Legendary Resistance (3/Day)

Gargantuan Dragon. blindsight 60 ft., darkvision 120 ft., passive Perception 27. The dragon can breathe air and water.

Complete source encounter rules. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. Hit: 20 (2d10 + 9) piercing damage. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. Hit: 16 (2d6 + 9) slashing damage. Melee Weapon Attack: +16 to hit, reach 20 ft., one target. Hit: 18 (2d8 + 9) bludgeoning damage. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours. The dragon uses one of the following breath weapons. Lightning Breath. The dragon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one. Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 23 Strength saving throw. On a failed save, the creature is pushed 60 feet away from the dragon. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ancient Copper Dragon

Dragon

Native encounter. Level 21 · Armor 21 · HP 350 · attack +15 · damage 10–26

Habitat. Hill, Hills, Mountains

Disposition. chaotic good

Traits. Legendary Resistance (3/Day)

Gargantuan Dragon. blindsight 60 ft., darkvision 120 ft., passive Perception 27. If the dragon fails a saving throw, it can choose to succeed instead.

Complete source encounter rules. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. Hit: 19 (2d10 + 8) piercing damage. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) slashing damage. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours. The dragon uses one of the following breath weapons. Acid Breath. The dragon exhales acid in an 90-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 63 (14d8) acid damage on a failed save, or half as much damage on a successful one. Slowing Breath. The dragon exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 22 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the

effect on itself with a successful save. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ancient Gold Dragon

Dragon

Native encounter. Level 24 · Armor 22 · HP 546 · attack +17 · damage 12–29

Habitat. Astral Plane, Grassland, Water, Ruin, Forest

Disposition. lawful good

Traits. Amphibious; Legendary Resistance (3/Day)

Gargantuan Dragon. blindsight 60 ft., darkvision 120 ft., passive Perception 27. The dragon can breathe air and water.

Complete source encounter rules. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 21 (2d10 + 10) piercing damage. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. Hit: 17 (2d6 + 10) slashing damage. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours. The dragon uses one of the following breath weapons. Fire Breath. The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 71 (13d10) fire damage on a failed save, or half as much damage on a successful one. Weakening Breath. The dragon exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ancient Green Dragon

Dragon

Native encounter. Level 22 · Armor 21 · HP 385 · attack +15 · damage 11–27

Habitat. Jungle, Forest

Disposition. lawful evil

Traits. Amphibious; Legendary Resistance (3/Day)

Gargantuan Dragon. blindsight 60 ft., darkvision 120 ft., passive Perception 27. The dragon can breathe air and water.

Complete source encounter rules. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. Hit: 19 (2d10 + 8) piercing damage plus 10 (3d6) poison damage. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 22 (4d6 + 8) slashing damage. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a

DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours. The dragon exhales poisonous gas in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 77 (22d6) poison damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Ancient Red Dragon

Dragon

Native encounter. Level 24 · Armor 22 · HP 546 · attack +17 · damage 12–29

Habitat. Hill, Mountains, Mountain

Disposition. chaotic evil

Traits. Legendary Resistance (3/Day)

Gargantuan Dragon. blindsight 60 ft., darkvision 120 ft., passive Perception 26. If the dragon fails a saving throw, it can choose to succeed instead.

Complete source encounter rules. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 21 (2d10 + 10) piercing damage plus 14 (4d6) fire damage. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. Hit: 17 (2d6 + 10) slashing damage. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours. The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ancient Silver Dragon

Dragon

Native encounter. Level 23 · Armor 22 · HP 487 · attack +17 · damage 11–28

Habitat. Urban, Feywild, Mountains, Mountain

Disposition. lawful good

Traits. Legendary Resistance (3/Day)

Gargantuan Dragon. blindsight 60 ft., darkvision 120 ft., passive Perception 26. If the dragon fails a saving throw, it can choose to succeed instead.

Complete source encounter rules. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 21 (2d10 + 10) piercing damage. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. Hit: 17 (2d6 + 10) slashing damage. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours. The dragon uses one of the following breath weapons. Cold Breath. The dragon exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 67 (15d8) cold damage on a failed save, or half as much damage on a successful one. Paralyzing Breath. The dragon exhales paralyzing gas in a 90- foot cone. Each creature in that area must succeed on a DC 24 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ancient White Dragon

Dragon

Native encounter. Level 20 · Armor 20 · HP 333 · attack +14 · damage 10–25

Habitat. Tundra, Arctic

Disposition. chaotic evil

Traits. Ice Walk; Legendary Resistance (3/Day)

Gargantuan Dragon. blindsight 60 ft., darkvision 120 ft., passive Perception 23. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Complete source encounter rules. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 19 (2d10 + 8) piercing damage plus 9 (2d8) cold damage. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) slashing damage. Melee Weapon Attack: +14 to hit, reach 20 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours. The dragon exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 72 (16d8) cold damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Androsphinx

Monstrosity

Native encounter. Level 17 · Armor 17 · HP 199 · attack +12 · damage 8–22

Habitat. Desert, Ruins

Disposition. lawful neutral

Traits. Inscrutable; Magic Weapons; Spellcasting

Large Monstrosity. truesight 120 ft., passive Perception 20. The sphinx is immune to any effect that

would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Complete source encounter rules. The sphinx makes two claw attacks. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 17 (2d10 + 6) slashing damage. The sphinx emits a magical roar. Each time it roars before finishing a long rest, the roar is louder and the effect is different, as detailed below. Each creature within 500 feet of the sphinx and able to hear the roar must make a saving throw. First Roar. Each creature that fails a DC 18 Wisdom saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Second Roar. Each creature that fails a DC 18 Wisdom saving throw is deafened and frightened for 1 minute. A frightened creature is paralyzed and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Third Roar. Each creature makes a DC 18 Constitution saving throw. On a failed save, a creature takes 44 (8d10) thunder damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Animated Armor

Construct

Native encounter. Level 1 · Armor 18 · HP 33 · attack +4 · damage 1–6

Habitat. Temple, Ruin, Laboratory

Disposition. unaligned

Traits. Antimagic Susceptibility; False Appearance

Medium Construct. blindsight 60 ft. (blind beyond this radius), passive Perception 6. The armor is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Complete source encounter rules. The armor makes two melee attacks. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ankheg

Monstrosity

Native encounter. Level 2 · Armor 14 · HP 39 · attack +5 · damage 1–7

Habitat. Desert, Hills, Grassland, Settlement, Forest

Disposition. unaligned

Large Monstrosity. darkvision 60 ft., tremorsense 60 ft., passive Perception 11. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the ankheg can bite only the grappled creature and has advantage on attack rolls to do so. The ankheg spits acid in a line that is 30 ft. long and 5 ft. wide, provided that it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ape

Beast

Native encounter. Level 1 · Armor 12 · HP 19 · attack +5 · damage 1–6

Habitat. Jungle, Forest

Disposition. unaligned

Medium Beast. passive Perception 13. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. The ape makes two fist attacks. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage. Ranged Weapon Attack: +5 to hit, range 25/50 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Archmage

Humanoid

Native encounter. Level 12 · Armor 12 · HP 99 · attack +6 · damage 6–17

Habitat. Settlement, Forest, Laboratory, Urban

Disposition. any alignment

Traits. Magic Resistance; Spellcasting

Archmages are powerful (and usually quite old) spellcasters dedicated to the study of the arcane arts. Benevolent ones counsel kings and queens, while evil ones rule as tyrants and pursue lichdom. Those who are neither good nor evil sequester themselves in remote towers to practice their magic without interruption. An archmage typically has one or more apprentice mages, and an archmage's abode has numerous magical wards and guardians to discourage interlopers.

Complete source encounter rules. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Assassin

Humanoid

Native encounter. Level 8 · Armor 15 · HP 78 · attack +6 · damage 4–13

Habitat. Urban, Desert, Sewer, Forest, Settlement

Disposition. any non-good alignment

Traits. Assassinate; Evasion; Sneak Attack (1/Turn)

Trained in the use of poison, assassins are remorseless killers who work for nobles, guildmasters, sovereigns, and anyone else who can afford them.

Complete source encounter rules. The assassin makes two shortsword attacks. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Awakened Shrub

Plant

Native encounter. Level 1 · Armor 9 · HP 10 · attack +1 · damage 1–6

Habitat. Jungle, Swamp, Forest, Laboratory

Disposition. unaligned

Traits. False Appearance

An awakened shrub is an ordinary shrub given sentience and mobility by the awaken spell or similar magic.

Complete source encounter rules. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 (1d4 - 1) slashing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Awakened Tree

Plant

Native encounter. Level 2 · Armor 13 · HP 59 · attack +6 · damage 1–7

Habitat. Jungle, Forest, Swamp

Disposition. unaligned

Traits. False Appearance

An awakened tree is an ordinary tree given sentience and mobility by the awaken spell or similar magic.

Complete source encounter rules. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 14 (3d6 + 4) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Axe Beak

Beast

Native encounter. Level 1 · Armor 11 · HP 19 · attack +4 · damage 1–6

Habitat. Hill, Jungle, Swamp, Grassland, Forest

Disposition. unaligned

An axe beak is a tall flightless bird with strong legs and a heavy, wedge-shaped beak. It has a nasty disposition and tends to attack any unfamiliar creature that wanders too close.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Azer

Elemental

Native encounter. Level 2 · Armor 17 · HP 39 · attack +5 · damage 1–7

Habitat. Plane Of Fire, Caverns

Disposition. lawful neutral

Traits. Heated Body; Heated Weapons; Illumination

Medium Elemental. passive Perception 11. A creature that touches the azer or hits it with a melee attack while within 5 ft. of it takes 5 (1d10) fire damage.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Baboon

Beast

Native encounter. Level 1 · Armor 12 · HP 3 · attack +1 · damage 1–6

Habitat. Hill, Jungle, Grassland, Forest

Disposition. unaligned

Traits. Pack Tactics

Small Beast. passive Perception 11. The baboon has advantage on an attack roll against a creature if at least one of the baboon's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Complete source encounter rules. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 (1d4 - 1) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Badger

Beast

Native encounter. Level 1 · Armor 10 · HP 3 · attack +2 · damage 1–6

Habitat. Forest, Grassland

Disposition. unaligned

Traits. Keen Smell

Tiny Beast. darkvision 30 ft., passive Perception 11. The badger has advantage on Wisdom (Perception) checks that rely on smell.

Complete source encounter rules. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Balor

Fiend

Native encounter. Level 19 · Armor 19 · HP 262 · attack +14 · damage 9–24

Habitat. Abyss

Disposition. chaotic evil

Traits. Death Throes; Fire Aura; Magic Resistance; Magic Weapons

Huge Fiend. truesight 120 ft., passive Perception 13. When the balor dies, it explodes, and each creature within 30 feet of it must make a DC 20 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that

aren't being worn or carried, and it destroys the balor's weapons.

Complete source encounter rules. The balor makes two attacks: one with its longsword and one with its whip. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 21 (3d8 + 8) slashing damage plus 13 (3d8) lightning damage. If the balor scores a critical hit, it rolls damage dice three times, instead of twice. Melee Weapon Attack: +14 to hit, reach 30 ft., one target. Hit: 15 (2d6 + 8) slashing damage plus 10 (3d6) fire damage, and the target must succeed on a DC 20 Strength saving throw or be pulled up to 25 feet toward the balor. The balor magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see. The demon chooses what to summon and attempts a magical summoning. A balor has a 50 percent chance of summoning 1d8 vrocks, 1d6 hezrous, 1d4 glabrezus, 1d3 nalfeshnees, 1d2 mariliths, or one goristro. A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Bandit

Humanoid

Native encounter. Level 1 · Armor 12 · HP 11 · attack +3 · damage 1–6

Habitat. Hill, Desert, Mountains, Coastal, Tundra, Grassland, Ruin, Laboratory, Swamp, Se

Disposition. any non-lawful alignment

Bandits rove in gangs and are sometimes led by thugs, veterans, or spellcasters. Not all bandits are evil. Oppression, drought, disease, or famine can often drive otherwise honest folk to a life of banditry. Pirates are bandits of the high seas. They might be freebooters interested only in treasure and murder, or they might be privateers sanctioned by the crown to attack and plunder an enemy nation's vessels.

Complete source encounter rules. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Bandit Captain

Humanoid

Native encounter. Level 2 · Armor 15 · HP 65 · attack +5 · damage 1–7

Habitat. Hill, Desert, Mountains, Coastal, Tundra, Grassland, Ruin, Laboratory, Swamp, Se

Disposition. any non-lawful alignment

It takes a strong personality, ruthless cunning, and a silver tongue to keep a gang of bandits in line. The bandit captain has these qualities in spades. In addition to managing a crew of selfish malcontents, the pirate captain is a variation of the bandit captain, with a ship to protect and command. To keep the crew in line, the captain must mete out rewards and punishment on a regular basis. More than treasure, a bandit captain or pirate captain craves infamy. A prisoner who appeals to the captain's vanity or ego is more likely to be treated fairly than a prisoner who does not or claims not to know anything of the captain's colorful reputation.

Complete source encounter rules. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Barbed Devil

Fiend

Native encounter. Level 5 · Armor 15 · HP 110 · attack +6 · damage 2–10

Habitat. Hell

Disposition. lawful evil

Traits. Barbed Hide; Devil's Sight; Magic Resistance

Medium Fiend. darkvision 120 ft., passive Perception 18. At the start of each of its turns, the barbed devil deals 5 (1d10) piercing damage to any creature grappling it.

Complete source encounter rules. The devil makes three melee attacks: one with its tail and two with its claws. Alternatively, it can use Hurl Flame twice. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. Ranged Spell Attack: +5 to hit, range 150 ft., one target. Hit: 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Basilisk

Monstrosity

Native encounter. Level 3 · Armor 12 · HP 52 · attack +5 · damage 1–8

Habitat. Desert, Mountains, Ruin, Jungle, Hills, Mountain, Caverns, Plane Of Earth

Disposition. unaligned

Traits. Petrifying Gaze

Medium Monstrosity. darkvision 60 ft., passive Perception 9. If a creature starts its turn within 30 ft. of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 12 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save. If the basilisk sees its reflection within 30 ft. of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Bat

Beast

Native encounter. Level 1 · Armor 12 · HP 1 · attack +1 · damage 1–6

Habitat. Forest, Caverns

Disposition. unaligned

Traits. Echolocation; Keen Hearing

Tiny Beast. blindsight 60 ft., passive Perception 11. The bat can't use its blindsight while deafened.

Complete source encounter rules. Melee Weapon Attack: +0 to hit, reach 5 ft., one creature. Hit: 1 piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Bearded Devil

Fiend

Native encounter. Level 3 · Armor 13 · HP 52 · attack +5 · damage 1–8

Habitat. Hell

Disposition. lawful evil

Traits. Devil's Sight; Magic Resistance; Steadfast

Medium Fiend. darkvision 120 ft., passive Perception 10. Magical darkness doesn't impede the devil's darkvision.

Complete source encounter rules. The devil makes two attacks: one with its beard and one with its glaive. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due

to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Behir

Monstrosity

Native encounter. Level 11 · Armor 17 · HP 168 · attack +10 · damage 5–16

Habitat. Underdark, Ruin, Plane Of Earth, Caverns

Disposition. neutral evil

Huge Monstrosity. darkvision 90 ft., passive Perception 16. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. The behir makes two attacks: one with its bite and one to constrict. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 22 (3d10 + 6) piercing damage. Melee Weapon Attack: +10 to hit, reach 5 ft., one Large or smaller creature. Hit: 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. The target is grappled (escape DC 16) if the behir isn't already constricting a creature, and the target is restrained until this grapple ends. The behir exhales a line of lightning that is 20 ft. long and 5 ft. wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one. The behir makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the behir, and it takes 21 (6d6) acid damage at the start of each of the behir's turns. A behir can have only one creature swallowed at a time. If the behir takes 30 damage or more on a single turn from the swallowed creature, the behir must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 ft. of the behir. If the behir dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 ft. of movement, exiting prone.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Berserker

Humanoid

Native encounter. Level 2 · Armor 13 · HP 67 · attack +5 · damage 1–7

Habitat. Hill, Desert, Mountains, Coastal, Tundra, Forest, Grassland, Arctic, Jungle, Hil

Disposition. any chaotic alignment

Traits. Reckless

Hailing from uncivilized lands, unpredictable berserkers come together in war parties and seek conflict wherever they can find it.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) slashing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Black Bear

Beast

Native encounter. Level 1 · Armor 11 · HP 19 · attack +3 · damage 1–6

Habitat. Forest, Mountains

Disposition. unaligned

Traits. Keen Smell

Medium Beast. passive Perception 13. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Complete source encounter rules. The bear makes two attacks: one with its bite and one with its claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Black Dragon Wyrmling

Dragon

Native encounter. Level 2 · Armor 17 · HP 33 · attack +4 · damage 1–7

Habitat. Swamp

Disposition. chaotic evil

Traits. Amphibious

Medium Dragon. blindsight 10 ft., darkvision 60 ft., passive Perception 14. The dragon can breathe air and water.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage plus 2 (1d4) acid damage. The dragon exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Black Pudding

Ooze

Native encounter. Level 4 · Armor 7 · HP 85 · attack +5 · damage 2–9

Habitat. Underdark, Sewer, Caverns, Ruin, Water

Disposition. unaligned

Traits. Amorphous; Corrosive Form; Spider Climb

Large Ooze. blindsight 60 ft. (blind beyond this radius), passive Perception 8. The pudding can move through a space as narrow as 1 inch wide without squeezing.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Blink Dog

Fey

Native encounter. Level 1 · Armor 13 · HP 22 · attack +3 · damage 1–6

Habitat. Jungle, Feywild, Forest, Grassland

Disposition. lawful good

Traits. Keen Hearing and Smell

A blink dog takes its name from its ability to blink in and out of existence, a talent it uses to aid its attacks and to avoid harm.

Complete source encounter rules. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage. The dog magically teleports, along with any equipment it is wearing or carrying, up to 40 ft. to an unoccupied space it can see. Before or after teleporting, the dog can make one bite attack.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Blood Hawk

Beast

Native encounter. Level 1 · Armor 12 · HP 7 · attack +4 · damage 1–6

Habitat. Hill, Grassland, Coastal, Mountain, Forest, Desert, Arctic

Disposition. unaligned

Traits. Keen Sight; Pack Tactics

Taking its name from its crimson feathers and aggressive nature, the blood hawk fearlessly attacks almost any animal, stabbing it with its daggerlike beak. Blood hawks flock together in large numbers, attacking as a pack to take down prey.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Blue Dragon Wyrmling

Dragon

Native encounter. Level 3 · Armor 17 · HP 52 · attack +5 · damage 1–8

Habitat. Desert

Disposition. lawful evil

Medium Dragon. blindsight 10 ft., darkvision 60 ft., passive Perception 14. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage plus 3 (1d6) lightning damage. The dragon exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Boar

Beast

Native encounter. Level 1 · Armor 11 · HP 11 · attack +3 · damage 1–6

Habitat. Hill, Forest, Grassland

Disposition. unaligned

Traits. Charge; Relentless (Recharges after a Short or Long Rest)

Medium Beast. passive Perception 9. If the boar moves at least 20 ft. straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Complete source encounter rules. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Bone Devil

Fiend

Native encounter. Level 9 · Armor 19 · HP 142 · attack +8 · damage 4–14

Habitat. Hell

Disposition. lawful evil

Traits. Devil's Sight; Magic Resistance

Large Fiend. darkvision 120 ft., passive Perception 9. Magical darkness doesn't impede the devil's darkvision.

Complete source encounter rules. The devil makes three attacks: two with its claws and one with its sting. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 8 (1d8 + 4) slashing damage. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Brass Dragon Wyrmling

Dragon

Native encounter. Level 1 · Armor 16 · HP 16 · attack +4 · damage 1–6

Habitat. Desert

Disposition. chaotic good

Medium Dragon. blindsight 10 ft., darkvision 60 ft., passive Perception 14. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage. The dragon uses one of the following breath weapons. Fire Breath. The dragon exhales fire in an 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. Sleep Breath. The dragon exhales sleep gas in a 15-foot cone. Each creature in that area must succeed on a DC 11 Constitution saving throw or fall unconscious

for 1 minute. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Broken Ward Guard

Nemoris ward creature

Native encounter. Level 3 · Armor 14 · HP 28 · attack +3 · damage 1–5

Habitat. Damaged refuges and forbidden circles

Disposition. Hostile

Role. Ward guardian

Traits. Bound to a local damaged ward

Loot. Potion of Healing: 35%, 1–1

An animated armor guardian following a corrupted refuge command.

Source. Story Pathos original • Nemoris

Bronze Dragon Wyrmling

Dragon

Native encounter. Level 2 · Armor 17 · HP 32 · attack +5 · damage 1–7

Habitat. Water

Disposition. lawful good

Traits. Amphibious

Medium Dragon. blindsight 10 ft., darkvision 60 ft., passive Perception 14. The dragon can breathe air and water.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage. The dragon uses one of the following breath weapons. Lightning Breath. The dragon exhales lightning in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one. Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 12 Strength saving throw. On a failed save, the creature is pushed 30 feet away from the dragon.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Brown Bear

Beast

Native encounter. Level 1 · Armor 11 · HP 34 · attack +5 · damage 1–6

Habitat. Hill, Feywild, Mountains, Forest, Arctic

Disposition. unaligned

Traits. Keen Smell

Large Beast. passive Perception 13. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Complete source encounter rules. The bear makes two attacks: one with its bite and one with its claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Bugbear

Humanoid

Native encounter. Level 1 · Armor 16 · HP 27 · attack +4 · damage 1–6

Habitat. Underdark, Desert, Mountains, Grassland, Forest, Jungle, Hills, Swamp

Disposition. chaotic evil

Traits. Brute; Surprise Attack

Medium Humanoid. darkvision 60 ft., passive Perception 10. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) piercing damage. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Bulette

Monstrosity

Native encounter. Level 5 · Armor 17 · HP 94 · attack +7 · damage 2–10

Habitat. Hill, Desert, Mountains, Grassland, Forest, Ruin, Hills, Mountain, Settlement, P

Disposition. unaligned

Traits. Standing Leap

Large Monstrosity. darkvision 60 ft., tremorsense 60 ft., passive Perception 16. The bulette's long jump is up to 30 ft. and its high jump is up to 15 ft., with or without a running start.

Complete source encounter rules. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 30 (4d12 + 4) piercing damage. If the bulette jumps at least 15 ft. as part of its movement, it can then use this action to land on its ft. in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 ft. out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Camel

Beast

Native encounter. Level 1 · Armor 9 · HP 15 · attack +5 · damage 1–6

Habitat. Desert, Settlement

Disposition. unaligned

Large Beast. passive Perception 9. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Cat

Beast

Native encounter. Level 1 · Armor 12 · HP 2 · attack +1 · damage 1–6

Habitat. Urban, Forest, Settlement, Grassland

Disposition. unaligned

Traits. Keen Smell

Tiny Beast. passive Perception 13. The cat has advantage on Wisdom (Perception) checks that rely on smell.

Complete source encounter rules. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Centaur

Monstrosity

Native encounter. Level 2 · Armor 12 · HP 45 · attack +6 · damage 1–7

Habitat. Feywild, Grassland, Forest

Disposition. neutral good

Traits. Charge

Large Monstrosity. passive Perception 13. If the centaur moves at least 30 ft. straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

Complete source encounter rules. The centaur makes two attacks: one with its pike and one with its hooves or two with its longbow. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 9 (1d10 + 4) piercing damage. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Chain Devil

Fiend

Native encounter. Level 11 · Armor 16 · HP 85 · attack +8 · damage 5–16

Habitat. Hell

Disposition. lawful evil

Traits. Devil's Sight; Magic Resistance

Medium Fiend. darkvision 120 ft., passive Perception 8. Magical darkness doesn't impede the devil's darkvision.

Complete source encounter rules. The devil makes two attacks with its chains. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) slashing damage. The target is grappled (escape DC 14) if the devil isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns. Up to four chains the devil can see within 60 feet of it magically sprout razor-edged barbs and animate under the devil's control, provided that the chains aren't being worn or carried. Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When the devil uses Multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the devil is incapacitated or dies.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Chimera

Monstrosity

Native encounter. Level 6 · Armor 14 · HP 114 · attack +7 · damage 3–11

Habitat. Hill, Desert, Underdark, Sewer, Mountains, Grassland, Tundra, Forest, Hills, Fey

Disposition. chaotic evil

Large Monstrosity. darkvision 60 ft., passive Perception 18. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its fire breath is available, it can use the breath in place of its bite or horns. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) bludgeoning damage. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage. The dragon head exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Chuul

Aberration

Native encounter. Level 4 · Armor 16 · HP 93 · attack +6 · damage 2–9

Habitat. Underdark, Plane Of Water, Water, Caverns

Disposition. chaotic evil

Traits. Amphibious; Sense Magic

Large Aberration. darkvision 60 ft., passive Perception 14. The chuul can breathe air and water.

Complete source encounter rules. The chuul makes two pincer attacks. If the chuul is grappling a creature, the chuul can also use its tentacles once. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the chuul doesn't have two other creatures grappled. One creature grappled by the chuul must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Clay Golem

Construct

Native encounter. Level 9 · Armor 14 · HP 133 · attack +8 · damage 4–14

Habitat. Any

Disposition. unaligned

Traits. Acid Absorption; Berserk; Immutable Form; Magic Resistance; Magic Weapons

Large Construct. darkvision 60 ft., passive Perception 9. Whenever the golem is subjected to acid damage, it

takes no damage and instead regains a number of hit points equal to the acid damage dealt.

Complete source encounter rules. The golem makes two slam attacks. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the greater restoration spell or other magic. Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Cloaker

Aberration

Native encounter. Level 8 · Armor 14 · HP 78 · attack +6 · damage 4–13

Habitat. Underdark, Sewer, Laboratory, Caverns

Disposition. chaotic neutral

Traits. Damage Transfer; False Appearance; Light Sensitivity

Large Aberration. darkvision 60 ft., passive Perception 11. While attached to a creature, the cloaker takes only half the damage dealt to it (rounded down). and that creature takes the other half.

Complete source encounter rules. The cloaker makes two attacks: one with its bite and one with its tail. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 3) piercing damage, and if the target is Large or smaller, the cloaker attaches to it. If the cloaker has advantage against the target, the cloaker attaches to the target's head, and the target is blinded and unable to breathe while the cloaker is attached. While attached, the cloaker can make this attack only against the target and has advantage on the attack roll. The cloaker can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the cloaker by succeeding on a DC 16 Strength check. Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. Hit: 7 (1d8 + 3) slashing damage. Each creature within 60 feet of the cloaker that can hear its moan and that isn't an aberration must succeed on a DC 13 Wisdom saving throw or become frightened until the end of the cloaker's next turn. If a creature's saving throw is successful, the creature is immune to the cloaker's moan for the next 24 hours. The cloaker magically creates three illusory duplicates of itself if it isn't in bright light. The duplicates move with it and mimic its actions, shifting position so as to make it impossible to track which cloaker is the real one. If the cloaker is ever in an area of bright light, the duplicates disappear. Whenever any creature targets the cloaker with an attack or a harmful spell while a duplicate remains, that creature rolls randomly to determine whether it targets the cloaker or one of the duplicates. A creature is unaffected by this magical effect if it can't see or if it relies on senses other than sight. A duplicate has the cloaker's AC and uses its saving throws. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals damage, the duplicate disappears.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Cloud Giant

Giant

Native encounter. Level 9 · Armor 14 · HP 200 · attack +12 · damage 4–14

Habitat. Plane Of Air, Mountains, Mountain

Disposition. neutral good (50%) or neutral evil (50%)

Traits. Keen Smell; Innate Spellcasting

Huge Giant. passive Perception 17. The giant has advantage on Wisdom (Perception) checks that rely on smell.

Complete source encounter rules. The giant makes two morningstar attacks. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 21 (3d8 + 8) piercing damage. Ranged Weapon Attack: +12 to hit, range 60/240 ft., one target. Hit: 30 (4d10 + 8) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Cockatrice

Monstrosity

Native encounter. Level 1 · Armor 11 · HP 27 · attack +3 · damage 1–6

Habitat. Desert, Mountains, Grassland, Ruin, Jungle, Hills, Swamp

Disposition. unaligned

Small Monstrosity. darkvision 60 ft., passive Perception 11. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Commoner

Humanoid

Native encounter. Level 1 · Armor 10 · HP 4 · attack +2 · damage 1–6

Habitat. Hill, Urban, Grassland, Coastal, Forest, Arctic, Desert, Settlement

Disposition. any alignment

Commoners include peasants, serfs, slaves, servants, pilgrims, merchants, artisans, and hermits.

Complete source encounter rules. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Constrictor Snake

Beast

Native encounter. Level 1 · Armor 12 · HP 13 · attack +4 · damage 1–6

Habitat. Underwater, Swamp, Jungle, Forest

Disposition. unaligned

Large Beast. blindsight 10 ft., passive Perception 10. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) piercing damage. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Copper Dragon Wyrmling

Dragon

Native encounter. Level 1 · Armor 16 · HP 22 · attack +4 · damage 1–6

Habitat. Hills, Mountains

Disposition. chaotic good

Medium Dragon. blindsight 10 ft., darkvision 60 ft., passive Perception 14. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage. The dragon uses one of the following breath weapons. Acid Breath. The dragon exhales acid in an 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one. Slowing Breath. The dragon exhales gas in a 1 5-foot cone. Each creature in that area must succeed on a DC 11 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Couatl

Celestial

Native encounter. Level 4 · Armor 19 · HP 97 · attack +8 · damage 2–9

Habitat. Urban, Desert, Jungle, Astral Plane, Grassland, Forest

Disposition. lawful good

Traits. Innate Spellcasting; Magic Weapons; Shielded Mind

Medium Celestial. truesight 120 ft., passive Perception 15. The couatl's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring only verbal components: At will: detect evil and good, detect magic, detect thoughts 3/day each: bless, create food and water, cure wounds, lesser restoration, protection from poison, sanctuary, shield 1/day each: dream, greater restoration, scrying

Complete source encounter rules. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 8 (1d6 + 5) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 24 hours. Until this poison ends, the target is unconscious. Another creature can use an action to shake the target awake. Melee Weapon Attack: +6 to hit, reach 10 ft., one Medium or smaller creature. Hit: 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the couatl can't constrict another target. The couatl magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the couatl's choice). In a new form, the couatl retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and other actions are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks. If the new form has a bite attack, the couatl can use its bite in that form.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Crab

Beast

Native encounter. Level 1 · Armor 11 · HP 2 · attack +1 · damage 1–6

Habitat. Desert, Coastal, Water

Disposition. unaligned

Traits. Amphibious

Tiny Beast. blindsight 30 ft., passive Perception 9. The crab can breathe air and water.

Complete source encounter rules. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Crocodile

Beast

Native encounter. Level 1 · Armor 12 · HP 19 · attack +4 · damage 1–6

Habitat. Urban, Swamp, Water

Disposition. unaligned

Traits. Hold Breath

Large Beast. passive Perception 10. The crocodile can hold its breath for 15 minutes.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the

target is restrained, and the crocodile can't bite another target.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Cult Fanatic

Humanoid

Native encounter. Level 2 · Armor 13 · HP 22 · attack +4 · damage 1–7

Habitat. Temple, Desert, Urban, Sewer, Forest, Ruin, Jungle, Hills, Settlement

Disposition. any non-good alignment

Traits. Dark Devotion; Spellcasting

Fanatics are often part of a cult's leadership, using their charisma and dogma to influence and prey on those of weak will. Most are interested in personal power above all else.

Complete source encounter rules. The fanatic makes two melee attacks. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 4 (1d4 + 2) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Cultist

Humanoid

Native encounter. Level 1 · Armor 12 · HP 9 · attack +3 · damage 1–6

Habitat. Temple, Desert, Urban, Sewer, Forest, Ruin, Jungle, Hills, Settlement

Disposition. any non-good alignment

Traits. Dark Devotion

Cultists swear allegiance to dark powers such as elemental princes, demon lords, or archdevils. Most conceal their loyalties to avoid being ostracized, imprisoned, or executed for their beliefs. Unlike evil acolytes, cultists often show signs of insanity in their beliefs and practices.

Complete source encounter rules. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) slashing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Darkmantle

Monstrosity

Native encounter. Level 1 · Armor 11 · HP 22 · attack +5 · damage 1–6

Habitat. Underdark, Shadowfell, Caverns

Disposition. unaligned

Traits. Echolocation; False Appearance

Small Monstrosity. blindsight 60 ft., passive Perception 10. The darkmantle can't use its blindsight while deafened.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 3) bludgeoning damage, and the darkmantle attaches to the target. If the target is Medium or smaller and the darkmantle has advantage on the attack roll, it attaches by engulfing the target's head, and the target is also blinded and unable to breathe while the darkmantle is attached in this way. While attached to the target, the darkmantle can attack no other creature except the target but has advantage on its attack rolls. The darkmantle's speed also becomes 0, it can't benefit from any bonus to its speed, and it moves with the target. A creature can detach the darkmantle by making a successful DC 13 Strength check as an action. On its turn, the darkmantle can detach itself from the target by using 5 feet of movement. A 15-foot radius of magical darkness extends out from the darkmantle, moves with it, and spreads around corners. The darkness lasts as long as the darkmantle maintains concentration, up to 10 minutes (as if concentrating on a spell). Darkvision can't penetrate this darkness, and no natural light can illuminate it. If any of the darkness overlaps with an area of light created by a spell of 2nd level or lower, the spell creating the light is dispelled.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Death Dog

Monstrosity

Native encounter. Level 1 · Armor 12 · HP 39 · attack +4 · damage 1–6

Habitat. Desert, Abyss, Shadowfell, Grassland, Hell

Disposition. neutral evil

Traits. Two-Headed

A death dog is an ugly two-headed hound that roams plains, and deserts. Hate burns in a death dog's heart, and a taste for humanoid flesh drives it to attack travelers and explorers. Death dog saliva carries a foul disease that causes a victim's flesh to slowly rot off the bone.

Complete source encounter rules. The dog makes two bite attacks. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Deep Gnome (Svirfneblin)

Humanoid

Native encounter. Level 1 · Armor 15 · HP 16 · attack +4 · damage 1–6

Habitat. Underdark, Caves

Disposition. neutral good

Traits. Stone Camouflage; Gnome Cunning; Innate Spellcasting

Small Humanoid. darkvision 120 ft., passive Perception 12. The gnome has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one creature. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Deer

Beast

Native encounter. Level 1 · Armor 13 · HP 4 · attack +2 · damage 1–6

Habitat. Feywild, Grassland, Forest

Disposition. unaligned

Medium Beast. passive Perception 12. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Deva

Celestial

Native encounter. Level 10 · Armor 17 · HP 136 · attack +8 · damage 5–15

Habitat. Temple, Astral Plane

Disposition. lawful good

Traits. Angelic Weapons; Innate Spellcasting; Magic Resistance

Medium Celestial. darkvision 120 ft., passive Perception 19. The deva's weapon attacks are magical. When the deva hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

Complete source encounter rules. The deva makes two melee attacks. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage plus 18 (4d8) radiant damage. The deva touches another creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness. The deva magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the deva's choice). In a new form, the deva retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Dire Wolf

Beast

Native encounter. Level 1 · Armor 14 · HP 37 · attack +5 · damage 1–6

Habitat. Hill, Mountains, Tundra, Forest, Grassland, Hills, Feywild

Disposition. unaligned

Traits. Keen Hearing and Smell; Pack Tactics

Large Beast. passive Perception 13. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Djinni

Elemental

Native encounter. Level 11 · Armor 17 · HP 161 · attack +9 · damage 5–16

Habitat. Desert, Plane Of Air, Coastal

Disposition. chaotic good

Traits. Elemental Demise; Innate Spellcasting; Variant: Genie Powers

Large Elemental. darkvision 120 ft., passive Perception 13. If the djinni dies, its body disintegrates into a warm breeze, leaving behind only equipment the djinni was wearing or carrying.

Complete source encounter rules. The djinni makes three scimitar attacks. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage plus 3 (1d6) lightning or thunder damage (djinni's choice). A 5-foot-radius, 30-foot-tall cylinder of swirling air magically forms on a point the djinni can see within 120 feet of it. The whirlwind lasts as long as the djinni maintains concentration (as if concentrating on a spell). Any creature but the djinni that enters the whirlwind must succeed on a DC 18 Strength saving throw or be restrained by it. The djinni can move the whirlwind up to 60 feet as an action, and creatures restrained by the whirlwind move with it. The whirlwind ends if the djinni loses sight of it. A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a DC 18 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Doppelganger

Monstrosity

Native encounter. Level 3 · Armor 14 · HP 52 · attack +6 · damage 1–8

Habitat. Underdark, Urban, Sewer, Forest, Grassland, Ruin, Laboratory, Hills, Shadowfell,

Disposition. unaligned

Traits. Shapechanger; Ambusher; Surprise Attack

Medium Monstrosity. darkvision 60 ft., passive Perception 11. The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Complete source encounter rules. The doppelganger makes two melee attacks. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage. The doppelganger magically reads the surface thoughts of one creature within 60 ft. of it. The effect can penetrate barriers, but 3 ft. of wood or dirt, 2 ft. of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Draft Horse

Beast

Native encounter. Level 1 · Armor 10 · HP 19 · attack +6 · damage 1–6

Habitat. Urban, Settlement

Disposition. unaligned

Large Beast. passive Perception 10. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Dragon Turtle

Dragon

Native encounter. Level 17 · Armor 20 · HP 341 · attack +13 · damage 8–22

Habitat. Underwater, Coastal, Plane Of Water, Desert, Water

Disposition. neutral

Traits. Amphibious

Gargantuan Dragon. darkvision 120 ft., passive Perception 11. The dragon turtle can breathe air and water.

Complete source encounter rules. The dragon turtle makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. Hit: 26 (3d12 + 7) piercing damage. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 16 (2d8 + 7) slashing damage. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. Hit: 26 (3d12 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away from the dragon turtle and knocked prone. The dragon turtle exhales scalding steam in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Dretch

Fiend

Native encounter. Level 1 · Armor 11 · HP 18 · attack +2 · damage 1–6

Habitat. Abyss

Disposition. chaotic evil

Small Fiend. darkvision 60 ft., passive Perception 9. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. The dretch makes two attacks: one with its bite and one with its claws. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) piercing damage. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 5 (2d4) slashing damage. A 10-foot radius of disgusting green gas extends out from the dretch. The gas spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC 11 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Drider

Monstrosity

Native encounter. Level 6 · Armor 19 · HP 123 · attack +6 · damage 3–11

Habitat. Underdark, Ruin, Feywild

Disposition. chaotic evil

Traits. Fey Ancestry; Innate Spellcasting; Spider Climb; Sunlight Sensitivity; Web Walker

Large Monstrosity. darkvision 120 ft., passive Perception 15. The drider has advantage on saving throws against being charmed, and magic can't put the drider to sleep.

Complete source encounter rules. The drider makes three attacks, either with its longsword or its longbow. It can replace one of those attacks with a bite attack. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 2 (1d4) piercing damage plus 9 (2d8) poison damage. Melee Weapon Attack: +6 to

hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) poison damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Drow

Humanoid

Native encounter. Level 1 · Armor 15 · HP 13 · attack +4 · damage 1–6

Habitat. Underdark

Disposition. neutral evil

Traits. Fey Ancestry; Innate Spellcasting; Sunlight Sensitivity

Medium Humanoid. darkvision 120 ft., passive Perception 12. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Druid

Humanoid

Native encounter. Level 2 · Armor 11 · HP 27 · attack +2 · damage 1–7

Habitat. Hill, Desert, Underdark, Mountains, Coastal, Tundra, Grassland, Swamp, Mountain,

Disposition. any alignment

Traits. Spellcasting

Druids dwell in forests and other secluded wilderness locations, where they protect the natural world from monsters and the encroachment of civilization. Some are tribal shamans who heal the sick, pray to animal spirits, and provide spiritual guidance.

Complete source encounter rules. Melee Weapon Attack: +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage with shillelagh or if wielded with two hands.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Dryad

Fey

Native encounter. Level 1 · Armor 11 · HP 22 · attack +2 · damage 1–6

Habitat. Jungle, Forest

Disposition. neutral

Traits. Innate Spellcasting; Magic Resistance; Speak with Beasts and Plants; Tree Stride

Medium Fey. darkvision 60 ft., passive Perception 14. The dryad's innate spellcasting ability is Charisma (spell save DC 14). The dryad can innately cast the following spells, requiring no material components: At will: druidcraft 3/day each: entangle, goodberry 1/day each: barkskin, pass without trace, shillelagh

Complete source encounter rules. Melee Weapon Attack: +2 to hit (+6 to hit with shillelagh), reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with shillelagh. The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can. Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours. The dryad can have no more than one humanoid and up to three beasts charmed at a time.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Duergar

Humanoid

Native encounter. Level 1 · Armor 16 · HP 26 · attack +4 · damage 1–6

Habitat. Underdark

Disposition. lawful evil

Traits. Duergar Resilience; Sunlight Sensitivity

Medium Humanoid. darkvision 120 ft., passive Perception 10. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Complete source encounter rules. For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 9 (2d6 + 2) piercing damage while enlarged. The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Dust Mephit

Elemental

Native encounter. Level 1 · Armor 12 · HP 17 · attack +4 · damage 1–6

Habitat. Desert, Plane Of Air, Plane Of Earth, Mountains

Disposition. neutral evil

Traits. Death Burst; Innate Spellcasting (1/Day)

Small Elemental. darkvision 60 ft., passive Perception 12. When the mephit dies, it explodes in a burst of dust. Each creature within 5 ft. of it must then succeed on a DC 10 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) slashing damage. The mephit exhales a 15-foot cone of blinding dust. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The mephit has a 25 percent chance of summoning 1d4 mephits of its kind. A summoned mephit appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other mephits. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Eagle

Beast

Native encounter. Level 1 · Armor 12 · HP 3 · attack +4 · damage 1–6

Habitat. Hill, Hills, Grassland, Mountains, Mountain, Desert, Coastal

Disposition. unaligned

Traits. Keen Sight

Small Beast. passive Perception 14. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Earth Elemental

Elemental

Native encounter. Level 5 · Armor 17 · HP 126 · attack +8 · damage 2–10

Habitat. Underdark, Laboratory, Plane Of Earth

Disposition. neutral

Traits. Earth Glide; Siege Monster

Large Elemental. darkvision 60 ft., tremorsense 60 ft., passive Perception 10. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Complete source encounter rules. The elemental makes two slam attacks. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Efreeti

Elemental

Native encounter. Level 11 · Armor 17 · HP 200 · attack +10 · damage 5–16

Habitat. Desert, Plane Of Fire, Mountains

Disposition. lawful evil

Traits. Elemental Demise; Innate Spellcasting; Variant: Genie Powers

Large Elemental. darkvision 120 ft., passive Perception 12. If the efreeti dies, its body disintegrates in a flash of fire and puff of smoke, leaving behind only equipment the djinni was wearing or carrying.

Complete source encounter rules. The efreeti makes two scimitar attacks or uses its Hurl Flame twice. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage plus 7 (2d6) fire damage. Ranged Spell Attack: +7 to hit, range 120 ft., one target. Hit: 17 (5d6) fire damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Elephant

Beast

Native encounter. Level 4 · Armor 12 · HP 76 · attack +8 · damage 2–9

Habitat. Desert, Jungle, Grassland, Forest

Disposition. unaligned

Traits. Trampling Charge

Huge Beast. passive Perception 10. If the elephant moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

Complete source encounter rules. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) piercing damage. Melee Weapon Attack: +8 to hit, reach 5 ft., one prone creature. Hit: 22 (3d10 + 6) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Elk

Beast

Native encounter. Level 1 · Armor 10 · HP 13 · attack +1 · damage 1–6

Habitat. Hill, Grassland, Tundra, Forest

Disposition. unaligned

Traits. Charge

Large Beast. passive Perception 10. If the elk moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage. Melee Weapon Attack: +5 to hit, reach 5 ft., one prone creature. Hit: 8 (2d4 + 3) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Erinyes

Fiend

Native encounter. Level 12 · Armor 18 · HP 153 · attack +8 · damage 6–17

Habitat. Hell

Disposition. lawful evil

Traits. Hellish Weapons; Magic Resistance

Medium Fiend. truesight 120 ft., passive Perception 12. The erinyes's weapon attacks are magical and deal an extra 13 (3d8) poison damage on a hit (included in the attacks).

Complete source encounter rules. The erinyes makes three attacks Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 13 (3d8) poison damage. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 13 (3d8) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned. The poison lasts until it is removed by the lesser restoration spell or similar magic. Some erinyes carry a rope of entanglement (detailed in the Dungeon Master's Guide). When such an erinyes uses its Multiattack, the erinyes can use the rope in place of two of the attacks.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ettercap

Monstrosity

Native encounter. Level 2 · Armor 13 · HP 44 · attack +4 · damage 1–7

Habitat. Jungle, Forest, Swamp

Disposition. neutral evil

Traits. Spider Climb; Web Sense; Web Walker

Medium Monstrosity. darkvision 60 ft., passive Perception 13. The ettercap can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Complete source encounter rules. The ettercap makes two attacks: one with its bite and one with its claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage. Ranged Weapon Attack: +4 to hit, range 30/60 ft., one Large or smaller creature. Hit: The creature is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage and immunity to bludgeoning, poison, and psychic damage. Melee Weapon Attack: +4 to hit, reach 5 ft., one Medium or Small creature against which the ettercap has advantage on the attack roll. Hit: 4 (1d4 + 2) bludgeoning damage, and the target is grappled (escape DC 12). Until this grapple ends, the target can't breathe, and the ettercap has advantage on attack rolls against it.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ettin

Giant

Native encounter. Level 4 · Armor 12 · HP 85 · attack +7 · damage 2–9

Habitat. Hill, Underdark, Hills, Mountain, Ruin

Disposition. chaotic evil

Traits. Two Heads; Wakeful

Large Giant. darkvision 60 ft., passive Perception 14. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Complete source encounter rules. The ettin makes two attacks: one with its battleaxe and one with its morningstar. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Fire Elemental

Elemental

Native encounter. Level 5 · Armor 13 · HP 102 · attack +6 · damage 2–10

Habitat. Plane Of Fire, Laboratory

Disposition. neutral

Traits. Fire Form; Illumination; Water Susceptibility

Large Elemental. darkvision 60 ft., passive Perception 10. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 ft. of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Complete source encounter rules. The elemental makes two touch attacks. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Fire Giant

Giant

Native encounter. Level 9 · Armor 18 · HP 162 · attack +11 · damage 4–14

Habitat. Underdark, Desert, Mountains, Mountain, Plane Of Fire, Settlement

Disposition. lawful evil

Huge Giant. passive Perception 16. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. The giant makes two greatsword attacks. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 28 (6d6 + 7) slashing damage. Ranged Weapon Attack: +11 to hit, range 60/240 ft., one target. Hit: 29 (4d10 + 7) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Flesh Golem

Construct

Native encounter. Level 5 · Armor 9 · HP 93 · attack +7 · damage 2–10

Habitat. Any

Disposition. neutral

Traits. Berserk; Aversion of Fire; Immutable Form; Lightning Absorption; Magic Resistance; Magic Weapons

Medium Construct. darkvision 60 ft., passive Perception 10. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points. The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

Complete source encounter rules. The golem makes two slam attacks. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Flying Snake

Beast

Native encounter. Level 1 · Armor 14 · HP 5 · attack +6 · damage 1–6

Habitat. Urban, Desert, Grassland, Forest, Jungle, Swamp, Feywild

Disposition. unaligned

Traits. Flyby

A flying snake is a brightly colored, winged serpent found in remote jungles. Tribespeople and cultists sometimes domesticate flying snakes to serve as messengers that deliver scrolls wrapped in their coils.

Complete source encounter rules. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1 piercing damage plus 7 (3d4) poison damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Flying Sword

Construct

Native encounter. Level 1 · Armor 17 · HP 17 · attack +3 · damage 1–6

Habitat. Ruin, Laboratory

Disposition. unaligned

Traits. Antimagic Susceptibility; False Appearance

Small Construct. blindsight 60 ft. (blind beyond this radius), passive Perception 7. The sword is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the sword must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Complete source encounter rules. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Fracture Hound

Nemoris ward creature

Native encounter. Level 2 · Armor 12 · HP 16 · attack +3 · damage 1–4

Habitat. Damaged refuges and forbidden circles

Disposition. Hostile

Role. Ward guardian

Traits. Bound to a local damaged ward

Loot. Potion of Healing: 35%, 1–1

A ward-damaged hunting beast whose cracked glamour makes it seem made of broken stone.

Source. Story Pathos original • Nemoris

Frog

Beast

Native encounter. Level 1 · Armor 11 · HP 1 · attack +1 · damage 1–6

Habitat. Jungle, Swamp

Disposition. unaligned

Traits. Amphibious; Standing Leap

A frog has no effective attacks. It feeds on small insects and typically dwells near water, in trees, or underground. The frog's statistics can also be used to represent a toad.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Frost Giant

Giant

Native encounter. Level 8 · Armor 15 · HP 138 · attack +9 · damage 4–13

Habitat. Shadowfell, Mountains, Mountain, Tundra, Arctic

Disposition. neutral evil

Huge Giant. passive Perception 13. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. The giant makes two greataxe attacks. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 25 (3d12 + 6) slashing damage. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Gargoyle

Elemental

Native encounter. Level 2 · Armor 15 · HP 52 · attack +4 · damage 1–7

Habitat. Temple, Underdark, Urban, Mountains, Ruin, Laboratory, Tomb, Hills, Settlement,

Disposition. chaotic evil

Traits. False Appearance

Medium Elemental. darkvision 60 ft., passive Perception 10. While the gargoyle remains motion less, it is indistinguishable from an inanimate statue.

Complete source encounter rules. The gargoyle makes two attacks: one with its bite and one with its claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Gelatinous Cube

Ooze

Native encounter. Level 2 · Armor 6 · HP 84 · attack +4 · damage 1–7

Habitat. Underdark, Sewer, Caverns, Plane Of Water, Ruin, Water

Disposition. unaligned

Traits. Ooze Cube; Transparent

Large Ooze. blindsight 60 ft. (blind beyond this radius), passive Perception 8. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw. Creatures inside the cube can be seen but have total cover. A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage. The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) acid damage. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ghast

Undead

Native encounter. Level 2 · Armor 13 · HP 36 · attack +5 · damage 1–7

Habitat. Temple, Desert, Underdark, Mountains, Tundra, Grassland, Ruin, Swamp, Urban, Sew

Disposition. chaotic evil

Traits. Stench; Turn Defiance

Medium Undead. darkvision 60 ft., passive Perception 10. Any creature that starts its turn within 5 ft. of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

Complete source encounter rules. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 12 (2d8 + 3) piercing damage. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ghost

Undead

Native encounter. Level 4 · Armor 11 · HP 45 · attack +5 · damage 2–9

Habitat. Temple, Desert, Underdark, Mountains, Tundra, Grassland, Ruin, Swamp, Water, Set

Disposition. any alignment

Traits. Ethereal Sight; Incorporeal Movement

Medium Undead. darkvision 60 ft., passive Perception 11. The ghost can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane. Each non-undead creature within 60 ft. of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring. One humanoid that the ghost can see within 5 ft. of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 ft. of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ghoul

Undead

Native encounter. Level 1 · Armor 12 · HP 22 · attack +2 · damage 1–6

Habitat. Temple, Desert, Underdark, Mountains, Tundra, Grassland, Ruin, Swamp, Urban, Sew

Disposition. chaotic evil

Medium Undead. darkvision 60 ft., passive Perception 10. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) piercing damage. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Giant Ape

Beast

Native encounter. Level 7 · Armor 12 · HP 157 · attack +9 · damage 3–12

Habitat. Jungle, Forest

Disposition. unaligned

Huge Beast. passive Perception 14. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. The ape makes two fist attacks. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 22 (3d10 + 6) bludgeoning damage. Ranged Weapon Attack: +9 to hit, range 50/100 ft., one target. Hit: 30 (7d6 + 6) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Giant Badger

Beast

Native encounter. Level 1 · Armor 10 · HP 13 · attack +3 · damage 1–6

Habitat. Forest, Grassland

Disposition. unaligned

Traits. Keen Smell

Medium Beast. darkvision 30 ft., passive Perception 11. The badger has advantage on Wisdom (Perception) checks that rely on smell.

Complete source encounter rules. The badger makes two attacks: one with its bite and one with its claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Giant Bat

Beast

Native encounter. Level 1 · Armor 13 · HP 22 · attack +4 · damage 1–6

Habitat. Underdark, Forest, Caverns

Disposition. unaligned

Traits. Echolocation; Keen Hearing

Large Beast. blindsight 60 ft., passive Perception 11. The bat can't use its blindsight while deafened.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Giant Boar

Beast

Native encounter. Level 2 · Armor 12 · HP 42 · attack +5 · damage 1–7

Habitat. Hill, Jungle, Feywild, Grassland, Forest

Disposition. unaligned

Traits. Charge; Relentless (Recharges after a Short or Long Rest)

Large Beast. passive Perception 8. If the boar moves at least 20 ft. straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Giant Centipede

Beast

Native encounter. Level 1 · Armor 13 · HP 4 · attack +4 · damage 1–6

Habitat. Underdark, Ruin, Urban, Caverns

Disposition. unaligned

Small Beast. blindsight 30 ft., passive Perception 8. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Giant Constrictor Snake

Beast

Native encounter. Level 2 · Armor 12 · HP 60 · attack +6 · damage 1–7

Habitat. Underdark, Underwater, Swamp, Jungle, Forest

Disposition. unaligned

Huge Beast. blindsight 10 ft., passive Perception 12. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. Melee Weapon Attack: +6 to hit, reach 10 ft., one creature.

Hit: 11 (2d6 + 4) piercing damage. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Giant Crab

Beast

Native encounter. Level 1 · Armor 15 · HP 13 · attack +3 · damage 1–6

Habitat. Desert, Coastal, Water

Disposition. unaligned

Traits. Amphibious

Medium Beast. blindsight 30 ft., passive Perception 9. The crab can breathe air and water.

Complete source encounter rules. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage, and the target is grappled (escape DC 11). The crab has two claws, each of which can grapple only one target.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Giant Crocodile

Beast

Native encounter. Level 5 · Armor 14 · HP 85 · attack +8 · damage 2–10

Habitat. Swamp, Water

Disposition. unaligned

Traits. Hold Breath

Huge Beast. passive Perception 10. The crocodile can hold its breath for 30 minutes.

Complete source encounter rules. The crocodile makes two attacks: one with its bite and one with its tail. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target. Melee Weapon Attack: +8 to hit, reach 10 ft., one target not grappled by the crocodile. Hit: 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Giant Eagle

Beast

Native encounter. Level 1 · Armor 13 · HP 26 · attack +5 · damage 1–6

Habitat. Hill, Mountains, Coastal, Grassland, Hills, Feywild, Mountain, Desert

Disposition. neutral good

Traits. Keen Sight

A giant eagle is a noble creature that speaks its own language and understands speech in the Common tongue. A mated pair of giant eagles typically has up to four eggs or young in their nest (treat the young as normal eagles).

Complete source encounter rules. The eagle makes two attacks: one with its beak and one with its talons. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Giant Elk

Beast

Native encounter. Level 2 · Armor 15 · HP 42 · attack +6 · damage 1–7

Habitat. Hill, Grassland, Mountain, Tundra, Forest

Disposition. unaligned

Traits. Charge

The majestic giant elk is rare to the point that its appearance is often taken as a foreshadowing of an important event, such as the birth of a king. Legends tell of gods that take the form of giant elk when visiting the Material Plane. Many cultures therefore believe that to hunt these creatures is to invite divine wrath.

Complete source encounter rules. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage. Melee Weapon Attack: +6 to hit, reach 5 ft., one prone creature. Hit: 22 (4d8 + 4) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Giant Fire Beetle

Beast

Native encounter. Level 1 · Armor 13 · HP 4 · attack +1 · damage 1–6

Habitat. Underdark, Caverns

Disposition. unaligned

Traits. Illumination

A giant fire beetle is a nocturnal creature that takes its name from a pair of glowing glands that give off light. Miners and adventurers prize these creatures, for a giant fire beetle's glands continue to shed light for 1d6 days after the beetle dies. Giant fire beetles are most commonly found underground and in dark forests.

Complete source encounter rules. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 2 (1d6 - 1) slashing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Giant Frog

Beast

Native encounter. Level 1 · Armor 11 · HP 18 · attack +3 · damage 1–6

Habitat. Swamp, Jungle, Water, Forest

Disposition. unaligned

Traits. Amphibious; Standing Leap

Medium Beast. darkvision 30 ft., passive Perception 12. The frog can breathe air and water

Complete source encounter rules. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage, and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the frog can't bite another target. The frog makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the frog, and it takes 5 (2d4) acid damage at the start of each of the frog's turns. The frog can have only one target swallowed at a time. If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 ft. of movement, exiting prone.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Giant Goat

Beast

Native encounter. Level 1 · Armor 11 · HP 19 · attack +5 · damage 1–6

Habitat. Hill, Hills, Grassland, Mountains, Mountain

Disposition. unaligned

Traits. Charge; Sure-Footed

Large Beast. passive Perception 11. If the goat moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Giant Hyena

Beast

Native encounter. Level 1 · Armor 12 · HP 45 · attack +5 · damage 1–6

Habitat. Hill, Desert, Shadowfell, Grassland, Ruin, Forest

Disposition. unaligned

Traits. Rampage

Large Beast. passive Perception 13. When the hyena reduces a creature to 0 hit points with a melee attack on its turn, the hyena can take a bonus action to move up to half its speed and make a bite attack.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Giant Lizard

Beast

Native encounter. Level 1 · Armor 12 · HP 19 · attack +4 · damage 1–6

Habitat. Underdark, Desert, Coastal, Grassland, Forest, Ruin, Swamp, Jungle

Disposition. unaligned

Traits. Variant: Hold Breath; Variant: Spider Climb

A giant lizard can be ridden or used as a draft animal. Lizardfolk also keep them as pets, and subterranean giant lizards are used as mounts and pack animals by drow, duergar, and others.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Giant Octopus

Beast

Native encounter. Level 1 · Armor 11 · HP 52 · attack +5 · damage 1–6

Habitat. Underwater, Water

Disposition. unaligned

Traits. Hold Breath; Underwater Camouflage; Water Breathing

Large Beast. darkvision 60 ft., passive Perception 14. While out of water, the octopus can hold its breath for 1 hour.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 15 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target. A 20-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Giant Owl

Beast

Native encounter. Level 1 · Armor 12 · HP 19 · attack +3 · damage 1–6

Habitat. Hill, Feywild, Forest, Arctic

Disposition. neutral

Traits. Flyby; Keen Hearing and Sight

Giant owls often befriend fey and other sylvan creatures and are guardians of their woodland realms.

Complete source encounter rules. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) slashing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Giant Poisonous Snake

Beast

Native encounter. Level 1 · Armor 14 · HP 11 · attack +6 · damage 1–6

Habitat. Underdark, Desert, Mountains, Grassland, Ruin, Swamp, Water, Urban, Sewer, Fores

Disposition. unaligned

Medium Beast. blindsight 10 ft., passive Perception 12. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Giant Rat

Beast

Native encounter. Level 1 · Armor 12 · HP 7 · attack +4 · damage 1–6

Habitat. Underdark, Urban, Sewer, Forest, Ruin, Swamp, Caverns, Settlement

Disposition. unaligned

Traits. Keen Smell; Pack Tactics

Small Beast. darkvision 60 ft., passive Perception 10. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Giant Rat (Diseased)

Beast

Native encounter. Level 1 · Armor 12 · HP 7 · attack +4 · damage 1–6

Habitat. Sewer, Swamp, Caverns, Forest, Ruin, Settlement

Disposition. unaligned

Small Beast. darkvision 60 ft., passive Perception 10. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Giant Scorpion

Beast

Native encounter. Level 3 · Armor 15 · HP 52 · attack +4 · damage 1–8

Habitat. Desert, Jungle, Shadowfell

Disposition. unaligned

Large Beast. blindsight 60 ft., passive Perception 9. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The scorpion has two claws, each of which can grapple only one target. The scorpion makes three attacks: two with its claws and one with its sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Giant Sea Horse

Beast

Native encounter. Level 1 · Armor 13 · HP 16 · attack +3 · damage 1–6

Habitat. Underwater

Disposition. unaligned

Traits. Charge; Water Breathing

Like their smaller kin, giant sea horses are shy, colorful fish with elongated bodies and curled tails. Aquatic elves train them as mounts.

Complete source encounter rules. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Giant Shark

Beast

Native encounter. Level 5 · Armor 13 · HP 126 · attack +9 · damage 2–10

Habitat. Underwater, Plane Of Water, Water

Disposition. unaligned

Traits. Blood Frenzy; Water Breathing

A giant shark is 30 feet long and normally found in deep oceans. Utterly fearless, it preys on anything that crosses its path, including whales and ships.

Complete source encounter rules. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Giant Spider

Beast

Native encounter. Level 1 · Armor 14 · HP 26 · attack +5 · damage 1–6

Habitat. Underdark, Urban, Forest, Ruin, Swamp, Jungle, Feywild, Shadowfell, Caverns

Disposition. unaligned

Traits. Spider Climb; Web Sense; Web Walker

To snare its prey, a giant spider spins elaborate webs or shoots sticky strands of webbing from its abdomen. Giant spiders are most commonly found underground, making their lairs on ceilings or in dark, web-filled crevices. Such lairs are often festooned with web cocoons holding past victims.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way. Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Giant Toad

Beast

Native encounter. Level 1 · Armor 11 · HP 39 · attack +4 · damage 1–6

Habitat. Underdark, Coastal, Forest, Swamp, Jungle, Water, Desert

Disposition. unaligned

Traits. Amphibious; Standing Leap

Large Beast. darkvision 30 ft., passive Perception 10. The toad can breathe air and water

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target. The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time. If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Giant Vulture

Beast

Native encounter. Level 1 · Armor 10 · HP 22 · attack +4 · damage 1–6

Habitat. Desert, Grassland

Disposition. neutral evil

Traits. Keen Sight and Smell; Pack Tactics

Large Beast. passive Perception 13. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

Complete source encounter rules. The vulture makes two attacks: one with its beak and one with its talons. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Giant Wasp

Beast

Native encounter. Level 1 · Armor 12 · HP 13 · attack +4 · damage 1–6

Habitat. Urban, Jungle, Hills, Grassland, Forest

Disposition. unaligned

Medium Beast. passive Perception 10. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Giant Weasel

Beast

Native encounter. Level 1 · Armor 13 · HP 9 · attack +5 · damage 1–6

Habitat. Hill, Feywild, Grassland, Forest

Disposition. unaligned

Traits. Keen Hearing and Smell

Medium Beast. darkvision 60 ft., passive Perception 13. The weasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Giant Wolf Spider

Beast

Native encounter. Level 1 · Armor 13 · HP 11 · attack +3 · damage 1–6

Habitat. Hill, Desert, Grassland, Coastal, Forest, Ruin, Feywild

Disposition. unaligned

Traits. Spider Climb; Web Sense; Web Walker

Smaller than a giant spider, a giant wolf spider hunts prey across open ground or hides in a burrow or crevice, or in a hidden cavity beneath debris.

Complete source encounter rules. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Gibbering Mouther

Aberration

Native encounter. Level 2 · Armor 9 · HP 67 · attack +2 · damage 1–7

Habitat. Underdark, Sewer, Astral Plane, Caverns, Laboratory

Disposition. neutral

Traits. Aberrant Ground; Gibbering

Medium Aberration. darkvision 60 ft., passive Perception 10. The ground in a 10-foot radius around the mouther is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

Complete source encounter rules. The gibbering mouther makes one bite attack and, if it can, uses its Blinding Spittle. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 17 (5d6) piercing damage. If the target is Medium or smaller, it must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the mouther. The mouther spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the mouther's next turn.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Glabrezu

Fiend

Native encounter. Level 9 · Armor 17 · HP 157 · attack +9 · damage 4–14

Habitat. Abyss

Disposition. chaotic evil

Traits. Innate Spellcasting; Magic Resistance

Large Fiend. truesight 120 ft., passive Perception 13. The glabrezu's spellcasting ability is Intelligence (spell save DC 16). The glabrezu can innately cast the following spells, requiring no material components: At will: darkness, detect magic, dispel magic 1/day each: confusion, fly, power word stun

Complete source encounter rules. The glabrezu makes four attacks: two with its pincers and two with its fists. Alternatively, it makes two attacks with its pincers and casts one spell. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). The glabrezu has two pincers, each of which can grapple only one target. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) bludgeoning damage. The demon chooses what to summon and attempts a magical summoning. A glabrezu has a 30 percent chance of summoning 1d3 vrocks, 1d2 hezrous, or one glabrezu. A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Gladiator

Humanoid

Native encounter. Level 5 · Armor 16 · HP 112 · attack +7 · damage 2–10

Habitat. Urban, Settlement

Disposition. any alignment

Traits. Brave; Brute

Gladiators battle for the entertainment of raucous crowds. Some gladiators are brutal pit fighters who treat each match as a life-or-death struggle, while others are professional duelists who command huge fees but rarely fight to the death.

Complete source encounter rules. The gladiator makes three melee attacks or two ranged attacks. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Gnoll

Humanoid

Native encounter. Level 1 · Armor 15 · HP 22 · attack +4 · damage 1–6

Habitat. Hill, Desert, Abyss, Mountains, Grassland, Forest, Jungle, Hills, Settlement

Disposition. chaotic evil

Traits. Rampage

Medium Humanoid. darkvision 60 ft., passive Perception 10. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack. Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Goat

Beast

Native encounter. Level 1 · Armor 10 · HP 4 · attack +3 · damage 1–6

Habitat. Hill, Urban, Hills, Mountains, Grassland, Mountain, Settlement

Disposition. unaligned

Traits. Charge; Sure-Footed

Medium Beast. passive Perception 10. If the goat moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

Complete source encounter rules. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Goblin

Humanoid

Native encounter. Level 1 · Armor 15 · HP 7 · attack +4 · damage 1–6

Habitat. Hill, Desert, Underdark, Mountains, Grassland, Tundra, Ruin, Feywild, Swamp, Set

Disposition. neutral evil

Traits. Nimble Escape

Small Humanoid. darkvision 60 ft., passive Perception 9. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Gold Dragon Wyrmling

Dragon

Native encounter. Level 3 · Armor 17 · HP 60 · attack +6 · damage 1–8

Habitat. Grassland, Astral Plane, Ruin, Water

Disposition. lawful good

Traits. Amphibious

Medium Dragon. blindsight 10 ft., darkvision 60 ft., passive Perception 14. The dragon can breathe air and water.

Complete source encounter rules. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage. The dragon uses one of the following breath weapons. Fire Breath. The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one. Weakening Breath. The dragon exhales gas in a 15-foot cone. Each creature in that area must succeed on a DC 13 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Gorgon

Monstrosity

Native encounter. Level 5 · Armor 19 · HP 114 · attack +8 · damage 2–10

Habitat. Hill, Desert, Grassland, Forest, Hills, Plane Of Earth

Disposition. unaligned

Traits. Trampling Charge

Large Monstrosity. darkvision 60 ft., passive Perception 14. If the gorgon moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the gorgon can make one attack with its hooves against it as a bonus action.

Complete source encounter rules. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (2d12 + 5) piercing damage. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage. The gorgon exhales petrifying gas in a 30-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the greater restoration spell or other magic.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Gray Ooze

Ooze

Native encounter. Level 1 · Armor 8 · HP 22 · attack +3 · damage 1–6

Habitat. Underdark, Sewer, Mountains, Caverns, Ruin, Plane Of Earth, Water

Disposition. unaligned

Traits. Amorphous; Corrode Metal; False Appearance

Medium Ooze. blindsight 60 ft. (blind beyond this radius), passive Perception 8. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Complete source encounter rules. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Green Dragon Wyrmling

Dragon

Native encounter. Level 2 · Armor 17 · HP 38 · attack +4 · damage 1–7

Habitat. Jungle, Forest

Disposition. lawful evil

Traits. Amphibious

Medium Dragon. blindsight 10 ft., darkvision 60 ft., passive Perception 14. The dragon can breathe air and water.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage plus 3 (1d6) poison damage. The dragon exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Green Hag

Fey

Native encounter. Level 3 · Armor 17 · HP 82 · attack +6 · damage 1–8

Habitat. Hill, Forest, Ruin, Swamp, Jungle, Feywild, Shadowfell, Caverns, Settlement

Disposition. neutral evil

Traits. Amphibious; Innate Spellcasting; Mimicry; Hag Coven; Shared Spellcasting (Coven Only); Hag Eye (Coven Only)

Medium Fey. darkvision 60 ft., passive Perception 14. The hag can breathe air and water.

Complete source encounter rules. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her

would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised. The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Grick

Monstrosity

Native encounter. Level 2 · Armor 14 · HP 27 · attack +4 · damage 1–7

Habitat. Underdark, Sewer, Mountains, Forest, Ruin, Tomb, Caverns, Plane Of Earth

Disposition. neutral

Traits. Stone Camouflage

Medium Monstrosity. darkvision 60 ft., passive Perception 12. The grick has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Complete source encounter rules. The grick makes one attack with its tentacles. If that attack hits, the grick can make one beak attack against the same target. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Griffon

Monstrosity

Native encounter. Level 2 · Armor 12 · HP 59 · attack +6 · damage 1–7

Habitat. Hill, Desert, Mountains, Coastal, Grassland, Arctic, Hills, Plane Of Air, Mounta

Disposition. unaligned

Traits. Keen Sight

Large Monstrosity. darkvision 60 ft., passive Perception 15. The griffon has advantage on Wisdom (Perception) checks that rely on sight.

Complete source encounter rules. The griffon makes two attacks: one with its beak and one with its claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Grimlock

Humanoid

Native encounter. Level 1 · Armor 11 · HP 11 · attack +5 · damage 1–6

Habitat. Underdark, Sewer, Shadowfell, Caverns, Ruin, Plane Of Earth, Tomb

Disposition. neutral evil

Traits. Blind Senses; Keen Hearing and Smell; Stone Camouflage

Medium Humanoid. blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), passive Perception 13. The grimlock can't use its blindsight while deafened and unable to smell.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Guard

Humanoid

Native encounter. Level 1 · Armor 16 · HP 11 · attack +3 · damage 1–6

Habitat. Hill, Desert, Urban, Mountains, Coastal, Grassland, Forest, Hills, Mountain, Set

Disposition. any alignment

Guards include members of a city watch, sentries in a citadel or fortified town, and the bodyguards of merchants and nobles.

Complete source encounter rules. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Guardian Naga

Monstrosity

Native encounter. Level 10 · Armor 18 · HP 127 · attack +8 · damage 5–15

Habitat. Temple, Desert, Astral Plane, Mountains, Forest, Ruin, Jungle, Caverns

Disposition. lawful good

Traits. Rejuvenation; Spellcasting

Large Monstrosity. darkvision 60 ft., passive Perception 14. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a wish spell can prevent this trait from functioning.

Complete source encounter rules. Melee Weapon Attack: +8 to hit, reach 10 ft., one creature. Hit: 8 (1d8 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one. Ranged Weapon Attack: +8 to hit, range 15/30 ft., one creature. Hit: The target must make a DC 15 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Gynosphinx

Monstrosity

Native encounter. Level 11 · Armor 17 · HP 136 · attack +9 · damage 5–16

Habitat. Desert, Ruins

Disposition. lawful neutral

Traits. Inscrutable; Magic Weapons; Spellcasting

Large Monstrosity. truesight 120 ft., passive Perception 18. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Complete source encounter rules. The sphinx makes two claw attacks. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Half-Red Dragon Veteran

Humanoid

Native encounter. Level 5 · Armor 18 · HP 65 · attack +5 · damage 2–10

Habitat. Desert, Hills, Mountains, Plane Of Fire, Ruin, Settlement

Disposition. any alignment

Medium Humanoid. blindsight 10 ft., darkvision 60 ft., passive Perception 12. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage. The veteran exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Harpy

Monstrosity

Native encounter. Level 1 · Armor 11 · HP 38 · attack +3 · damage 1–6

Habitat. Hill, Desert, Mountains, Coastal, Tundra, Forest, Grassland, Jungle, Hills, Swam

Disposition. chaotic evil

Medium Monstrosity. passive Perception 10. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. The harpy makes two attacks: one with its claws and one with its club. Melee Weapon Attack: +3 to hit, reach 5 ft., one

target. Hit: 6 (2d4 + 1) slashing damage. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage. The harpy sings a magical melody. Every humanoid and giant within 300 ft. of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated. While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 ft. away from the harpy, the must move on its turn toward the harpy by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it. A target that successfully saves is immune to this harpy's song for the next 24 hours.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Hawk

Beast

Native encounter. Level 1 · Armor 13 · HP 1 · attack +5 · damage 1–6

Habitat. Settlement, Forest, Grassland, Mountains

Disposition. unaligned

Traits. Keen Sight

Tiny Beast. passive Perception 14. The hawk has advantage on Wisdom (Perception) checks that rely on sight.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Hell Hound

Fiend

Native encounter. Level 3 · Armor 15 · HP 45 · attack +5 · damage 1–8

Habitat. Underdark, Desert, Astral Plane, Mountains, Plane Of Fire, Laboratory, Shadowfel

Disposition. lawful evil

Traits. Keen Hearing and Smell; Pack Tactics

Medium Fiend. darkvision 60 ft., passive Perception 15. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage. The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Hezrou

Fiend

Native encounter. Level 8 · Armor 16 · HP 136 · attack +7 · damage 4–13

Habitat. Abyss

Disposition. chaotic evil

Traits. Magic Resistance; Stench

Large Fiend. darkvision 120 ft., passive Perception 11. The hezrou has advantage on saving throws against spells and other magical effects.

Complete source encounter rules. The hezrou makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage. The demon chooses what to summon and attempts a magical summoning. A hezrou has a 30 percent chance of summoning 2d6 dretches or one hezrou. A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Hill Giant

Giant

Native encounter. Level 5 · Armor 13 · HP 105 · attack +8 · damage 2–10

Habitat. Hill, Feywild, Mountains, Forest, Ruin, Plane Of Earth

Disposition. chaotic evil

Huge Giant. passive Perception 12. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. The giant makes two greatclub attacks. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage. Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. Hit: 21 (3d10 + 5) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Hippogriff

Monstrosity

Native encounter. Level 1 · Armor 11 · HP 19 · attack +5 · damage 1–6

Habitat. Hill, Mountains, Grassland, Forest, Hills, Plane Of Air, Mountain

Disposition. unaligned

Traits. Keen Sight

Large Monstrosity. passive Perception 15. The hippogriff has advantage on Wisdom (Perception) checks that rely on sight.

Complete source encounter rules. The hippogriff makes two attacks: one with its beak and one with its claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Hobgoblin

Humanoid

Native encounter. Level 1 · Armor 18 · HP 11 · attack +3 · damage 1–6

Habitat. Hill, Desert, Underdark, Mountains, Grassland, Forest, Hills, Caverns

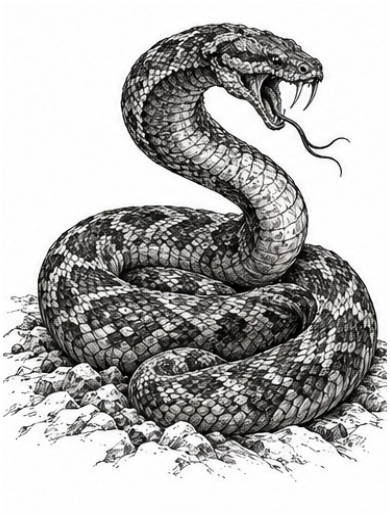
Disposition. lawful evil

Traits. Martial Advantage

Medium Humanoid. darkvision 60 ft., passive Perception 10. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 ft. of an ally of the hobgoblin that isn't incapacitated.

Complete source encounter rules. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands. Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Homunculus

Construct

Native encounter. Level 1 · Armor 13 · HP 5 · attack +4 · damage 1–6

Habitat. Laboratory

Disposition. neutral

Traits. Telepathic Bond

Tiny Construct. darkvision 60 ft., passive Perception 10. While the homunculus is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1d10) minutes and unconscious while poisoned in this way.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Horned Devil

Fiend

Native encounter. Level 11 · Armor 18 · HP 178 · attack +10 · damage 5–16

Habitat. Hell

Disposition. lawful evil

Traits. Devil's Sight; Magic Resistance

Large Fiend. darkvision 120 ft., passive Perception 13. Magical darkness doesn't impede the devil's darkvision.

Complete source encounter rules. The devil makes three melee attacks: two with its fork and one with its tail. It can use Hurl Flame in place of any melee attack. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 15 (2d8 + 6) piercing damage. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 10 (1d8 + 6) piercing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 17 Constitution saving throw or lose 10 (3d6) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 10 (3d6). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing. Ranged Spell Attack: +7 to hit, range 150 ft., one target. Hit: 14 (4d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Hunter Shark

Beast

Native encounter. Level 2 · Armor 12 · HP 45 · attack +6 · damage 1–7

Habitat. Underwater, Water

Disposition. unaligned

Traits. Blood Frenzy; Water Breathing

Smaller than a giant shark but larger and fiercer than a reef shark, a hunter shark haunts deep waters. It usually hunts alone, but multiple hunter sharks might feed in the same area. A fully grown hunter shark is 15 to 20 feet long.

Complete source encounter rules. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Hydra

Monstrosity

Native encounter. Level 8 · Armor 15 · HP 172 · attack +8 · damage 4–13

Habitat. Swamp, Caverns, Plane Of Water, Water

Disposition. unaligned

Traits. Hold Breath; Multiple Heads; Reactive Heads; Wakeful

Huge Monstrosity. darkvision 60 ft., passive Perception 16. The hydra can hold its breath for 1 hour.

Complete source encounter rules. The hydra makes as many bite attacks as it has heads. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 10 (1d10 + 5) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Hyena

Beast

Native encounter. Level 1 · Armor 11 · HP 5 · attack +2 · damage 1–6

Habitat. Hill, Desert, Shadowfell, Grassland, Ruin, Forest

Disposition. unaligned

Traits. Pack Tactics

Medium Beast. passive Perception 13. The hyena has advantage on an attack roll against a creature if at least one of the hyena's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Complete source encounter rules. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ice Devil

Fiend

Native encounter. Level 14 · Armor 18 · HP 180 · attack +10 · damage 7–19

Habitat. Hell

Disposition. lawful evil

Traits. Devil's Sight; Magic Resistance

Large Fiend. blindsight 60 ft., darkvision 120 ft., passive Perception 12. Magical darkness doesn't impede the devil's darkvision.

Complete source encounter rules. The devil makes three attacks: one with its bite, one with its claws, and one with its tail. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) piercing damage plus 10 (3d6) cold damage. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 10 (2d4 + 5) slashing damage plus 10 (3d6) cold damage. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage plus 10 (3d6) cold damage. The devil magically forms an opaque wall of ice on a solid surface it can see within 60 feet of it. The wall is 1 foot thick and up to 30 feet long and 10 feet high, or it's a hemispherical dome up to 20 feet in diameter. When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. The creature then makes a DC 17 Dexterity saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one. The wall lasts for 1 minute or until the devil is incapacitated or dies. The wall can be damaged and breached; each 10-foot section has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. If a section is destroyed, it leaves behind a sheet of frigid air in the space the wall occupied. Whenever a creature finishes moving through the frigid air on a turn, willingly or otherwise, the creature must make a DC 17 Constitution saving throw, taking 17 (5d6) cold damage on a failed save, or half as much damage on a successful one. The frigid air dissipates when the rest of the wall vanishes.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ice Mephit

Elemental

Native encounter. Level 1 · Armor 11 · HP 21 · attack +3 · damage 1–6

Habitat. Plane Of Air, Mountains, Tundra, Plane Of Water, Arctic

Disposition. neutral evil

Traits. Death Burst; False Appearance; Innate Spellcasting (1/Day)

Small Elemental. darkvision 60 ft., passive Perception 12. When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 ft. of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

Complete source encounter rules. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) slashing damage plus 2 (1d4) cold damage. The mephit exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one. The mephit has a 25 percent chance of summoning 1d4 mephits of its kind. A summoned mephit appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other mephits. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Imp

Fiend

Native encounter. Level 1 · Armor 13 · HP 10 · attack +5 · damage 1–6

Habitat. Hell

Disposition. lawful evil

Traits. Shapechanger; Devil's Sight; Magic Resistance; Variant: Familiar

Tiny Fiend. darkvision 120 ft., passive Perception 11. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. The imp magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Inspection Crawler

Veyr • Brasswake

Native encounter. Level 3 · Armor 11 · HP 16 · attack +2 · damage 1–4

Habitat. Sky docks, wreck belts and relays

Traits. Local defender

Loot. Potion of Healing: 25%, 1–1

A brass maintenance automaton corrupted into a security device. It follows a punched command loop and cannot negotiate.

Source. Story Pathos original • The Brasswake Corsairs

Invisible Stalker

Elemental

Native encounter. Level 6 · Armor 14 · HP 104 · attack +6 · damage 3–11

Habitat. Temple, Urban, Plane Of Air, Swamp, Settlement, Grassland, Laboratory

Disposition. neutral

Traits. Invisibility; Faultless Tracker

Medium Elemental. darkvision 60 ft., passive Perception 18. The stalker is invisible.

Complete source encounter rules. The stalker makes two slam attacks. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Iron Golem

Construct

Native encounter. Level 16 · Armor 20 · HP 210 · attack +13 · damage 8–21

Habitat. Any

Disposition. unaligned

Traits. Fire Absorption; Immutable Form; Magic Resistance; Magic Weapons

Large Construct. darkvision 120 ft., passive Perception 10. Whenever the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Complete source encounter rules. The golem makes two melee attacks. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 23 (3d10 + 7) slashing damage. The golem exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Jackal

Beast

Native encounter. Level 1 · Armor 12 · HP 3 · attack +1 · damage 1–6

Habitat. Desert, Shadowfell, Grassland, Ruin

Disposition. unaligned

Traits. Keen Hearing and Smell; Pack Tactics

Small Beast. passive Perception 13. The jackal has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Complete source encounter rules. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 (1d4 - 1) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Killer Whale

Beast

Native encounter. Level 3 · Armor 12 · HP 90 · attack +1 · damage 1–8

Habitat. Underwater, Water

Disposition. unaligned

Traits. Echolocation; Hold Breath; Keen Hearing

Huge Beast. blindsight 120 ft., passive Perception 13. The whale can't use its blindsight while deafened.

Complete source encounter rules. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 21 (5d6 + 4) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Knight

Humanoid

Native encounter. Level 3 · Armor 18 · HP 52 · attack +5 · damage 1–8

Habitat. Temple, Urban, Hills, Mountains, Grassland, Settlement

Disposition. any alignment

Traits. Brave

Knights are warriors who pledge service to rulers, religious orders, and noble causes. A knight's alignment determines the extent to which a pledge is honored. Whether undertaking a quest or patrolling a realm, a knight often travels with an entourage that includes squires and hirelings who are commoners.

Complete source encounter rules. The knight makes two melee attacks. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage. For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 ft. of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Kobold

Humanoid

Native encounter. Level 1 · Armor 12 · HP 5 · attack +4 · damage 1–6

Habitat. Hill, Underdark, Mountains, Coastal, Tundra, Grassland, Ruin, Swamp, Mountain, D

Disposition. lawful evil

Traits. Sunlight Sensitivity; Pack Tactics

Small Humanoid. darkvision 60 ft., passive Perception 8. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Kraken

Monstrosity

Native encounter. Level 23 · Armor 18 · HP 472 · attack +7 · damage 11–28

Habitat. Underwater, Plane Of Water, Water

Disposition. chaotic evil

Traits. Amphibious; Freedom of Movement; Siege Monster

Gargantuan Monstrosity. truesight 120 ft., passive Perception 14. The kraken can breathe air and water.

Complete source encounter rules. The kraken makes three tentacle attacks, each of which it can replace with one use of Fling. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 23 (3d8 + 10) piercing damage. If the target is a Large or smaller

creature grappled by the kraken, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the kraken, and it takes 42 (12d6) acid damage at the start of each of the kraken's turns. If the kraken takes 50 damage or more on a single turn from a creature inside it, the kraken must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the kraken. If the kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone. Melee Weapon Attack: +7 to hit, reach 30 ft., one target. Hit: 20 (3d6 + 10) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. The kraken has ten tentacles, each of which can grapple one target. One Large or smaller object held or creature grappled by the kraken is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone. The kraken magically creates three bolts of lightning, each of which can strike a target the kraken can see within 120 feet of it. A target must make a DC 23 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Lamia

Monstrosity

Native encounter. Level 4 · Armor 13 · HP 97 · attack +5 · damage 2–9

Habitat. Desert, Grassland, Hills, Abyss

Disposition. chaotic evil

Traits. Innate Spellcasting

Large Monstrosity. darkvision 60 ft., passive Perception 12. The lamia's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components. At will: disguise self (any humanoid form), major image 3/day each: charm person, mirror image, scrying, suggestion 1/day: geas

Complete source encounter rules. The lamia makes two attacks: one with its claws and one with its dagger or Intoxicating Touch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 14 (2d10 + 3) slashing damage. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage. Melee Spell Attack: +5 to hit, reach 5 ft., one creature. Hit: The target is magically cursed for 1 hour. Until the curse ends, the target has disadvantage on Wisdom saving throws and all ability checks.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Lemure

Fiend

Native encounter. Level 1 · Armor 7 · HP 13 · attack +3 · damage 1–6

Habitat. Hell

Disposition. lawful evil

Traits. Devil's Sight; Hellish Rejuvenation

Medium Fiend. darkvision 120 ft., passive Perception 10. Magical darkness doesn't impede the lemure's darkvision.

Complete source encounter rules. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Lich

Undead

Native encounter. Level 21 · Armor 17 · HP 135 · attack +12 · damage 10–26

Habitat. Shadowfell, Ruin, Laboratory, Tomb

Disposition. any evil alignment

Traits. Legendary Resistance (3/Day); Rejuvenation; Spellcasting; Turn Resistance

Medium Undead. truesight 120 ft., passive Perception 19. If the lich fails a saving throw, it can choose to succeed instead.

Complete source encounter rules. Melee Spell Attack: +12 to hit, reach 5 ft., one creature. Hit:

10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Lion

Beast

Native encounter. Level 1 · Armor 12 · HP 26 · attack +5 · damage 1–6

Habitat. Hill, Desert, Grassland, Mountain, Forest

Disposition. unaligned

Traits. Keen Smell; Pack Tactics; Pounce; Running Leap

Large Beast. passive Perception 13. The lion has advantage on Wisdom (Perception) checks that rely on smell.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Lizard

Beast

Native encounter. Level 1 · Armor 10 · HP 2 · attack +1 · damage 1–6

Habitat. Desert, Jungle, Swamp, Grassland, Ruin

Disposition. unaligned

Tiny Beast. darkvision 30 ft., passive Perception 9. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Lizardfolk

Humanoid

Native encounter. Level 1 · Armor 15 · HP 22 · attack +4 · damage 1–6

Habitat. Swamp, Jungle, Forest

Disposition. neutral

Traits. Hold Breath

Medium Humanoid. passive Perception 13. The lizardfolk can hold its breath for 15 minutes.

Complete source encounter rules. The lizardfolk makes two melee attacks, each one with a different weapon. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Mage

Humanoid

Native encounter. Level 6 · Armor 12 · HP 40 · attack +5 · damage 3–11

Habitat. Urban, Desert, Mountains, Forest, Ruin, Laboratory, Jungle, Hills, Feywild, Shad

Disposition. any alignment

Traits. Spellcasting

Mages spend their lives in the study and practice of magic. Good-aligned mages offer counsel to nobles and others in power, while evil mages dwell in isolated sites to perform unspeakable experiments without interference.

Complete source encounter rules. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Magma Mephit

Elemental

Native encounter. Level 1 · Armor 11 · HP 22 · attack +3 · damage 1–6

Habitat. Underdark, Mountains, Caverns, Plane Of Fire, Plane Of Earth

Disposition. neutral evil

Traits. Death Burst; False Appearance; Innate Spellcasting (1/Day)

Small Elemental. darkvision 60 ft., passive Perception 10. When the mephit dies, it explodes in a burst of lava. Each creature within 5 ft. of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Complete source encounter rules. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) slashing damage plus 2 (1d4) fire damage. The mephit exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. The mephit has a 25 percent chance of summoning 1d4 mephits of its kind. A summoned mephit appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other mephits. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Magmin

Elemental

Native encounter. Level 1 · Armor 14 · HP 9 · attack +4 · damage 1–6

Habitat. Desert, Mountains, Caverns, Plane Of Fire, Laboratory

Disposition. chaotic neutral

Traits. Death Burst; Ignited Illumination

Small Elemental. darkvision 60 ft., passive Perception 10. When the magmin dies, it explodes in a burst of fire and magma. Each creature within 10 ft. of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a target takes an action to douse the fire, the target takes 3 (1d6) fire damage at the end of each of its turns.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Mammoth

Beast

Native encounter. Level 6 · Armor 13 · HP 126 · attack +10 · damage 3–11

Habitat. Tundra, Arctic

Disposition. unaligned

Traits. Trampling Charge

A mammoth is an elephantine creature with thick fur and long tusks. Stockier and fiercer than normal elephants, mammoths inhabit a wide range of climes, from subarctic to subtropical.

Complete source encounter rules. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 25 (4d8 + 7) piercing damage. Melee Weapon Attack: +10 to hit, reach 5 ft., one prone creature. Hit: 29 (4d10 + 7) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Manticore

Monstrosity

Native encounter. Level 3 · Armor 14 · HP 68 · attack +5 · damage 1–8

Habitat. Hill, Desert, Mountains, Coastal, Tundra, Grassland, Forest, Arctic, Jungle, Hil

Disposition. lawful evil

Traits. Tail Spike Regrowth

Large Monstrosity. darkvision 60 ft., passive Perception 11. The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

Complete source encounter rules. The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage. Ranged Weapon Attack: +5 to hit, range 100/200 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Marilith

Fiend

Native encounter. Level 16 · Armor 18 · HP 189 · attack +9 · damage 8–21

Habitat. Abyss

Disposition. chaotic evil

Traits. Magic Resistance; Magic Weapons; Reactive

Large Fiend. truesight 120 ft., passive Perception 13. The marilith has advantage on saving throws against spells and other magical effects.

Complete source encounter rules. The marilith can make seven attacks: six with its longswords and one with its tail. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage. Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. Hit: 15 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, the marilith can automatically hit the target with its tail, and the marilith can't make tail attacks against other targets. The marilith magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see. The demon chooses what to summon and attempts a magical summoning. A marilith has a 50 percent chance of summoning 1d6 vrocks, 1d4 hezrous, 1d3 glabrezus, 1d2 nalfeshnees, or one marilith. A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Mastiff

Beast

Native encounter. Level 1 · Armor 12 · HP 5 · attack +3 · damage 1–6

Habitat. Hill, Forest, Settlement, Urban

Disposition. unaligned

Traits. Keen Hearing and Smell

Mastiffs are impressive hounds prized by humanoids for their loyalty and keen senses. Mastiffs can be trained as guard dogs, hunting dogs, and war dogs. Halflings and other Small humanoids ride them as mounts.

Complete source encounter rules. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Medusa

Monstrosity

Native encounter. Level 6 · Armor 15 · HP 127 · attack +5 · damage 3–11

Habitat. Desert, Mountains, Tundra, Forest, Jungle, Caverns, Settlement, Plane Of Earth

Disposition. lawful evil

Traits. Petrifying Gaze

Medium Monstrosity. darkvision 60 ft., passive Perception 14. When a creature that can see the medusa's eyes starts its turn within 30 ft. of the medusa, the medusa can force it to make a DC 14 Constitution saving throw if the medusa isn't

incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save.

If the medusa sees itself reflected on a polished surface within 30 ft. of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

Complete source encounter rules. The medusa makes either three melee attacks - one with its snake hair and two with its shortsword - or two ranged attacks with its longbow. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Merfolk

Humanoid

Native encounter. Level 1 · Armor 11 · HP 11 · attack +2 · damage 1–6

Habitat. Underwater, Desert, Coastal, Water

Disposition. neutral

Traits. Amphibious

Medium Humanoid. passive Perception 12. The merfolk can breathe air and water.

Complete source encounter rules. Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Merrow

Monstrosity

Native encounter. Level 2 · Armor 13 · HP 45 · attack +6 · damage 1–7

Habitat. Underwater, Swamp, Coastal, Desert, Water

Disposition. chaotic evil

Traits. Amphibious

Large Monstrosity. darkvision 60 ft., passive Perception 10. The merrow can breathe air and water.

Complete source encounter rules. The merrow makes two attacks: one with its bite and one with its claws or harpoon. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) slashing damage. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow or be pulled up to 20 feet toward the merrow.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Mimic

Monstrosity

Native encounter. Level 2 · Armor 12 · HP 58 · attack +5 · damage 1–7

Habitat. Underdark, Desert, Urban, Caverns, Ruin, Laboratory

Disposition. neutral

Traits. Shapechanger; Adhesive (Object Form Only); False Appearance (Object Form Only); Grappler

Medium Monstrosity. darkvision 60 ft., passive Perception 11. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Minotaur

Monstrosity

Native encounter. Level 3 · Armor 14 · HP 76 · attack +6 · damage 1–8

Habitat. Underdark, Abyss, Plane Of Earth, Caverns

Disposition. chaotic evil

Traits. Charge; Labyrinthine Recall; Reckless

Large Monstrosity. darkvision 60 ft., passive Perception 17. If the minotaur moves at least 10 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 ft. away and knocked prone.

Complete source encounter rules. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 17 (2d12 + 4) slashing damage. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Minotaur Skeleton

Undead

Native encounter. Level 2 · Armor 12 · HP 67 · attack +6 · damage 1–7

Habitat. Underdark

Disposition. lawful evil

Traits. Charge

Large Undead. darkvision 60 ft., passive Perception 9. If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Complete source encounter rules. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 17 (2d12 + 4) slashing damage. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Mule

Beast

Native encounter. Level 1 · Armor 10 · HP 11 · attack +4 · damage 1–6

Habitat. Hill, Grassland, Settlement, Urban

Disposition. unaligned

Traits. Beast of Burden; Sure-Footed

Medium Beast. passive Perception 10. The mule is considered to be a Large animal for the purpose of determining its carrying capacity.

Complete source encounter rules. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Mummy

Undead

Native encounter. Level 3 · Armor 11 · HP 58 · attack +5 · damage 1–8

Habitat. Temple, Desert, Shadowfell, Ruin, Tomb

Disposition. lawful evil

Medium Undead. darkvision 60 ft., passive Perception 10. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. The mummy can use its Dreadful Glare and makes one attack with its rotting fist. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit

point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic. The mummy targets one creature it can see within 60 ft. of it. If the target can see the mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Mummy Lord

Undead

Native encounter. Level 15 · Armor 17 · HP 97 · attack +9 · damage 7–20

Habitat. Temple, Desert, Shadowfell, Ruin, Tomb

Disposition. lawful evil

Traits. Magic Resistance; Rejuvenation; Spellcasting

Medium Undead. darkvision 60 ft., passive Perception 14. The mummy lord has advantage on saving throws against spells and other magical effects.

Complete source encounter rules. The mummy can use its Dreadful Glare and makes one attack with its rotting fist. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) bludgeoning damage plus 21 (6d6) necrotic damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic. The mummy lord targets one creature it can see within 60 feet of it. If the target can see the mummy lord, it must succeed on a DC 16 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies and mummy lords for the next 24 hours.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Nalfeshnee

Fiend

Native encounter. Level 13 · Armor 18 · HP 184 · attack +10 · damage 6–18

Habitat. Abyss

Disposition. chaotic evil

Traits. Magic Resistance

Large Fiend. truesight 120 ft., passive Perception 11. The nalfeshnee has advantage on saving throws against spells and other magical effects.

Complete source encounter rules. The nalfeshnee uses Horror Nimbus if it can. It then makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 32 (5d10 + 5) piercing damage. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 15 (3d6 + 5) slashing damage. The nalfeshnee magically emits scintillating, multicolored light. Each creature within 15 feet of the nalfeshnee that can see the light must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the nalfeshnee's Horror Nimbus for the next 24 hours. The nalfeshnee magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see. The demon chooses what to summon and attempts a magical summoning. A nalfeshnee has a 50 percent chance of summoning 1d4 vrocks, 1d3 hezrous, 1d2 glabrezus, or one nalfeshnee. A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Night Hag

Fiend

Native encounter. Level 5 · Armor 17 · HP 112 · attack +7 · damage 2–10

Habitat. Forest, Ruin, Jungle, Feywild, Shadowfell, Caverns, Swamp, Settlement, Hell

Disposition. neutral evil

Traits. Innate Spellcasting; Magic Resistance; Night Hag Items; Hag Coven; Shared Spellcasting (Coven Only); Hag Eye (Coven Only)

Medium Fiend. darkvision 120 ft., passive Perception 16. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components: At will: detect magic, magic missile 2/day each: plane shift (self only), ray of enfeeblement, sleep

Complete source encounter rules. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a heartstone in her possession. While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A protection from evil and good spell cast on the target prevents this contact, as does a magic circle. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's soul bag. The reduction to the target's hit point maximum lasts until removed by the greater restoration spell or similar magic.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Nightmare

Fiend

Native encounter. Level 3 · Armor 13 · HP 68 · attack +6 · damage 1–8

Habitat. Abyss, Shadowfell, Hell

Disposition. neutral evil

Traits. Confer Fire Resistance; Illumination

Large Fiend. passive Perception 11. The nightmare can grant resistance to fire damage to anyone riding it.

Complete source encounter rules. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) fire damage. The nightmare and up to three willing creatures within 5 feet of it magically enter the Ethereal Plane from the Material Plane, or vice versa.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Noble

Humanoid

Native encounter. Level 1 · Armor 15 · HP 9 · attack +3 · damage 1–6

Habitat. Urban, Grassland, Hills, Settlement

Disposition. any alignment

Nobles wield great authority and influence as members of the upper class, possessing wealth and connections that can make them as powerful as monarchs and generals. A noble often travels in the company of guards, as well as servants who are commoners. The noble's statistics can also be used to represent courtiers who aren't of noble birth.

Complete source encounter rules. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ochre Jelly

Ooze

Native encounter. Level 2 · Armor 8 · HP 45 · attack +4 · damage 1–7

Habitat. Underdark, Sewer, Caverns, Ruin, Water

Disposition. unaligned

Traits. Amorphous; Spider Climb

Large Ooze. blindsight 60 ft. (blind beyond this radius), passive Perception 8. The jelly can move through a space as narrow as 1 inch wide without squeezing.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Octopus

Beast

Native encounter. Level 1 · Armor 12 · HP 3 · attack +4 · damage 1–6

Habitat. Water

Disposition. unaligned

Traits. Hold Breath; Underwater Camouflage; Water Breathing

Small Beast. darkvision 30 ft., passive Perception 12. While out of water, the octopus can hold its breath for 30 minutes.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage, and the target is grappled (escape DC 10). Until this grapple ends, the octopus can't use its tentacles on another target. A 5-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ogre

Giant

Native encounter. Level 2 · Armor 11 · HP 59 · attack +6 · damage 1–7

Habitat. Hill, Desert, Underdark, Grassland, Mountains, Coastal, Tundra, Ruin, Swamp, Fey

Disposition. chaotic evil

Large Giant. darkvision 60 ft., passive Perception 8. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Ogre Zombie

Undead

Native encounter. Level 2 · Armor 8 · HP 85 · attack +6 · damage 1–7

Habitat. Temple, Ruin, Shadowfell, Tomb

Disposition. neutral evil

Traits. Undead Fortitude

Large Undead. darkvision 60 ft., passive Perception 8. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Oni

Giant

Native encounter. Level 7 · Armor 16 · HP 110 · attack +7 · damage 3–12

Habitat. Urban, Forest

Disposition. lawful evil

Traits. Innate Spellcasting; Magic Weapons; Regeneration

Large Giant. darkvision 60 ft., passive Perception 14. The oni's innate spellcasting ability is Charisma (spell save DC 13). The oni can innately cast the following spells, requiring no material components: At will: darkness, invisibility 1/day each: charm person, cone of cold, gaseous form, sleep

Complete source encounter rules. The oni makes two attacks, either with its claws or its glaive. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) slashing damage, or 9 (1d10 + 4) slashing damage in Small or Medium form. The oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its glaive reverts to its normal size.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Orc

Humanoid

Native encounter. Level 1 · Armor 13 · HP 15 · attack +5 · damage 1–6

Habitat. Hill, Underdark, Swamp, Grassland, Mountain, Forest, Arctic

Disposition. chaotic evil

Traits. Aggressive

Medium Humanoid. darkvision 60 ft., passive Perception 10. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) slashing damage. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Otyugh

Aberration

Native encounter. Level 5 · Armor 14 · HP 114 · attack +6 · damage 2–10

Habitat. Underdark, Sewer, Swamp, Caverns, Ruin, Laboratory

Disposition. neutral

Traits. Limited Telepathy

Large Aberration. darkvision 120 ft., passive Perception 11. The otyugh can magically transmit simple messages and images to any creature within 120 ft. of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Complete source encounter rules. The otyugh makes three attacks: one with its bite and two with its tentacles. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The

otyugh has two tentacles, each of which can grapple one target. The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Constitution saving throw or take 10 (2d6 + 3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Owl

Beast

Native encounter. Level 1 · Armor 11 · HP 1 · attack +3 · damage 1–6

Habitat. Forest, Arctic

Disposition. unaligned

Traits. Flyby; Keen Hearing and Sight

Tiny Beast. darkvision 120 ft., passive Perception 13. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Complete source encounter rules. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Owlbear

Monstrosity

Native encounter. Level 3 · Armor 13 · HP 59 · attack +7 · damage 1–8

Habitat. Jungle, Hills, Feywild, Mountains, Forest

Disposition. unaligned

Traits. Keen Sight and Smell

Large Monstrosity. darkvision 60 ft., passive Perception 13. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

Complete source encounter rules. The owlbear makes two attacks: one with its beak and one with its claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 10 (1d10 + 5) piercing damage. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Panther

Beast

Native encounter. Level 1 · Armor 12 · HP 13 · attack +4 · damage 1–6

Habitat. Hill, Jungle, Grassland, Forest

Disposition. unaligned

Traits. Keen Smell; Pounce

Medium Beast. passive Perception 14. The panther has advantage on Wisdom (Perception) checks that rely on smell.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Pegasus

Celestial

Native encounter. Level 2 · Armor 12 · HP 59 · attack +6 · damage 1–7

Habitat. Hill, Astral Plane, Mountains, Grassland, Forest, Hills, Feywild

Disposition. chaotic good

Large Celestial. passive Perception 16. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Phase Spider

Monstrosity

Native encounter. Level 3 · Armor 13 · HP 32 · attack +4 · damage 1–8

Habitat. Hill, Underdark, Urban, Astral Plane, Mountains, Grassland, Forest, Ruin, Ethere

Disposition. unaligned

Traits. Ethereal Jaunt; Spider Climb; Web Walker

A phase spider possesses the magical ability to phase in and out of the Ethereal Plane. It seems to appear out of nowhere and quickly vanishes after attacking. Its movement on the Ethereal Plane before coming back to the Material Plane makes it seem like it can teleport.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Pit Fiend

Fiend

Native encounter. Level 20 · Armor 19 · HP 300 · attack +14 · damage 10–25

Habitat. Hell

Disposition. lawful evil

Traits. Fear Aura; Magic Resistance; Magic Weapons; Innate Spellcasting

Large Fiend. truesight 120 ft., passive Perception 14. Any creature hostile to the pit fiend that starts its turn within 20 feet of the pit fiend must make a DC 21 Wisdom saving throw, unless the pit fiend is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the pit fiend's Fear Aura for the next 24 hours.

Complete source encounter rules. The pit fiend makes four attacks: one with its bite, one with its claw, one with its mace, and one with its tail. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 22 (4d6 + 8) piercing damage. The target must succeed on a DC 21 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 17 (2d8 + 8) slashing damage. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) bludgeoning damage plus 21 (6d6) fire damage. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 24 (3d10 + 8) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Planetar

Celestial

Native encounter. Level 16 · Armor 19 · HP 200 · attack +12 · damage 8–21

Habitat. Temple, Astral Plane

Disposition. lawful good

Traits. Angelic Weapons; Divine Awareness; Innate Spellcasting; Magic Resistance

Large Celestial. truesight 120 ft., passive Perception 21. The planetar's weapon attacks are magical. When the planetar hits with any weapon, the weapon deals an extra 5d8 radiant damage (included in the attack).

Complete source encounter rules. The planetar makes two melee attacks. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 21 (4d6 + 7) slashing damage plus 22 (5d8) radiant damage. The planetar touches another creature. The target magically regains 30 (6d8 + 3) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Plesiosaurus

Beast

Native encounter. Level 2 · Armor 13 · HP 68 · attack +6 · damage 1–7

Habitat. Underwater, Coastal, Plane Of Water, Desert, Water

Disposition. unaligned

Traits. Hold Breath

Large Beast. passive Perception 13. The plesiosaurus can hold its breath for 1 hour.

Complete source encounter rules. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 14 (3d6 + 4) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Poisonous Snake

Beast

Native encounter. Level 1 · Armor 13 · HP 2 · attack +5 · damage 1–6

Habitat. Hill, Desert, Grassland, Mountains, Coastal, Ruin, Swamp, Water, Sewer, Forest,

Disposition. unaligned

Tiny Beast. blindsight 10 ft., passive Perception 10. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Polar Bear

Beast

Native encounter. Level 2 · Armor 12 · HP 42 · attack +7 · damage 1–7

Habitat. Tundra, Underdark, Arctic

Disposition. unaligned

Traits. Keen Smell

Large Beast. passive Perception 13. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Complete source encounter rules. The bear makes two attacks: one with its bite and one with its claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Pony

Beast

Native encounter. Level 1 · Armor 10 · HP 11 · attack +4 · damage 1–6

Habitat. Urban, Settlement, Mountains

Disposition. unaligned

Medium Beast. passive Perception 10. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Pressure Gull

Veyr • Brasswake

Native encounter. Level 3 · Armor 11 · HP 18 · attack +2 · damage 1–4

Habitat. Sky docks, wreck belts and relays

Traits. Local defender

Loot. Potion of Healing: 25%, 1–1

A huge buoyant sky bird defending its lifting-cell nest in the Wreckward.

Source. Story Pathos original • The Brasswake Corsairs

Priest

Humanoid

Native encounter. Level 2 · Armor 13 · HP 27 · attack +2 · damage 1–7

Habitat. Temple, Desert, Urban, Hills, Settlement

Disposition. any alignment

Traits. Divine Eminence; Spellcasting

Priests bring the teachings of their gods to the common folk. They are the spiritual leaders of temples and shrines and often hold positions of influence in their communities. Evil priests might work openly under a tyrant, or they might be the leaders of religious sects hidden in the shadows of good society, overseeing depraved rites. A priest typically has one

or more acolytes to help with religious ceremonies and other sacred duties.

Complete source encounter rules. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Prism Sentinel

Nemoris ward creature

Native encounter. Level 7 · Armor 14 · HP 48 · attack +5 · damage 2–6

Habitat. Damaged refuges and forbidden circles

Disposition. Hostile

Role. Ward guardian

Traits. Bound to a local damaged ward

Loot. Potion of Healing: 35%, 1–1

A crystal ward construct guarding the Harrow's physical service routes.

Source. Story Pathos original • Nemoris

Pseudodragon

Dragon

Native encounter. Level 1 · Armor 13 · HP 7 · attack +4 · damage 1–6

Habitat. Hill, Desert, Urban, Mountains, Coastal, Forest, Jungle, Swamp, Mountain

Disposition. neutral good

Traits. Keen Senses; Magic Resistance; Limited Telepathy; Variant: Familiar

Tiny Dragon. blindsight 10 ft., darkvision 60 ft., passive Perception 13. The pseudodragon has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Purple Worm

Monstrosity

Native encounter. Level 15 · Armor 18 · HP 247 · attack +9 · damage 7–20

Habitat. Underdark, Mountains, Caverns

Disposition. unaligned

Traits. Tunneler

Gargantuan Monstrosity. blindsight 30 ft., tremorsense 60 ft., passive Perception 9. The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Complete source encounter rules. The worm makes two attacks: one with its bite and one with its stinger. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) acid damage at the start of each of the worm's turns. If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone. Melee Weapon Attack: +14 to hit, reach 10 ft., one creature. Hit: 19 (3d6 + 9) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Quasit

Fiend

Native encounter. Level 1 · Armor 13 · HP 7 · attack +4 · damage 1–6

Habitat. Abyss

Disposition. chaotic evil

Traits. Shapechanger; Magic Resistance; Variant: Familiar

Tiny Fiend. darkvision 120 ft., passive Perception 10. The quasit can use its action to polymorph into a beast form that resembles a bat (speed 10 ft. fly 40 ft.), a centipede (40 ft., climb 40 ft.), or a toad (40 ft., swim 40 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. One creature of the quasit's choice within 20 ft. of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect on itself on a success. The quasit magically turns invisible until it attacks or uses Scare, or until its concentration ends (as if concentrating on a spell). Any equipment the quasit wears or carries is invisible with it.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Quipper

Beast

Native encounter. Level 1 · Armor 13 · HP 1 · attack +5 · damage 1–6

Habitat. Underwater, Sewer, Water

Disposition. unaligned

Traits. Blood Frenzy; Water Breathing

A quipper is a carnivorous fish with sharp teeth. Quippers can adapt to any aquatic environment, including cold subterranean lakes. They frequently gather in swarms; the statistics for a swarm of quippers appear later in this appendix.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Rakshasa

Fiend

Native encounter. Level 13 · Armor 16 · HP 110 · attack +7 · damage 6–18

Habitat. Urban, Desert, Abyss, Forest, Grassland, Jungle, Hills, Swamp, Settlement, Hell

Disposition. lawful evil

Traits. Limited Magic Immunity; Innate Spellcasting

Medium Fiend. darkvision 60 ft., passive Perception 13. The rakshasa can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Complete source encounter rules. The rakshasa makes two claw attacks Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a remove curse spell or similar magic.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Rat

Beast

Native encounter. Level 1 · Armor 10 · HP 1 · attack +1 · damage 1–6

Habitat. Urban, Sewer, Forest, Ruin, Swamp, Caverns, Settlement

Disposition. unaligned

Traits. Keen Smell

Tiny Beast. darkvision 30 ft., passive Perception 10. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Complete source encounter rules. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Raven

Beast

Native encounter. Level 1 · Armor 12 · HP 1 · attack +1 · damage 1–6

Habitat. Hill, Urban, Swamp, Forest

Disposition. unaligned

Traits. Mimicry

Tiny Beast. passive Perception 13. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Red Dragon Wyrmling

Dragon

Native encounter. Level 4 · Armor 17 · HP 75 · attack +6 · damage 2–9

Habitat. Mountains

Disposition. chaotic evil

Medium Dragon. blindsight 10 ft., darkvision 60 ft., passive Perception 14. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage plus 3 (1d6) fire damage. The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Reef Shark

Beast

Native encounter. Level 1 · Armor 12 · HP 22 · attack +4 · damage 1–6

Habitat. Underwater, Water

Disposition. unaligned

Traits. Pack Tactics; Water Breathing

Smaller than giant sharks and hunter sharks, reef sharks inhabit shallow waters and coral reefs, gathering in small packs to hunt. A full-grown specimen measures 6 to 10 feet long.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Relay Sentinel

Veyr • Brasswake

Native encounter. Level 3 · Armor 12 · HP 30 · attack +3 · damage 1–5

Habitat. Sky docks, wreck belts and relays

Traits. Local defender

Loot. Potion of Healing: 25%, 1–1

An armored industrial guardian protecting the Crown command linkage.

Source. Story Pathos original • The Brasswake Corsairs

Remorhaz

Monstrosity

Native encounter. Level 11 · Armor 17 · HP 195 · attack +11 · damage 5–16

Habitat. Tundra, Mountains, Arctic

Disposition. unaligned

Traits. Heated Body

Huge Monstrosity. darkvision 60 ft., tremorsense 60 ft., passive Perception 10. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Complete source encounter rules. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 40 (6d10 + 7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the remorhaz can't bite another target. The remorhaz makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the remorhaz, and it takes 21 (6d6) acid damage at the start of each of the remorhaz's turns. If the remorhaz takes 30 damage or more on a single turn from a creature inside it, the remorhaz must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet oft he remorhaz. If the remorhaz dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Rhinoceros

Beast

Native encounter. Level 2 · Armor 11 · HP 45 · attack +7 · damage 1–7

Habitat. Desert, Grassland

Disposition. unaligned

Traits. Charge

Large Beast. passive Perception 11. If the rhinoceros moves at least 20 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Complete source encounter rules. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Riding Horse

Beast

Native encounter. Level 1 · Armor 10 · HP 13 · attack +5 · damage 1–6

Habitat. Urban, Settlement, Grassland

Disposition. unaligned

Large Beast. passive Perception 10. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Roc

Monstrosity

Native encounter. Level 11 · Armor 15 · HP 248 · attack +13 · damage 5–16

Habitat. Hill, Mountains, Coastal, Grassland, Arctic, Hills, Mountain, Water, Desert

Disposition. unaligned

Traits. Keen Sight

Gargantuan Monstrosity. passive Perception 14. The roc has advantage on Wisdom (Perception) checks that rely on sight.

Complete source encounter rules. The roc makes two attacks: one with its beak and one with its talons. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 27 (4d8 + 9) piercing damage. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 23 (4d6 + 9) slashing damage, and the target is

grappled (escape DC 19). Until this grapple ends, the target is restrained, and the roc can't use its talons on another target.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Roper

Monstrosity

Native encounter. Level 5 · Armor 20 · HP 93 · attack +7 · damage 2–10

Habitat. Underdark, Caverns

Disposition. neutral evil

Traits. False Appearance; Grasping Tendrils; Spider Climb

Large Monstrosity. darkvision 60 ft., passive Perception 16. While the roper remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

Complete source encounter rules. The roper makes four attacks with its tendrils, uses Reel, and makes one attack with its bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 22 (4d8 + 4) piercing damage. Melee Weapon Attack: +7 to hit, reach 50 ft., one creature. Hit: The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the roper can't use the same tendril on another target. The roper pulls each creature grappled by it up to 25 ft. straight toward it.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Rug of Smothering

Construct

Native encounter. Level 2 · Armor 12 · HP 33 · attack +1 · damage 1–7

Habitat. Ruin, Laboratory

Disposition. unaligned

Traits. Antimagic Susceptibility; Damage Transfer; False Appearance

Large Construct. blindsight 60 ft. (blind beyond this radius), passive Perception 6. The rug is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the rug must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one Medium or smaller creature. Hit: The creature is grappled (escape DC 13). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the rug can't smother another target. In addition, at the start of each of the target's turns, the target takes 10 (2d6 + 3) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Rust Monster

Monstrosity

Native encounter. Level 1 · Armor 14 · HP 27 · attack +3 · damage 1–6

Habitat. Underdark, Caverns

Disposition. unaligned

Traits. Iron Scent; Rust Metal

Medium Monstrosity. darkvision 60 ft., passive Perception 11. The rust monster can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

Complete source encounter rules. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) piercing damage. The rust monster corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the rust monster's touch. If the object touched is either metal armor or a metal shield being worn or carried, its takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Saber-Toothed Tiger

Beast

Native encounter. Level 2 · Armor 12 · HP 52 · attack +6 · damage 1–7

Habitat. Jungle, Mountains, Mountain, Tundra, Forest, Arctic

Disposition. unaligned

Traits. Keen Smell; Pounce

Large Beast. passive Perception 13. The tiger has advantage on Wisdom (Perception) checks that rely on smell.

Complete source encounter rules. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) piercing damage. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Sahuagin

Humanoid

Native encounter. Level 1 · Armor 12 · HP 22 · attack +3 · damage 1–6

Habitat. Underwater, Desert, Coastal, Water

Disposition. lawful evil

Traits. Blood Frenzy; Limited Amphibiousness; Shark Telepathy

Medium Humanoid. darkvision 120 ft., passive Perception 15. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Complete source encounter rules. The sahuagin makes two melee attacks: one with its bite and one with its claws or spear. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Salamander

Elemental

Native encounter. Level 5 · Armor 15 · HP 90 · attack +7 · damage 2–10

Habitat. Underdark, Plane Of Fire, Caverns

Disposition. neutral evil

Traits. Heated Body; Heated Weapons

Large Elemental. darkvision 60 ft., passive Perception 10. A creature that touches the salamander or hits it with a melee attack while within 5 ft. of it takes 7 (2d6) fire damage.

Complete source encounter rules. The salamander makes two attacks: one with its spear and one with its tail. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Satyr

Fey

Native encounter. Level 1 · Armor 14 · HP 31 · attack +5 · damage 1–6

Habitat. Jungle, Hills, Feywild, Forest

Disposition. chaotic neutral

Traits. Magic Resistance

Medium Fey. passive Perception 12. The satyr has advantage on saving throws against spells and other magical effects.

Complete source encounter rules. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) bludgeoning damage. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage. Gentle Lullaby. The creature falls asleep and is unconscious for 1 minute. The effect ends if the creature takes damage or if someone takes an action to shake the creature awake.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Scorpion

Beast

Native encounter. Level 1 · Armor 11 · HP 1 · attack +2 · damage 1–6

Habitat. Desert, Grassland

Disposition. unaligned

Tiny Beast. blindsight 10 ft., passive Perception 9. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 1 piercing damage, and the target must make a DC 9 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Scout

Humanoid

Native encounter. Level 1 · Armor 13 · HP 16 · attack +4 · damage 1–6

Habitat. Hill, Desert, Underdark, Grassland, Mountains, Coastal, Tundra, Swamp, Feywild,

Disposition. any alignment

Traits. Keen Hearing and Sight

Scouts are skilled hunters and trackers who offer their services for a fee. Most hunt wild game, but a few work as bounty hunters, serve as guides, or provide military reconnaissance.

Complete source encounter rules. The scout makes two melee attacks or two ranged attacks. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Sea Hag

Fey

Native encounter. Level 2 · Armor 14 · HP 52 · attack +5 · damage 1–7

Habitat. Underwater, Feywild, Coastal, Plane Of Water, Desert, Water

Disposition. chaotic evil

Traits. Amphibious; Horrific Appearance; Hag Coven; Shared Spellcasting (Coven Only); Hag Eye (Coven Only)

Medium Fey. darkvision 60 ft., passive Perception 11. The hag can breathe air and water.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage. The hag targets one frightened creature she can see within 30 ft. of her. If the target can see the hag, it must succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if the hag takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the hag is disguised.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Sea Horse

Beast

Native encounter. Level 1 · Armor 11 · HP 1 · attack +1 · damage 1–6

Habitat. Ocean, Lake, Water, Plane Of Water

Disposition. unaligned

Traits. Water Breathing

Tiny Beast. passive Perception 10. The sea horse can breathe only underwater.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Shadow

Undead

Native encounter. Level 1 · Armor 12 · HP 16 · attack +4 · damage 1–6

Habitat. Underdark, Urban, Shadowfell, Caverns, Ruin, Tomb

Disposition. chaotic evil

Traits. Amorphous; Shadow Stealth; Sunlight Weakness

Medium Undead. darkvision 60 ft., passive Perception 10. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Shambling Mound

Plant

Native encounter. Level 5 · Armor 15 · HP 136 · attack +7 · damage 2–10

Habitat. Swamp, Jungle, Feywild, Forest

Disposition. unaligned

Traits. Lightning Absorption

Large Plant. blindsight 60 ft. (blind beyond this radius), passive Perception 10. Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

Complete source encounter rules. The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage. The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Shield Guardian

Construct

Native encounter. Level 7 · Armor 17 · HP 142 · attack +7 · damage 3–12

Habitat. Temple, Urban, Ruin, Laboratory, Tomb

Disposition. unaligned

Traits. Bound; Regeneration; Spell Storing

Large Construct. blindsight 10 ft., darkvision 60 ft., passive Perception 10. The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

Complete source encounter rules. The guardian makes two fist attacks. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Shrieker

Plant

Native encounter. Level 1 · Armor 5 · HP 13 · attack +1 · damage 1–6

Habitat. Underdark, Forest, Swamp, Caverns

Disposition. unaligned

Traits. False Appearance

Medium Plant. blindsight 30 ft. (blind beyond this radius), passive Perception 6. While the shrieker remains motionless, it is indistinguishable from an ordinary fungus.

Complete source encounter rules. When bright light or a creature is within 30 feet of the shrieker, it emits a shriek audible within 300 feet of it.

The shrieker continues to shriek until the disturbance moves out of range and for 1d4 of the shrieker's turns afterward

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Silver Dragon Wyrmling

Dragon

Native encounter. Level 2 · Armor 17 · HP 45 · attack +6 · damage 1–7

Habitat. Feywild, Mountains

Disposition. lawful good

Medium Dragon. blindsight 10 ft., darkvision 60 ft., passive Perception 14. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage. The dragon uses one of the following breath weapons. Cold Breath. The dragon exhales an icy blast in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one. Paralyzing Breath. The dragon exhales paralyzing gas in a 15-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Siphonshade

Nemoris ward creature

Native encounter. Level 4 · Armor 12 · HP 24 · attack +4 · damage 1–5

Habitat. Damaged refuges and forbidden circles

Disposition. Hostile

Role. Ward guardian

Traits. Bound to a local damaged ward

Loot. Potion of Healing: 35%, 1–1

A drifting magical residue of an injured ward, never a captive person’s soul.

Source. Story Pathos original • Nemoris

Skeleton

Undead

Native encounter. Level 1 · Armor 13 · HP 13 · attack +4 · damage 1–6

Habitat. Temple, Urban, Shadowfell, Ruin, Tomb

Disposition. lawful evil

Medium Undead. darkvision 60 ft., passive Perception 9. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Solar

Celestial

Native encounter. Level 21 · Armor 21 · HP 243 · attack +15 · damage 10–26

Habitat. Temple, Astral Plane

Disposition. lawful good

Traits. Angelic Weapons; Divine Awareness; Innate Spellcasting; Magic Resistance

Large Celestial. truesight 120 ft., passive Perception 24. The solar's weapon attacks are magical. When the solar hits with any weapon, the weapon deals an extra 6d8 radiant damage (included in the attack).

Complete source encounter rules. The solar makes two greatsword attacks. Melee Weapon Attack: +15 to hit, reach 5 ft., one target. Hit: 22 (4d6 + 8) slashing damage plus 27 (6d8) radiant damage. Ranged Weapon Attack: +13 to hit, range 150/600 ft., one target. Hit: 15 (2d8 + 6) piercing damage plus 27 (6d8) radiant damage. If the target is a creature that has 190 hit points or fewer, it must succeed on a DC 15 Constitution saving throw or die. The solar releases its greatsword to hover magically in an unoccupied space within 5 ft. of it. If the solar can see the sword, the solar can mentally command it as a bonus action to fly up to 50 ft. and either make one attack against a target or return to the solar's hands. If the hovering sword is targeted by any effect, the solar is considered

to be holding it. The hovering sword falls if the solar dies. The solar touches another creature. The target magically regains 40 (8d8 + 4) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Specter

Undead

Native encounter. Level 1 · Armor 12 · HP 22 · attack +4 · damage 1–6

Habitat. Underdark, Urban, Shadowfell, Ruin, Tomb

Disposition. chaotic evil

Traits. Incorporeal Movement; Sunlight Sensitivity

Medium Undead. darkvision 60 ft., passive Perception 10. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Complete source encounter rules. Melee Spell Attack: +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Spider

Beast

Native encounter. Level 1 · Armor 12 · HP 1 · attack +4 · damage 1–6

Habitat. Jungle, Ruin, Caverns

Disposition. unaligned

Traits. Spider Climb; Web Sense; Web Walker

Tiny Beast. darkvision 30 ft., passive Perception 12. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1 piercing damage, and the target must succeed on a DC 9 Constitution saving throw or take 2 (1d4) poison damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Spirit Naga

Monstrosity

Native encounter. Level 8 · Armor 15 · HP 75 · attack +7 · damage 4–13

Habitat. Temple, Desert, Underdark, Astral Plane, Mountains, Forest, Ruin, Jungle, Cavern

Disposition. chaotic evil

Traits. Rejuvenation; Spellcasting

Large Monstrosity. darkvision 60 ft., passive Perception 12. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a wish spell can prevent this trait from functioning.

Complete source encounter rules. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 7 (1d6 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Sprite

Fey

Native encounter. Level 1 · Armor 15 · HP 2 · attack +6 · damage 1–6

Habitat. Swamp, Forest, Feywild

Disposition. neutral good

Tiny Fey. passive Perception 13. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 slashing damage. Ranged Weapon Attack: +6 to hit, range 40/160 ft., one target. Hit: 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake. The sprite touches a creature and magically knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw. The sprite magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the sprite wears or carries is invisible with it.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Spy

Humanoid

Native encounter. Level 1 · Armor 12 · HP 27 · attack +4 · damage 1–6

Habitat. Urban, Sewer, Ruin, Settlement

Disposition. any alignment

Traits. Cunning Action; Sneak Attack (1/Turn)

Rulers, nobles, merchants, guildmasters, and other wealthy individuals use spies to gain the upper hand in a world of cutthroat politics. A spy is trained to secretly gather information. Loyal spies would rather die than divulge information that could compromise them or their employers.

Complete source encounter rules. The spy makes two melee attacks. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Steam Mephit

Elemental

Native encounter. Level 1 · Armor 10 · HP 21 · attack +2 · damage 1–6

Habitat. Underwater, Jungle, Caverns, Plane Of Water, Plane Of Fire, Settlement, Water

Disposition. neutral evil

Traits. Death Burst; Innate Spellcasting (1/Day)

Small Elemental. darkvision 60 ft., passive Perception 10. When the mephit dies, it explodes in a cloud of steam. Each creature within 5 ft. of the mephit must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) fire damage.

Complete source encounter rules. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 2 (1d4) slashing damage plus 2 (1d4) fire damage. The mephit exhales a 15-foot cone of scalding steam. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one. The mephit has a 25 percent chance of summoning 1d4 mephits of its kind. A summoned mephit appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other mephits. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Stirge

Beast

Native encounter. Level 1 · Armor 14 · HP 2 · attack +5 · damage 1–6

Habitat. Hill, Desert, Underdark, Urban, Grassland, Coastal, Forest, Swamp, Jungle, Hills

Disposition. unaligned

Tiny Beast. darkvision 60 ft., passive Perception 9. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss. The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Stone Giant

Giant

Native encounter. Level 7 · Armor 17 · HP 126 · attack +9 · damage 3–12

Habitat. Hill, Underdark, Hills, Mountains, Mountain, Plane Of Earth

Disposition. neutral

Traits. Stone Camouflage

Huge Giant. darkvision 60 ft., passive Perception 14. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Complete source encounter rules. The giant makes two greatclub attacks. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Stone Golem

Construct

Native encounter. Level 10 · Armor 17 · HP 178 · attack +10 · damage 5–15

Habitat. Any

Disposition. unaligned

Traits. Immutable Form; Magic Resistance; Magic Weapons

Large Construct. darkvision 120 ft., passive Perception 10. The golem is immune to any spell or effect that would alter its form.

Complete source encounter rules. The golem makes two slam attacks. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage. The golem targets one or more creatures it can see within 10 ft. of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Storm Giant

Giant

Native encounter. Level 13 · Armor 16 · HP 230 · attack +14 · damage 6–18

Habitat. Plane Of Air, Mountains, Coastal, Plane Of Water, Desert, Water

Disposition. chaotic good

Traits. Amphibious; Innate Spellcasting

Huge Giant. passive Perception 19. The giant can breathe air and water.

Complete source encounter rules. The giant makes two greatsword attacks. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 30 (6d6 + 9) slashing damage. Ranged Weapon Attack: +14 to hit, range 60/240 ft., one target. Hit: 35 (4d12 + 9) bludgeoning damage. The giant hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 17 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Succubus/Incubus

Fiend

Native encounter. Level 4 · Armor 15 · HP 66 · attack +5 · damage 2–9

Habitat. Any, Hell

Disposition. neutral evil

Traits. Telepathic Bond; Shapechanger

Medium Fiend. darkvision 60 ft., passive Perception 15. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage. One humanoid the fiend can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours. The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends. The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. The fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Swarm of Bats

Beast

Native encounter. Level 1 · Armor 12 · HP 22 · attack +4 · damage 1–6

Habitat. Hill, Underdark, Urban, Mountains, Tomb, Jungle, Shadowfell, Mountain, Caverns

Disposition. unaligned

Traits. Echolocation; Keen Hearing; Swarm

Medium Beast. blindsight 60 ft., passive Perception 11. The swarm can't use its blindsight while deafened.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 0 ft., one creature in the swarm's space. Hit: 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Swarm of Beetles

Beast

Native encounter. Level 1 · Armor 12 · HP 22 · attack +3 · damage 1–6

Habitat. Desert, Caves, Underdark

Disposition. unaligned

Traits. Swarm

Medium Beast. blindsight 10 ft., passive Perception 8. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Complete source encounter rules. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Swarm of Centipedes

Beast

Native encounter. Level 1 · Armor 12 · HP 22 · attack +3 · damage 1–6

Habitat. Ruins, Caves, Underdark, Forest, Any

Disposition. unaligned

Traits. Swarm

Medium Beast. blindsight 10 ft., passive Perception 8. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Complete source encounter rules. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the

swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer. A creature reduced to 0 hit points by a swarm of centipedes is stable but poisoned for 1 hour, even after regaining hit points, and paralyzed while poisoned in this way.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Swarm of Insects

Beast

Native encounter. Level 1 · Armor 12 · HP 22 · attack +3 · damage 1–6

Habitat. Hill, Underdark, Urban, Grassland, Forest, Swamp, Jungle

Disposition. unaligned

Traits. Swarm

Medium Beast. blindsight 10 ft., passive Perception 8. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Complete source encounter rules. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Swarm of Poisonous Snakes

Beast

Native encounter. Level 2 · Armor 14 · HP 36 · attack +6 · damage 1–7

Habitat. Desert, Sewer, Mountains, Forest, Grassland, Ruin, Tomb, Swamp, Jungle, Hills, C

Disposition. unaligned

Traits. Swarm

Medium Beast. blindsight 10 ft., passive Perception 10. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny snake. The swarm can't regain hit points or gain temporary hit points.

Complete source encounter rules. Melee Weapon Attack: +6 to hit, reach 0 ft., one creature in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Swarm of Quippers

Beast

Native encounter. Level 1 · Armor 13 · HP 28 · attack +5 · damage 1–6

Habitat. Underwater, Sewer, Water

Disposition. unaligned

Traits. Blood Frenzy; Swarm; Water Breathing

Medium Beast. darkvision 60 ft., passive Perception 8. The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 0 ft., one creature in the swarm's space. Hit: 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Swarm of Rats

Beast

Native encounter. Level 1 · Armor 10 · HP 24 · attack +2 · damage 1–6

Habitat. Urban, Sewer, Forest, Ruin, Swamp, Caverns, Settlement

Disposition. unaligned

Traits. Keen Smell; Swarm

Medium Beast. darkvision 30 ft., passive Perception 10. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

Complete source encounter rules. Melee Weapon Attack: +2 to hit, reach 0 ft., one target in the swarm's space. Hit: 7 (2d6) piercing damage, or 3

(1d6) piercing damage if the swarm has half of its hit points or fewer.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Swarm of Ravens

Beast

Native encounter. Level 1 · Armor 12 · HP 24 · attack +4 · damage 1–6

Habitat. Hill, Urban, Swamp, Forest

Disposition. unaligned

Traits. Swarm

Medium Beast. passive Perception 15. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny raven. The swarm can't regain hit points or gain temporary hit points.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one target in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Swarm of Spiders

Beast

Native encounter. Level 1 · Armor 12 · HP 22 · attack +3 · damage 1–6

Habitat. Ruins, Caves, Underdark, Forest, Any

Disposition. unaligned

Traits. Swarm; Spider Climb; Web Sense; Web Walker

Medium Beast. blindsight 10 ft., passive Perception 8. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Complete source encounter rules. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Swarm of Wasps

Beast

Native encounter. Level 1 · Armor 12 · HP 22 · attack +3 · damage 1–6

Habitat. Any, Forest

Disposition. unaligned

Traits. Swarm

Medium Beast. blindsight 10 ft., passive Perception 8. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Complete source encounter rules. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Tarrasque

Monstrosity

Native encounter. Level 30 · Armor 25 · HP 676 · attack +19 · damage 15–35

Habitat. Urban, Hills, Settlement

Disposition. unaligned

Traits. Legendary Resistance (3/Day); Magic Resistance; Reflective Carapace; Siege Monster

Gargantuan Monstrosity. blindsight 120 ft., passive Perception 10. If the tarrasque fails a saving throw, it can choose to succeed instead.

Complete source encounter rules. The tarrasque can use its Frightful Presence. It then makes five attacks: one with its bite, two with its claws, one with its horns, and one with its tail. It can use its Swallow instead of its bite. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. Hit: 36 (4d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the tarrasque can't bite another target. Melee Weapon Attack: +19 to hit, reach 15 ft., one target. Hit: 28 (4d8 + 10) slashing damage. Melee Weapon Attack: +19 to hit, reach 10 ft., one target.

Hit: 32 (4d10 + 10) piercing damage. Melee Weapon Attack: +19 to hit, reach 20 ft., one target. Hit: 24 (4d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone. Each creature of the tarrasque's choice within 120 feet of it and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the tarrasque is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the tarrasque's Frightful Presence for the next 24 hours. The tarrasque makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the tarrasque, and it takes 56 (16d6) acid damage at the start of each of the tarrasque's turns. If the tarrasque takes 60 damage or more on a single turn from a creature inside it, the tarrasque must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the tarrasque. If the tarrasque dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Thug

Humanoid

Native encounter. Level 1 · Armor 11 · HP 32 · attack +4 · damage 1–6

Habitat. Urban, Settlement

Disposition. any non-good alignment

Traits. Pack Tactics

Thugs are ruthless enforcers skilled at intimidation and violence. They work for money and have few scruples.

Complete source encounter rules. The thug makes two melee attacks. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) bludgeoning damage. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Tiger

Beast

Native encounter. Level 1 · Armor 12 · HP 37 · attack +5 · damage 1–6

Habitat. Jungle, Grassland, Forest

Disposition. unaligned

Traits. Keen Smell; Pounce

Large Beast. darkvision 60 ft., passive Perception 13. The tiger has advantage on Wisdom (Perception) checks that rely on smell.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Treant

Plant

Native encounter. Level 9 · Armor 16 · HP 138 · attack +10 · damage 4–14

Habitat. Jungle, Forest, Swamp

Disposition. chaotic good

Traits. False Appearance; Siege Monster

Huge Plant. passive Perception 13. While the treant remains motionless, it is indistinguishable from a normal tree.

Complete source encounter rules. The treant makes two slam attacks. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) bludgeoning damage. Ranged Weapon Attack: +10 to hit, range 60/180 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Tribal Warrior

Humanoid

Native encounter. Level 1 · Armor 12 · HP 11 · attack +3 · damage 1–6

Habitat. Hill, Underdark, Grassland, Coastal, Forest, Arctic, Swamp, Jungle, Mountain, De

Disposition. any alignment

Traits. Pack Tactics

Tribal warriors live beyond civilization, most often subsisting on fishing and hunting. Each tribe acts in accordance with the wishes of its chief, who is the greatest or oldest warrior of the tribe or a tribe member blessed by the gods.

Complete source encounter rules. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Triceratops

Beast

Native encounter. Level 5 · Armor 13 · HP 95 · attack +9 · damage 2–10

Habitat. Jungle, Swamp, Grassland, Mountains

Disposition. unaligned

Traits. Trampling Charge

Huge Beast. passive Perception 10. If the triceratops moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the triceratops can make one stomp attack against it as a bonus action.

Complete source encounter rules. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 24 (4d8 + 6) piercing damage. Melee Weapon Attack: +9 to hit, reach 5 ft., one prone creature. Hit: 22 (3d10 + 6) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Troll

Giant

Native encounter. Level 5 · Armor 15 · HP 84 · attack +7 · damage 2–10

Habitat. Hill, Underdark, Mountains, Grassland, Ruin, Swamp, Feywild, Mountain, Forest, A

Disposition. chaotic evil

Traits. Keen Smell; Regeneration; Variant: Loathsome Limbs

Large Giant. darkvision 60 ft., passive Perception 12. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Complete source encounter rules. The troll makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Tyrannosaurus Rex

Beast

Native encounter. Level 8 · Armor 13 · HP 136 · attack +10 · damage 4–13

Habitat. Jungle, Swamp, Grassland, Mountains

Disposition. unaligned

Huge Beast. passive Perception 14. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Unicorn

Celestial

Native encounter. Level 5 · Armor 12 · HP 67 · attack +7 · damage 2–10

Habitat. Jungle, Forest, Feywild

Disposition. lawful good

Traits. Charge; Innate Spellcasting; Magic Resistance; Magic Weapons

Large Celestial. darkvision 60 ft., passive Perception 13. If the unicorn moves at least 20 ft. straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Complete source encounter rules. The unicorn makes two attacks: one with its hooves and one with its horn. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage. The unicorn touches another creature with its horn. The target magically regains 11 (2d8 + 2) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target. The unicorn magically teleports itself and up to three willing creatures it can see within 5 ft. of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 1 mile away.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Vampire

Undead

Native encounter. Level 13 · Armor 16 · HP 144 · attack +9 · damage 6–18

Habitat. Urban, Mountains, Forest, Ruin, Tomb, Hills, Shadowfell, Settlement

Disposition. lawful evil

Traits. Shapechanger; Legendary Resistance (3/Day); Misty Escape; Regeneration; Spider Climb; Vampire Weaknesses

Medium Undead. darkvision 120 ft., passive Perception 17. If the vampire isn't in sun light or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form. While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies. While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Complete source encounter rules. The vampire makes two attacks, only one of which can be a bite attack. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18). Melee Weapon Attack: +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit

points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control. The vampire targets one humanoid it can see within 30 ft. of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack. Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect. The vampire magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Vampire Spawn

Undead

Native encounter. Level 5 · Armor 15 · HP 82 · attack +30 · damage 2–10

Habitat. Underdark, Urban, Mountains, Forest, Ruin, Tomb, Hills, Shadowfell, Settlement

Disposition. neutral evil

Traits. Regeneration; Spider Climb; Vampire Weaknesses

Medium Undead. darkvision 60 ft., passive Perception 13. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Complete source encounter rules. The vampire makes two attacks, only one of which can be a bite attack. Melee Weapon Attack: +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Veteran

Humanoid

Native encounter. Level 3 · Armor 17 · HP 58 · attack +5 · damage 1–8

Habitat. Hill, Desert, Underdark, Urban, Mountains, Coastal, Grassland, Forest, Arctic, H

Disposition. any alignment

Veterans are professional fighters that take up arms for pay or to protect something they believe in or value. Their ranks include soldiers retired from long service and warriors who never served anyone but themselves.

Complete source encounter rules. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Violet Fungus

Plant

Native encounter. Level 1 · Armor 5 · HP 18 · attack +2 · damage 1–6

Habitat. Underdark, Forest, Swamp, Caverns

Disposition. unaligned

Traits. False Appearance

Medium Plant. blindsight 30 ft. (blind beyond this radius), passive Perception 6. While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

Complete source encounter rules. The fungus makes 1d4 Rotting Touch attacks. Melee Weapon Attack: +2 to hit, reach 10 ft., one creature. Hit: 4 (1d8) necrotic damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Vrock

Fiend

Native encounter. Level 6 · Armor 15 · HP 104 · attack +6 · damage 3–11

Habitat. Abyss

Disposition. chaotic evil

Traits. Magic Resistance

Large Fiend. darkvision 120 ft., passive Perception 11. The vrock has advantage on saving throws against spells and other magical effects.

Complete source encounter rules. The vrock makes two attacks: one with its beak and one with its talons. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 14 (2d10 + 3) slashing damage. A 15-foot-radius cloud of toxic spores extends out from the vrock. The spores spread around corners. Each creature in that area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it. The vrock emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a demon must succeed on a DC 14 Constitution saving throw or be stunned until the end of the vrock's next turn. The demon chooses what to summon and attempts a magical summoning. A vrock has a 30 percent chance of summoning 2d4 dretches or one vrock. A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Vulture

Beast

Native encounter. Level 1 · Armor 10 · HP 5 · attack +2 · damage 1–6

Habitat. Hill, Desert, Grassland

Disposition. unaligned

Traits. Keen Sight and Smell; Pack Tactics

Medium Beast. passive Perception 13. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

Complete source encounter rules. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Warhorse

Beast

Native encounter. Level 1 · Armor 11 · HP 19 · attack +6 · damage 1–6

Habitat. Urban, Settlement

Disposition. unaligned

Traits. Trampling Charge

Large Beast. passive Perception 11. If the horse moves at least 20 ft. straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Complete source encounter rules. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Warhorse Skeleton

Undead

Native encounter. Level 1 · Armor 13 · HP 22 · attack +6 · damage 1–6

Habitat. Ruins, Any

Disposition. lawful evil

Large Undead. darkvision 60 ft., passive Perception 9. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Water Elemental

Elemental

Native encounter. Level 5 · Armor 14 · HP 114 · attack +7 · damage 2–10

Habitat. Underwater, Swamp, Coastal, Plane Of Water, Desert, Laboratory, Water

Disposition. neutral

Traits. Water Form; Freeze

Large Elemental. darkvision 60 ft., passive Perception 10. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Complete source encounter rules. The elemental makes two slam attacks. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage. Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space. The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Weasel

Beast

Native encounter. Level 1 · Armor 13 · HP 1 · attack +5 · damage 1–6

Habitat. Forest

Disposition. unaligned

Traits. Keen Hearing and Smell

Tiny Beast. passive Perception 13. The weasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 1 piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Werebear

Humanoid

Native encounter. Level 5 · Armor 10 · HP 135 · attack +7 · damage 2–10

Habitat. Hill, Mountains, Tundra, Forest, Arctic, Hills, Feywild, Shadowfell, Settlement

Disposition. neutral good

Traits. Shapechanger; Keen Smell

Medium Humanoid. passive Perception 17. The werebear can use its action to polymorph into a Large bear-humanoid hybrid or into a Large bear, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it. is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Complete source encounter rules. In bear form, the werebear makes two claw attacks. In humanoid form, it makes two greataxe attacks. In hybrid form, it can attack like a bear or a humanoid. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with were bear

lycanthropy. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) slashing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Wereboar

Humanoid

Native encounter. Level 4 · Armor 10 · HP 78 · attack +5 · damage 2–9

Habitat. Hill, Grassland, Forest, Jungle, Hills, Shadowfell, Feywild, Settlement

Disposition. neutral evil

Traits. Shapechanger; Charge (Boar or Hybrid Form Only); Relentless (Recharges after a Short or Long Rest)

Medium Humanoid. passive Perception 12. The wereboar can use its action to polymorph into a boar-humanoid hybrid or into a boar, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Complete source encounter rules. The wereboar makes two attacks, only one of which can be with its tusks. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with wereboar lycanthropy.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Wererat

Humanoid

Native encounter. Level 2 · Armor 12 · HP 33 · attack +4 · damage 1–7

Habitat. Urban, Sewer, Forest, Ruin, Feywild, Shadowfell, Caverns, Settlement

Disposition. lawful evil

Traits. Shapechanger; Keen Smell

Medium Humanoid. darkvision 60 ft. (rat form only), passive Perception 12. The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Complete source encounter rules. The wererat makes two attacks, only one of which can be a bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Weretiger

Humanoid

Native encounter. Level 4 · Armor 12 · HP 120 · attack +5 · damage 2–9

Habitat. Forest, Jungle, Grassland

Disposition. neutral

Traits. Shapechanger; Keen Hearing and Smell; Pounce (Tiger or Hybrid Form Only)

Medium Humanoid. darkvision 60 ft., passive Perception 15. The weretiger can use its action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Complete source encounter rules. In humanoid form, the weretiger makes two scimitar attacks or two longbow attacks. In hybrid form, it can attack like a humanoid or make two claw attacks. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with weretiger lycanthropy. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Werewolf

Humanoid

Native encounter. Level 3 · Armor 11 · HP 58 · attack +4 · damage 1–8

Habitat. Hill, Forest

Disposition. chaotic evil

Traits. Shapechanger; Keen Hearing and Smell

Medium Humanoid. passive Perception 14. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Complete source encounter rules. The werewolf makes two attacks: two with its spear (humanoid form) or one with its bite and one with its claws (hybrid form). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (2d4 + 2) slashing damage. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

White Dragon Wyrmling

Dragon

Native encounter. Level 2 · Armor 16 · HP 32 · attack +4 · damage 1–7

Habitat. Tundra, Mountains, Ice

Disposition. chaotic evil

Medium Dragon. blindsight 10 ft., darkvision 60 ft., passive Perception 14. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage plus 2 (1d4) cold damage. The dragon exhales an icy blast of hail in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Wight

Undead

Native encounter. Level 3 · Armor 14 · HP 45 · attack +4 · damage 1–8

Habitat. Underdark, Swamp, Urban

Disposition. neutral evil

Traits. Sunlight Sensitivity

Medium Undead. darkvision 60 ft., passive Perception 13. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Complete source encounter rules. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Will-o'-Wisp

Undead

Native encounter. Level 2 · Armor 19 · HP 22 · attack +4 · damage 1–7

Habitat. Urban, Swamp, Forest

Disposition. chaotic evil

Traits. Consume Life; Ephemeral; Incorporeal Movement; Variable Illumination

Tiny Undead. darkvision 120 ft., passive Perception 12. As a bonus action, the will-o'-wisp can target one creature it can see within 5 ft. of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Complete source encounter rules. Melee Spell Attack: +4 to hit, reach 5 ft., one creature. Hit: 9 (2d8) lightning damage. The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0



Winter Wolf

Monstrosity

Native encounter. Level 3 · Armor 13 · HP 75 · attack +6 · damage 1–8

Habitat. Arctic

Disposition. neutral evil

Traits. Keen Hearing and Smell; Pack Tactics; Snow Camouflage

The arctic-dwelling winter wolf is as large as a dire wolf but has snow-white fur and pale blue eyes. Frost giants use these evil creatures as guards and hunting companions, putting the wolves'deadly breath weapon to use against their foes. Winter wolves communicate with one another using growls and barks, but they speak Common and Giant well enough to follow simple conversations.

Complete source encounter rules. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone. The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Wolf

Beast

Native encounter. Level 1 · Armor 13 · HP 11 · attack +4 · damage 1–6

Habitat. Hill, Forest, Grassland

Disposition. unaligned

Traits. Keen Hearing and Smell; Pack Tactics

Medium Beast. passive Perception 13. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Worg

Monstrosity

Native encounter. Level 1 · Armor 13 · HP 26 · attack +5 · damage 1–6

Habitat. Hill, Forest, Grassland

Disposition. neutral evil

Traits. Keen Hearing and Smell

A worg is an evil predator that delights in hunting and devouring creatures weaker than itself. Cunning and malevolent, worgs roam across the remote wilderness or are raised by goblins and hobgoblins. Those creatures use worgs as mounts, but a worg will turn on its rider if it feels mistreated or malnourished. Worgs speak in their own language and Goblin, and a few learn to speak Common as well.

Complete source encounter rules. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Wraith

Undead

Native encounter. Level 5 · Armor 13 · HP 67 · attack +6 · damage 2–10

Habitat. Underdark

Disposition. neutral evil

Traits. Incorporeal Movement; Sunlight Sensitivity

Medium Undead. darkvision 60 ft., passive Perception 12. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Complete source encounter rules. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Wyvern

Dragon

Native encounter. Level 6 · Armor 13 · HP 110 · attack +7 · damage 3–11

Habitat. Hill, Mountain

Disposition. unaligned

Large Dragon. darkvision 60 ft., passive Perception 14. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Xorn

Elemental

Native encounter. Level 5 · Armor 19 · HP 73 · attack +6 · damage 2–10

Habitat. Underdark

Disposition. neutral

Traits. Earth Glide; Stone Camouflage; Treasure Sense

Medium Elemental. darkvision 60 ft., tremorsense 60 ft., passive Perception 16. The xorn can burrow through nonmagical, unworked earth and stone. While doing so, the xorn doesn't disturb the material it moves through.

Complete source encounter rules. The xorn makes three claw attacks and one bite attack. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (3d6 + 3) piercing damage. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Young Black Dragon

Dragon

Native encounter. Level 7 · Armor 18 · HP 127 · attack +7 · damage 3–12

Habitat. Swamp

Disposition. chaotic evil

Traits. Amphibious

Large Dragon. blindsight 30 ft., darkvision 120 ft., passive Perception 16. The dragon can breathe air and water.

Complete source encounter rules. The dragon makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage plus 4 (1d8) acid damage. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage. The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Young Blue Dragon

Dragon

Native encounter. Level 9 · Armor 18 · HP 152 · attack +9 · damage 4–14

Habitat. Desert, Coastal

Disposition. lawful evil

Large Dragon. blindsight 30 ft., darkvision 120 ft., passive Perception 19. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. The dragon makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) piercing damage plus 5 (1d10) lightning damage. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage. The dragon exhales lightning in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Young Brass Dragon

Dragon

Native encounter. Level 6 · Armor 17 · HP 110 · attack +7 · damage 3–11

Habitat. Desert, Volcano, Any

Disposition. chaotic good

Large Dragon. blindsight 30 ft., darkvision 120 ft., passive Perception 16. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. The dragon makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage. The dragon uses one of the following breath weapons. Fire Breath. The dragon exhales fire in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one. Sleep Breath. The dragon exhales sleep gas in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw or fall unconscious for 5 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Young Bronze Dragon

Dragon

Native encounter. Level 8 · Armor 18 · HP 142 · attack +8 · damage 4–13

Habitat. Desert, Coastal

Disposition. lawful good

Traits. Amphibious

Large Dragon. blindsight 30 ft., darkvision 120 ft., passive Perception 17. The dragon can breathe air and water.

Complete source encounter rules. The dragon makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) piercing damage. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage. The dragon uses one of the following breath weapons. Lightning Breath. The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one. Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 15 Strength saving throw. On a failed save, the creature is pushed 40 feet away from the dragon.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Young Copper Dragon

Dragon

Native encounter. Level 7 · Armor 17 · HP 119 · attack +7 · damage 3–12

Habitat. Hill

Disposition. chaotic good

Large Dragon. blindsight 30 ft., darkvision 120 ft., passive Perception 17. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. The dragon makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage. The dragon uses one of the following breath weapons. Acid Breath. The dragon exhales acid in an 40-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 40 (9d8) acid damage on a failed save, or half as much damage on a successful one. Slowing Breath. The dragon exhales gas in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Young Gold Dragon

Dragon

Native encounter. Level 10 · Armor 18 · HP 178 · attack +10 · damage 5–15

Habitat. Forest, Grassland

Disposition. lawful good

Traits. Amphibious

Large Dragon. blindsight 30 ft., darkvision 120 ft., passive Perception 19. The dragon can breathe air and water.

Complete source encounter rules. The dragon makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage. The dragon uses one of the following breath weapons. Fire Breath. The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 55 (10d10) fire damage on a failed save, or half as much damage on a successful one. Weakening Breath. The dragon exhales gas in a 30-foot cone. Each creature in that area must succeed on a DC 17 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Young Green Dragon

Dragon

Native encounter. Level 8 · Armor 18 · HP 136 · attack +7 · damage 4–13

Habitat. Forest

Disposition. lawful evil

Traits. Amphibious

Large Dragon. blindsight 30 ft., darkvision 120 ft., passive Perception 17. The dragon can breathe air and water.

Complete source encounter rules. The dragon makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage plus 7 (2d6) poison damage. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage. The dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Young Red Dragon

Dragon

Native encounter. Level 10 · Armor 18 · HP 178 · attack +10 · damage 5–15

Habitat. Hill, Mountain

Disposition. chaotic evil

Large Dragon. blindsight 30 ft., darkvision 120 ft., passive Perception 18. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. The dragon makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage. The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Young Silver Dragon

Dragon

Native encounter. Level 9 · Armor 18 · HP 168 · attack +10 · damage 4–14

Habitat. Urban, Mountain

Disposition. lawful good

Large Dragon. blindsight 30 ft., darkvision 120 ft., passive Perception 18. A distinctive inhabitant for encounters, exploration, and authored story events.

Complete source encounter rules. The dragon makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage. The dragon uses one of the following breath weapons. Cold Breath. The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one. Paralyzing Breath. The dragon exhales paralyzing gas in a 30-foot cone. Each creature in that area must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Young White Dragon

Dragon

Native encounter. Level 6 · Armor 17 · HP 133 · attack +7 · damage 3–11

Habitat. Arctic

Disposition. chaotic evil

Traits. Ice Walk

Large Dragon. blindsight 30 ft., darkvision 120 ft., passive Perception 16. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Complete source encounter rules. The dragon makes three attacks: one with its bite and two with its claws. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage. The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (10d8) cold

damage on a failed save, or half as much damage on a successful one.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

Zombie

Undead

Native encounter. Level 1 · Armor 8 · HP 22 · attack +3 · damage 1–6

Habitat. Urban, Jungle

Disposition. neutral evil

Traits. Undead Fortitude

Medium Undead. darkvision 60 ft., passive Perception 8. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Complete source encounter rules. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

Source. SRD 5.1 · Wizards of the Coast · CC BY 4.0

The NPC directory

PART TWO / COLLECTION 07

71 complete entries, arranged alphabetically. Use the native profile for play and the credited source description for reference.



Admiral Naeva Sorn

Nemoris people

Native encounter. Level 3 · Armor 12 · HP 24 · attack +3 · damage 1–5

Habitat. Nemoris

Disposition. Thoughtful

Role. Nine Harbors admiral

Traits. A speaking mortal with a particular responsibility

Dialogue hooks. Ask what they witnessed personally.; Ask what they fear losing.

Admiral Naeva Sorn is a nine harbors admiral of Nemoris. Rescue the captive and protect harbor households.

Source. Story Pathos original • Nemoris

Aether Cartographer

Professionals

Native encounter. Level 4 · Armor 14 · HP 30 · attack +5 · damage 1–8

Habitat. Settlements and adventure sites

Disposition. Friendly

Role. Aether Cartographer

Traits. Resourceful; Local Knowledge

Dialogue hooks. Trade knowledge for safe passage into forbidden territory.; Ask about local dangers, useful contacts, or a favor.

A aether cartographer who knows the hidden paths of this world. Trade knowledge for safe passage into forbidden territory.

Source. Story Pathos original

Airship Captain

Professionals

Native encounter. Level 2 · Armor 12 · HP 18 · attack +3 · damage 1–6

Habitat. Settlements and adventure sites

Disposition. Wary

Role. Airship Captain

Traits. Resourceful; Local Knowledge

Dialogue hooks. Keep a dangerous secret from the people they protect.; Ask about local dangers, useful contacts, or a favor.

A airship captain who knows the hidden paths of this world. Keep a dangerous secret from the people they protect.

Source. Story Pathos original

Android Archivist

Professionals

Native encounter. Level 5 · Armor 15 · HP 36 · attack +6 · damage 1–9

Habitat. Settlements and adventure sites

Disposition. Suspicious

Role. Android Archivist

Traits. Resourceful; Local Knowledge

Dialogue hooks. Expose corruption without putting their family at risk.; Ask about local dangers, useful contacts, or a favor.

A android archivist who knows the hidden paths of this world. Expose corruption without putting their family at risk.

Source. Story Pathos original

Arlen Sere

Veyr • The Gilded Covenant

Native encounter. Level 4 · Armor 12 · HP 30 · attack +3 · damage 1–5

Habitat. Sky harbors and industrial airships

Disposition. Wary

Role. Salvage commodore

Traits. Resourceful; Local Knowledge

Loot. Potion of Healing: 25%, 1–1

Dialogue hooks. A weathered human man commanding the 680-meter Leviathan, answerable for hidden wage ledgers and the crew he claims to

protect.; Discuss a limited stand-down, corrected account or protected departure.

A weathered human man commanding the 680-meter Leviathan, answerable for hidden wage ledgers and the crew he claims to protect.

Source. Story Pathos original • The Gilded Covenant

Auraleth of the First Rain

Chelorim

Native encounter. Level 40 · Armor 24 · HP 1200 · attack +16 · damage 20–50

Habitat. Nemoris

Disposition. Sovereign and watchful

Role. Chelorim elder

Traits. Living movable plate armor; Four interchangeable padded hands/feet; Aevum life-pattern; No recorded age-related death

Dialogue hooks. Ask what neutrality requires.; Ask whose memory is missing from an official account.

Auraleth of the First Rain is a large, intelligent Chelorim with exactly four padded, callused limbs used interchangeably as hands and feet. Nimble living armor plates slide around the body and can extend up to six feet on fully prehensile biological stalks to shelter someone nearby. At least 2,340,000 years old. Hear living witnesses before treating inherited fear as certainty. Their vibrating scales speak in deep, musical timpani notes; Common words carry the same resonance and a slight reverberant tail.

Source. Story Pathos original • Nemoris

Automaton Envoy

Professionals

Native encounter. Level 6 · Armor 16 · HP 42 · attack +7 · damage 1–10

Habitat. Settlements and adventure sites

Disposition. Curious

Role. Automaton Envoy

Traits. Resourceful; Local Knowledge

Dialogue hooks. Retrieve a lost map whose owner will pay handsomely.; Ask about local dangers, useful contacts, or a favor.

A automaton envoy who knows the hidden paths of this world. Retrieve a lost map whose owner will pay handsomely.

Source. Story Pathos original

Black Market Hacker

Professionals

Native encounter. Level 6 · Armor 16 · HP 42 · attack +7 · damage 1–10

Habitat. Settlements and adventure sites

Disposition. Curious

Role. Black Market Hacker

Traits. Resourceful; Local Knowledge

Dialogue hooks. Retrieve a lost map whose owner will pay handsomely.; Ask about local dangers, useful contacts, or a favor.

A black market hacker who knows the hidden paths of this world. Retrieve a lost map whose owner will pay handsomely.

Source. Story Pathos original

Bram Cinder

Veyr • Brasswake

Native encounter. Level 2 · Armor 11 · HP 18 · attack +2 · damage 1–4

Habitat. Airships and mountain harbors

Disposition. Cooperative

Role. Bosun

Traits. Sky-sea experience; Personal obligations

Dialogue hooks. Keep the crew compact, safe working routes and honest wages.; Discuss an evacuation, a contract or a limited surrender.

Bram Cinder, bosun in the sky-sea world of Veyr. Keep the crew compact, safe working routes and honest wages.

Source. Story Pathos original • The Brasswake Corsairs

Brin Coalhand

Nemoris people

Native encounter. Level 3 · Armor 12 · HP 24 · attack +3 · damage 1–5

Habitat. Nemoris

Disposition. Thoughtful

Role. Forge companion

Traits. A speaking mortal with a particular responsibility

Dialogue hooks. Ask what they witnessed personally.; Ask what they fear losing.

Brin Coalhand is a forge companion of Nemoris. Distinguish honest workmanship from a manufactured accusation.

Source. Story Pathos original • Nemoris

Candle Archivist

Professionals

Native encounter. Level 2 · Armor 12 · HP 18 · attack +3 · damage 1–6

Habitat. Settlements and adventure sites

Disposition. Wary

Role. Candle Archivist

Traits. Resourceful; Local Knowledge

Dialogue hooks. Keep a dangerous secret from the people they protect.; Ask about local dangers, useful contacts, or a favor.

A candle archivist who knows the hidden paths of this world. Keep a dangerous secret from the people they protect.

Source. Story Pathos original

Captain Mara Venn

Nemoris people

Native encounter. Level 3 · Armor 12 · HP 24 · attack +3 · damage 1–5

Habitat. Nemoris

Disposition. Thoughtful

Role. Cairnmark officer

Traits. A speaking mortal with a particular responsibility

Dialogue hooks. Ask what they witnessed personally.; Ask what they fear losing.

Captain Mara Venn is a cairnmark officer of Nemoris. Keep Bellwether safe while refusing convenient false accusations.

Source. Story Pathos original • Nemoris

Cassian Veyl

Veyr • Brasswake

Native encounter. Level 5 · Armor 13 · HP 42 · attack +4 · damage 1–6

Habitat. Airships and mountain harbors

Disposition. Guarded

Role. Grand admiral

Traits. Sky-sea experience; Personal obligations

Loot. Potion of Healing: 30%, 1–1

Dialogue hooks. End famine and piracy by concentrating weather and passage under his command.; Discuss an evacuation, a contract or a limited surrender.

Cassian Veyl, grand admiral in the sky-sea world of Veyr. End famine and piracy by concentrating weather and passage under his command.

Source. Story Pathos original • The Brasswake Corsairs

Clockwork Shopkeeper

Professionals

Native encounter. Level 1 · Armor 11 · HP 12 · attack +2 · damage 1–5

Habitat. Settlements and adventure sites

Disposition. Helpful

Role. Clockwork Shopkeeper

Traits. Resourceful; Local Knowledge

Dialogue hooks. Recover a stolen heirloom before a rival sells it.; Ask about local dangers, useful contacts, or a favor.

A clockwork shopkeeper who knows the hidden paths of this world. Recover a stolen heirloom before a rival sells it.

Source. Story Pathos original

Colony Diplomat

Professionals

Native encounter. Level 4 · Armor 14 · HP 30 · attack +5 · damage 1–8

Habitat. Settlements and adventure sites

Disposition. Friendly

Role. Colony Diplomat

Traits. Resourceful; Local Knowledge

Dialogue hooks. Trade knowledge for safe passage into forbidden territory.; Ask about local dangers, useful contacts, or a favor.

A colony diplomat who knows the hidden paths of this world. Trade knowledge for safe passage into forbidden territory.

Source. Story Pathos original

Contract Duelist

Veyr • Brasswake

Native encounter. Level 2 · Armor 11 · HP 18 · attack +2 · damage 1–4

Habitat. Airships and mountain harbors

Disposition. Guarded

Role. Privateer envoy

Traits. Sky-sea experience; Personal obligations

Loot. Potion of Healing: 30%, 1–1

Dialogue hooks. Protect a paid commission and consider a limited truce.; Discuss an evacuation, a contract or a limited surrender.

Contract Duelist, privateer envoy in the sky-sea world of Veyr. Protect a paid commission and consider a limited truce.

Source. Story Pathos original • The Brasswake Corsairs

Corporate Defector

Professionals

Native encounter. Level 3 · Armor 13 · HP 24 · attack +4 · damage 1–7

Habitat. Settlements and adventure sites

Disposition. Ambitious

Role. Corporate Defector

Traits. Resourceful; Local Knowledge

Dialogue hooks. Find a missing apprentice and settle an old debt.; Ask about local dangers, useful contacts, or a favor.

A corporate defector who knows the hidden paths of this world. Find a missing apprentice and settle an old debt.

Source. Story Pathos original

Court Enchanter

Professionals

Native encounter. Level 2 · Armor 12 · HP 18 · attack +3 · damage 1–6

Habitat. Settlements and adventure sites

Disposition. Wary

Role. Court Enchanter

Traits. Resourceful; Local Knowledge

Dialogue hooks. Keep a dangerous secret from the people they protect.; Ask about local dangers, useful contacts, or a favor.

A court enchanter who knows the hidden paths of this world. Keep a dangerous secret from the people they protect.

Source. Story Pathos original

Covenant Collection Lieutenant

Veyr • The Gilded Covenant

Native encounter. Level 4 · Armor 12 · HP 30 · attack +3 · damage 1–5

Habitat. Sky harbors and industrial airships

Disposition. Guarded

Role. Collection officer

Traits. Sky-sea experience; Personal obligations

Loot. Potion of Healing: 25%, 1–1

Dialogue hooks. A Covenant officer enforcing disputed seizure orders under gold pennants; frightened escorts and affected civilians can challenge the orders.; Discuss a limited stand-down, corrected account or protected departure.

A Covenant officer enforcing disputed seizure orders under gold pennants; frightened escorts and affected civilians can challenge the orders.

Source. Story Pathos original • The Gilded Covenant

Cybernetic Surgeon

Professionals

Native encounter. Level 2 · Armor 12 · HP 18 · attack +3 · damage 1–6

Habitat. Settlements and adventure sites

Disposition. Wary

Role. Cybernetic Surgeon

Traits. Resourceful; Local Knowledge

Dialogue hooks. Keep a dangerous secret from the people they protect.; Ask about local dangers, useful contacts, or a favor.

A cybernetic surgeon who knows the hidden paths of this world. Keep a dangerous secret from the people they protect.

Source. Story Pathos original

Drone Smuggler

Professionals

Native encounter. Level 4 · Armor 14 · HP 30 · attack +5 · damage 1–8

Habitat. Settlements and adventure sites

Disposition. Friendly

Role. Drone Smuggler

Traits. Resourceful; Local Knowledge

Dialogue hooks. Trade knowledge for safe passage into forbidden territory.; Ask about local dangers, useful contacts, or a favor.

A drone smuggler who knows the hidden paths of this world. Trade knowledge for safe passage into forbidden territory.

Source. Story Pathos original

Elian Duskmere

Nemoris people

Native encounter. Level 3 · Armor 12 · HP 24 · attack +3 · damage 1–5

Habitat. Nemoris

Disposition. Thoughtful

Role. Bard and envoy

Traits. A speaking mortal with a particular responsibility

Dialogue hooks. Ask what they witnessed personally.; Ask what they fear losing.

Elian Duskmere is a bard and envoy of Nemoris. Let testimony be heard without polishing away its contradictions.

Source. Story Pathos original • Nemoris

Elven Ambassador

Professionals

Native encounter. Level 6 · Armor 16 · HP 42 · attack +7 · damage 1–10

Habitat. Settlements and adventure sites

Disposition. Curious

Role. Elven Ambassador

Traits. Resourceful; Local Knowledge

Dialogue hooks. Retrieve a lost map whose owner will pay handsomely.; Ask about local dangers, useful contacts, or a favor.

A elven ambassador who knows the hidden paths of this world. Retrieve a lost map whose owner will pay handsomely.

Source. Story Pathos original

Exiled Inquisitor

Professionals

Native encounter. Level 3 · Armor 13 · HP 24 · attack +4 · damage 1–7

Habitat. Settlements and adventure sites

Disposition. Ambitious

Role. Exiled Inquisitor

Traits. Resourceful; Local Knowledge

Dialogue hooks. Find a missing apprentice and settle an old debt.; Ask about local dangers, useful contacts, or a favor.

A exiled inquisitor who knows the hidden paths of this world. Find a missing apprentice and settle an old debt.

Source. Story Pathos original



Foundry Inspector

Professionals

Native encounter. Level 3 · Armor 13 · HP 24 · attack +4 · damage 1–7

Habitat. Settlements and adventure sites

Disposition. Ambitious

Role. Foundry Inspector

Traits. Resourceful; Local Knowledge

Dialogue hooks. Find a missing apprentice and settle an old debt.; Ask about local dangers, useful contacts, or a favor.

A foundry inspector who knows the hidden paths of this world. Find a missing apprentice and settle an old debt.

Source. Story Pathos original

Gannet

Veyr • Brasswake

Native encounter. Level 2 · Armor 11 · HP 18 · attack +2 · damage 1–4

Habitat. Airships and mountain harbors

Disposition. Cooperative

Role. Independent salvage tender

Traits. Sky-sea experience; Personal obligations

Dialogue hooks. Choose its work, receive fair payment and preserve the Meridian account.; Discuss an evacuation, a contract or a limited surrender.

Gannet, independent salvage tender in the sky-sea world of Veyr. Choose its work, receive fair payment and preserve the Meridian account.

Source. Story Pathos original • The Brasswake Corsairs

Garruth

Chelorim

Native encounter. Level 40 · Armor 24 · HP 1200 · attack +16 · damage 20–50

Habitat. Nemoris

Disposition. Sovereign and watchful

Role. Chelorim

Traits. Living movable plate armor; Four interchangeable padded hands/feet; Aevum life-pattern; No recorded age-related death

Dialogue hooks. Ask what neutrality requires.; Ask whose memory is missing from an official account.

Garruth is a large, intelligent Chelorim with exactly four padded, callused limbs used interchangeably as hands and feet. Nimble living armor plates slide around the body and can extend up to six feet on fully prehensile biological stalks to shelter someone nearby. Protect Bellwether and learn who turned a ward into a weapon. Their vibrating scales speak in deep, musical timpani notes; Common words carry the same resonance and a slight reverberant tail.

Source. Story Pathos original • Nemoris

Graveyard Keeper

Professionals

Native encounter. Level 4 · Armor 14 · HP 30 · attack +5 · damage 1–8

Habitat. Settlements and adventure sites

Disposition. Friendly

Role. Graveyard Keeper

Traits. Resourceful; Local Knowledge

Dialogue hooks. Trade knowledge for safe passage into forbidden territory.; Ask about local dangers, useful contacts, or a favor.

A graveyard keeper who knows the hidden paths of this world. Trade knowledge for safe passage into forbidden territory.

Source. Story Pathos original

Griffin Keeper

Professionals

Native encounter. Level 3 · Armor 13 · HP 24 · attack +4 · damage 1–7

Habitat. Settlements and adventure sites

Disposition. Ambitious

Role. Griffin Keeper

Traits. Resourceful; Local Knowledge

Dialogue hooks. Find a missing apprentice and settle an old debt.; Ask about local dangers, useful contacts, or a favor.

A griffin keeper who knows the hidden paths of this world. Find a missing apprentice and settle an old debt.

Source. Story Pathos original

Harrow Keeper

Nemoris people

Native encounter. Level 5 · Armor 13 · HP 38 · attack +4 · damage 1–6

Habitat. Nemoris

Disposition. Wary

Role. Ward custodian

Traits. A speaking mortal with a particular responsibility

Loot. Potion of Healing: 50%, 1–1

Dialogue hooks. Ask what they witnessed personally.; Ask what they fear losing.

Harrow Keeper is a ward custodian of Nemoris. Guard the magic circles and avoid admitting their human cost.

Source. Story Pathos original • Nemoris

Hest Willow

Nemoris people

Native encounter. Level 3 · Armor 12 · HP 24 · attack +3 · damage 1–5

Habitat. Nemoris

Disposition. Thoughtful

Role. Rogue and courier

Traits. A speaking mortal with a particular responsibility

Dialogue hooks. Ask what they witnessed personally.; Ask what they fear losing.

Hest Willow is a rogue and courier of Nemoris. Listen to overlooked workers and protect frightened messengers.

Source. Story Pathos original • Nemoris

Imperial Boarding Officer

Veyr • Brasswake

Native encounter. Level 2 · Armor 11 · HP 18 · attack +2 · damage 1–4

Habitat. Airships and mountain harbors

Disposition. Guarded

Role. Customs lieutenant

Traits. Sky-sea experience; Personal obligations

Loot. Potion of Healing: 30%, 1–1

Dialogue hooks. Enforce orders while fearing the consequences for harbor families.; Discuss an evacuation, a contract or a limited surrender.

Imperial Boarding Officer, customs lieutenant in the sky-sea world of Veyr. Enforce orders while fearing the consequences for harbor families.

Source. Story Pathos original • The Brasswake Corsairs

Iona Vale

Veyr • Brasswake

Native encounter. Level 2 · Armor 11 · HP 18 · attack +2 · damage 1–4

Habitat. Airships and mountain harbors

Disposition. Cooperative

Role. Chief engineer

Traits. Sky-sea experience; Personal obligations

Dialogue hooks. Restore the right to isolate dangerous machinery and share reproducible knowledge.; Discuss an evacuation, a contract or a limited surrender.

Iona Vale, chief engineer in the sky-sea world of Veyr. Restore the right to isolate dangerous machinery and share reproducible knowledge.

Source. Story Pathos original • The Brasswake Corsairs

Istravan Vale

Nemoris people

Native encounter. Level 8 · Armor 15 · HP 65 · attack +4 · damage 2–7

Habitat. Nemoris

Disposition. Wary

Role. Refuge mage

Traits. A speaking mortal with a particular responsibility

Loot. Potion of Healing: 50%, 1–1

Dialogue hooks. Ask what they witnessed personally.; Ask what they fear losing.

Istravan Vale is a refuge mage of Nemoris. Replace uncertain rescue with a world forced to remain safe under his control.

Source. Story Pathos original • Nemoris

Kael Ordan

Nemoris people

Native encounter. Level 3 · Armor 12 · HP 24 · attack +3 · damage 1–5

Habitat. Nemoris

Disposition. Thoughtful

Role. Ranger

Traits. A speaking mortal with a particular responsibility

Dialogue hooks. Ask what they witnessed personally.; Ask what they fear losing.

Kael Ordan is a ranger of Nemoris. Keep roads and evacuation routes open.

Source. Story Pathos original • Nemoris

Lysa Renn

Nemoris people

Native encounter. Level 3 · Armor 12 · HP 24 · attack +3 · damage 1–5

Habitat. Nemoris

Disposition. Thoughtful

Role. Ward operator

Traits. A speaking mortal with a particular responsibility

Dialogue hooks. Ask what they witnessed personally.; Ask what they fear losing.

Lysa Renn is a ward operator of Nemoris. Speak truth about the work she was ordered to perform.

Source. Story Pathos original • Nemoris

Maera Tal

Nemoris people

Native encounter. Level 3 · Armor 12 · HP 24 · attack +3 · damage 1–5

Habitat. Nemoris

Disposition. Thoughtful

Role. Pen-warden

Traits. A speaking mortal with a particular responsibility

Dialogue hooks. Ask what they witnessed personally.; Ask what they fear losing.

Maera Tal is a pen-warden of Nemoris. Preserve testimony without turning witnesses into instruments.

Source. Story Pathos original • Nemoris

Magistrate Orren Caldris

Nemoris people

Native encounter. Level 3 · Armor 12 · HP 24 · attack +3 · damage 1–5

Habitat. Nemoris

Disposition. Thoughtful

Role. Pale Court magistrate

Traits. A speaking mortal with a particular responsibility

Dialogue hooks. Ask what they witnessed personally.; Ask what they fear losing.

Magistrate Orren Caldris is a pale court magistrate of Nemoris. Find mortal security without trading away the rights of the protected.

Source. Story Pathos original • Nemoris

Marrow Linn

Veyr • Brasswake

Native encounter. Level 2 · Armor 11 · HP 18 · attack +2 · damage 1–4

Habitat. Airships and mountain harbors

Disposition. Cooperative

Role. Harbor delegate

Traits. Sky-sea experience; Personal obligations

Dialogue hooks. Keep Brasshaven supplied while answering for unequal bargains.; Discuss an evacuation, a contract or a limited surrender.

Marrow Linn, harbor delegate in the sky-sea world of Veyr. Keep Brasshaven supplied while answering for unequal bargains.

Source. Story Pathos original • The Brasswake Corsairs

Masked Apothecary

Professionals

Native encounter. Level 5 · Armor 15 · HP 36 · attack +6 · damage 1–9

Habitat. Settlements and adventure sites

Disposition. Suspicious

Role. Masked Apothecary

Traits. Resourceful; Local Knowledge

Dialogue hooks. Expose corruption without putting their family at risk.; Ask about local dangers, useful contacts, or a favor.

A masked apothecary who knows the hidden paths of this world. Expose corruption without putting their family at risk.

Source. Story Pathos original

Mina Tern

Veyr • The Gilded Covenant

Native encounter. Level 2 · Armor 10 · HP 18 · attack +1 · damage 1–3

Habitat. Sky harbors and industrial airships

Disposition. Suspicious

Role. Registry clerk

Traits. Resourceful; Local Knowledge

Dialogue hooks. A living human woman with a bandaged right hand, preserving corrected certificates without inventing facts.; Discuss a limited stand-down, corrected account or protected departure.

A living human woman with a bandaged right hand, preserving corrected certificates without inventing facts.

Source. Story Pathos original • The Gilded Covenant

Neon Fixer

Professionals

Native encounter. Level 1 · Armor 11 · HP 12 · attack +2 · damage 1–5

Habitat. Settlements and adventure sites

Disposition. Helpful

Role. Neon Fixer

Traits. Resourceful; Local Knowledge

Dialogue hooks. Recover a stolen heirloom before a rival sells it.; Ask about local dangers, useful contacts, or a favor.

A neon fixer who knows the hidden paths of this world. Recover a stolen heirloom before a rival sells it.

Source. Story Pathos original

Neris Voss

Veyr • Brasswake

Native encounter. Level 2 · Armor 11 · HP 18 · attack +2 · damage 1–4

Habitat. Airships and mountain harbors

Disposition. Cooperative

Role. Navigator

Traits. Sky-sea experience; Personal obligations

Dialogue hooks. Chart the changing sky and acknowledge uncertainty before firing.; Discuss an evacuation, a contract or a limited surrender.

Neris Voss, navigator in the sky-sea world of Veyr. Chart the changing sky and acknowledge uncertainty before firing.

Source. Story Pathos original • The Brasswake Corsairs

Oathless Knight

Professionals

Native encounter. Level 6 · Armor 16 · HP 42 · attack +7 · damage 1–10

Habitat. Settlements and adventure sites

Disposition. Curious

Role. Oathless Knight

Traits. Resourceful; Local Knowledge

Dialogue hooks. Retrieve a lost map whose owner will pay handsomely.; Ask about local dangers, useful contacts, or a favor.

A oathless knight who knows the hidden paths of this world. Retrieve a lost map whose owner will pay handsomely.

Source. Story Pathos original

Oriel Dain

Veyr • The Gilded Covenant

Native encounter. Level 4 · Armor 12 · HP 30 · attack +3 · damage 1–5

Habitat. Sky harbors and industrial airships

Disposition. Wary

Role. Covenant magister

Traits. Resourceful; Local Knowledge

Loot. Potion of Healing: 25%, 1–1

Dialogue hooks. A silver-haired human man, former captain and bond broker, manufacturing salvage claims through forged deaths and silenced alarms.; Discuss a limited stand-down, corrected account or protected departure.

A silver-haired human man, former captain and bond broker, manufacturing salvage claims through forged deaths and silenced alarms.

Source. Story Pathos original • The Gilded Covenant

Orso Flint

Veyr • The Gilded Covenant

Native encounter. Level 2 · Armor 10 · HP 18 · attack +1 · damage 1–3

Habitat. Sky harbors and industrial airships

Disposition. Cooperative

Role. Dockwright

Traits. Sky-sea experience; Personal obligations

Dialogue hooks. A seasoned dwarf man who measures harbor anchors, protects workers and insists on independent brakes.; Discuss a limited stand-down, corrected account or protected departure.

A seasoned dwarf man who measures harbor anchors, protects workers and insists on independent brakes.

Source. Story Pathos original • The Gilded Covenant

Pell

Nemoris people

Native encounter. Level 3 · Armor 12 · HP 24 · attack +3 · damage 1–5

Habitat. Nemoris

Disposition. Thoughtful

Role. Laboratory assistant

Traits. A speaking mortal with a particular responsibility

Dialogue hooks. Ask what they witnessed personally.; Ask what they fear losing.

Pell is a laboratory assistant of Nemoris. Save the laboratory's victims and preserve its actual records.

Source. Story Pathos original • Nemoris

Pell Ash

Veyr • Brasswake

Native encounter. Level 2 · Armor 11 · HP 18 · attack +2 · damage 1–4

Habitat. Airships and mountain harbors

Disposition. Cooperative

Role. Signaler

Traits. Sky-sea experience; Personal obligations

Dialogue hooks. Deliver honest warnings and recover the courage to trust another receiver.; Discuss an evacuation, a contract or a limited surrender.

Pell Ash, signaler in the sky-sea world of Veyr. Deliver honest warnings and recover the courage to trust another receiver.

Source. Story Pathos original • The Brasswake Corsairs



Plague Physician

Professionals

Native encounter. Level 1 · Armor 11 · HP 12 · attack +2 · damage 1–5

Habitat. Settlements and adventure sites

Disposition. Helpful

Role. Plague Physician

Traits. Resourceful; Local Knowledge

Dialogue hooks. Recover a stolen heirloom before a rival sells it.; Ask about local dangers, useful contacts, or a favor.

A plague physician who knows the hidden paths of this world. Recover a stolen heirloom before a rival sells it.

Source. Story Pathos original

Queen Alisane Rook

Nemoris people

Native encounter. Level 3 · Armor 12 · HP 24 · attack +3 · damage 1–5

Habitat. Nemoris

Disposition. Thoughtful

Role. Queen of Cairnmark

Traits. A speaking mortal with a particular responsibility

Dialogue hooks. Ask what they witnessed personally.; Ask what they fear losing.

Queen Alisane Rook is a queen of cairnmark of Nemoris. Defend her kingdom without inheriting a war from forged evidence.

Source. Story Pathos original • Nemoris

Quiet Measure Agent

Nemoris people

Native encounter. Level 3 · Armor 12 · HP 24 · attack +3 · damage 1–5

Habitat. Nemoris

Disposition. Wary

Role. Covert operative

Traits. A speaking mortal with a particular responsibility

Loot. Potion of Healing: 50%, 1–1

Dialogue hooks. Ask what they witnessed personally.; Ask what they fear losing.

Quiet Measure Agent is a covert operative of Nemoris. Obey the order while fearing the harm it conceals.

Source. Story Pathos original • Nemoris

Railway Detective

Professionals

Native encounter. Level 5 · Armor 15 · HP 36 · attack +6 · damage 1–9

Habitat. Settlements and adventure sites

Disposition. Suspicious

Role. Railway Detective

Traits. Resourceful; Local Knowledge

Dialogue hooks. Expose corruption without putting their family at risk.; Ask about local dangers, useful contacts, or a favor.

A railway detective who knows the hidden paths of this world. Expose corruption without putting their family at risk.

Source. Story Pathos original

Relic Hunter

Professionals

Native encounter. Level 5 · Armor 15 · HP 36 · attack +6 · damage 1–9

Habitat. Settlements and adventure sites

Disposition. Suspicious

Role. Relic Hunter

Traits. Resourceful; Local Knowledge

Dialogue hooks. Expose corruption without putting their family at risk.; Ask about local dangers, useful contacts, or a favor.

A relic hunter who knows the hidden paths of this world. Expose corruption without putting their family at risk.

Source. Story Pathos original

Rhauven

Chelorim

Native encounter. Level 40 · Armor 24 · HP 1200 · attack +16 · damage 20–50

Habitat. Nemoris

Disposition. Sovereign and watchful

Role. Chelorim

Traits. Living movable plate armor; Four interchangeable padded hands/feet; Aevum life-pattern; No recorded age-related death

Dialogue hooks. Ask what neutrality requires.; Ask whose memory is missing from an official account.

Rhauven is a large, intelligent Chelorim with exactly four padded, callused limbs used interchangeably as hands and feet. Nimble living armor plates slide around the body and can extend up to six feet on fully prehensile biological stalks to shelter someone nearby. Recover agency and demand that a rescued person still controls their life. Their vibrating scales speak in deep, musical timpani notes; Common words carry the same resonance and a slight reverberant tail.

Source. Story Pathos original • Nemoris

Rooftop Courier

Professionals

Native encounter. Level 5 · Armor 15 · HP 36 · attack +6 · damage 1–9

Habitat. Settlements and adventure sites

Disposition. Suspicious

Role. Rooftop Courier

Traits. Resourceful; Local Knowledge

Dialogue hooks. Expose corruption without putting their family at risk.; Ask about local dangers, useful contacts, or a favor.

A rooftop courier who knows the hidden paths of this world. Expose corruption without putting their family at risk.

Source. Story Pathos original

Sable Rook

Veyr • Brasswake

Native encounter. Level 2 · Armor 11 · HP 18 · attack +2 · damage 1–4

Habitat. Airships and mountain harbors

Disposition. Cooperative

Role. Pirate captain

Traits. Sky-sea experience; Personal obligations

Dialogue hooks. Lead the Unbroken without mistaking rescue for a right to command everyone.; Discuss an evacuation, a contract or a limited surrender.

Sable Rook, pirate captain in the sky-sea world of Veyr. Lead the Unbroken without mistaking rescue for a right to command everyone.

Source. Story Pathos original • The Brasswake Corsairs

Salvage Captain

Professionals

Native encounter. Level 3 · Armor 13 · HP 24 · attack +4 · damage 1–7

Habitat. Settlements and adventure sites

Disposition. Ambitious

Role. Salvage Captain

Traits. Resourceful; Local Knowledge

Dialogue hooks. Find a missing apprentice and settle an old debt.; Ask about local dangers, useful contacts, or a favor.

A salvage captain who knows the hidden paths of this world. Find a missing apprentice and settle an old debt.

Source. Story Pathos original

Salvage First Officer

Veyr • The Gilded Covenant

Native encounter. Level 4 · Armor 12 · HP 30 · attack +3 · damage 1–5

Habitat. Sky harbors and industrial airships

Disposition. Guarded

Role. Leviathan first officer

Traits. Sky-sea experience; Personal obligations

Loot. Potion of Healing: 25%, 1–1

Dialogue hooks. A bonded salvage officer defending the Covenant contract and fearing the loss of the rescue crew's future wages.; Discuss a limited stand-down, corrected account or protected departure.

A bonded salvage officer defending the Covenant contract and fearing the loss of the rescue crew's future wages.

Source. Story Pathos original • The Gilded Covenant

Sera Willowmere

Nemoris people

Native encounter. Level 3 · Armor 12 · HP 24 · attack +3 · damage 1–5

Habitat. Nemoris

Disposition. Thoughtful

Role. Cleric

Traits. A speaking mortal with a particular responsibility

Dialogue hooks. Ask what they witnessed personally.; Ask what they fear losing.

Sera Willowmere is a cleric of Nemoris. Treat suffering before asking who benefits politically.

Source. Story Pathos original • Nemoris

Speaker Brannic Flint

Nemoris people

Native encounter. Level 3 · Armor 12 · HP 24 · attack +3 · damage 1–5

Habitat. Nemoris

Disposition. Thoughtful

Role. Khordun speaker

Traits. A speaking mortal with a particular responsibility

Dialogue hooks. Ask what they witnessed personally.; Ask what they fear losing.

Speaker Brannic Flint is a khordun speaker of Nemoris. Prevent old emergency obligations from becoming perpetual debt.

Source. Story Pathos original • Nemoris

Speaker Ilyssan

Nemoris people

Native encounter. Level 3 · Armor 12 · HP 24 · attack +3 · damage 1–5

Habitat. Nemoris

Disposition. Thoughtful

Role. Thalenweald speaker

Traits. A speaking mortal with a particular responsibility

Dialogue hooks. Ask what they witnessed personally.; Ask what they fear losing.

Speaker Ilyssan is a thalenweald speaker of Nemoris. Preserve the forest assemblies' right to disagree.

Source. Story Pathos original • Nemoris

Station Quartermaster

Professionals

Native encounter. Level 1 · Armor 11 · HP 12 · attack +2 · damage 1–5

Habitat. Settlements and adventure sites

Disposition. Helpful

Role. Station Quartermaster

Traits. Resourceful; Local Knowledge

Dialogue hooks. Recover a stolen heirloom before a rival sells it.; Ask about local dangers, useful contacts, or a favor.

A station quartermaster who knows the hidden paths of this world. Recover a stolen heirloom before a rival sells it.

Source. Story Pathos original

Tamsin Reed

Veyr • Brasswake

Native encounter. Level 2 · Armor 11 · HP 18 · attack +2 · damage 1–4

Habitat. Airships and mountain harbors

Disposition. Cooperative

Role. Surgeon

Traits. Sky-sea experience; Personal obligations

Dialogue hooks. Treat patients regardless of the flag they arrived beneath.; Discuss an evacuation, a contract or a limited surrender.

Tamsin Reed, surgeon in the sky-sea world of Veyr. Treat patients regardless of the flag they arrived beneath.

Source. Story Pathos original • The Brasswake Corsairs

Temple Healer

Professionals

Native encounter. Level 4 · Armor 14 · HP 30 · attack +5 · damage 1–8

Habitat. Settlements and adventure sites

Disposition. Friendly

Role. Temple Healer

Traits. Resourceful; Local Knowledge

Dialogue hooks. Trade knowledge for safe passage into forbidden territory.; Ask about local dangers, useful contacts, or a favor.

A temple healer who knows the hidden paths of this world. Trade knowledge for safe passage into forbidden territory.

Source. Story Pathos original

Teren Ashstep

Nemoris people

Native encounter. Level 3 · Armor 12 · HP 24 · attack +3 · damage 1–5

Habitat. Nemoris

Disposition. Thoughtful

Role. Druid

Traits. A speaking mortal with a particular responsibility

Dialogue hooks. Ask what they witnessed personally.; Ask what they fear losing.

Teren Ashstep is a druid of Nemoris. Protect living roots and acknowledge the harms preserved in them.

Source. Story Pathos original • Nemoris

Vaulkor the Deep Root

Chelorim

Native encounter. Level 40 · Armor 24 · HP 1200 · attack +16 · damage 20–50

Habitat. Nemoris

Disposition. Sovereign and watchful

Role. Chelorim elder

Traits. Living movable plate armor; Four interchangeable padded hands/feet; Aevum life-pattern; No recorded age-related death

Dialogue hooks. Ask what neutrality requires.; Ask whose memory is missing from an official account.

Vaulkor the Deep Root is a large, intelligent Chelorim with exactly four padded, callused limbs used interchangeably as hands and feet. Nimble living armor plates slide around the body and can extend up to six feet on fully prehensile biological stalks to shelter someone nearby. At least 2,110,000 years old. Protect refuges while confronting the cost of his own ancient decisions. Their vibrating scales speak in deep, musical timpani notes; Common words carry the same resonance and a slight reverberant tail.

Source. Story Pathos original • Nemoris

Wandering Alchemist

Professionals

Native encounter. Level 1 · Armor 11 · HP 12 · attack +2 · damage 1–5

Habitat. Settlements and adventure sites

Disposition. Helpful

Role. Wandering Alchemist

Traits. Resourceful; Local Knowledge

Dialogue hooks. Recover a stolen heirloom before a rival sells it.; Ask about local dangers, useful contacts, or a favor.

A wandering alchemist who knows the hidden paths of this world. Recover a stolen heirloom before a rival sells it.

Source. Story Pathos original

Wormhole Navigator

Professionals

Native encounter. Level 6 · Armor 16 · HP 42 · attack +7 · damage 1–10

Habitat. Settlements and adventure sites

Disposition. Curious

Role. Wormhole Navigator

Traits. Resourceful; Local Knowledge

Dialogue hooks. Retrieve a lost map whose owner will pay handsomely.; Ask about local dangers, useful contacts, or a favor.

A wormhole navigator who knows the hidden paths of this world. Retrieve a lost map whose owner will pay handsomely.

Source. Story Pathos original

Wreckward Claim Raider

Veyr • Brasswake

Native encounter. Level 2 · Armor 11 · HP 18 · attack +2 · damage 1–4

Habitat. Airships and mountain harbors

Disposition. Guarded

Role. Salvage raider

Traits. Sky-sea experience; Personal obligations

Loot. Potion of Healing: 30%, 1–1

Dialogue hooks. Profit from forged ownership without facing the living people affected.; Discuss an evacuation, a contract or a limited surrender.

Wreckward Claim Raider, salvage raider in the sky-sea world of Veyr. Profit from forged ownership without facing the living people affected.

Source. Story Pathos original • The Brasswake Corsairs

Xenobiologist

Professionals

Native encounter. Level 2 · Armor 12 · HP 18 · attack +3 · damage 1–6

Habitat. Settlements and adventure sites

Disposition. Wary

Role. Xenobiologist

Traits. Resourceful; Local Knowledge

Dialogue hooks. Keep a dangerous secret from the people they protect.; Ask about local dangers, useful contacts, or a favor.

A xenobiologist who knows the hidden paths of this world. Keep a dangerous secret from the people they protect.

Source. Story Pathos original

Ysra Kest

Veyr • Brasswake

Native encounter. Level 2 · Armor 11 · HP 18 · attack +2 · damage 1–4

Habitat. Airships and mountain harbors

Disposition. Cooperative

Role. Privateer captain

Traits. Sky-sea experience; Personal obligations

Dialogue hooks. Pay and protect the Red Mercy crew while reconsidering an imperial contract.; Discuss an evacuation, a contract or a limited surrender.

Ysra Kest, privateer captain in the sky-sea world of Veyr. Pay and protect the Red Mercy crew while reconsidering an imperial contract.

Source. Story Pathos original • The Brasswake Corsairs

Original Story Pathos options

234 original forge, talent, spell, and encounter entries supplement the imported collection. A repeated name denotes a distinct original option or encounter profile. Native rules use the same action, modifier, and rest procedures.

Baseline

Science fiction

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Trait. Resourceful

Gift choices. Jury-Rig

Humans adapted to life between worlds.

Source. Story Pathos original

Dwarf

Fantasy

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Trait. Stonecunning

Gift choices. Iron Resolve; Darkvision

Stonewise makers sworn to hearth and deep places.

Source. Story Pathos original

Elf

Fantasy

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Trait. Keen Senses

Gift choices. Trance; Far Sight

Long-lived keepers of moonlit roads and living songs.

Source. Story Pathos original

Gravborn

Science fiction

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Trait. Gravity-Hardened

Gift choices. Impact Brace; Heavy Lift

Dense-boned colonists raised under crushing gravity.

Source. Story Pathos original

Human

Fantasy

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Trait. Versatile

Gift choices. Second Wind

Adaptable wanderers, courtly heirs, and daring commoners.

Source. Story Pathos original

Local

Modern mystery

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Trait. Connected

Gift choices. Local Knowledge

Someone who knows the streets and their secrets.

Source. Story Pathos original

Nightmarked

Modern mystery

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Trait. Second Sight

Gift choices. Sense Echoes; Resist Dread

Touched by the uncanny, but still human.

Source. Story Pathos original

Outsider

Modern mystery

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Trait. Unseen Angle

Gift choices. Read the Room

A newcomer with a fresh eye and no old debts.

Source. Story Pathos original

Synth

Science fiction

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Trait. Machine Mind

Gift choices. Data Link; Self-Repair

A legal person built from code, alloy, and memory.

Source. Story Pathos original

Tideborn

Fantasy

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Trait. Sea-Blood

Gift choices. Water Breathing; Current Sense

Amphibious travelers shaped by storms and old sea magic.

Source. Story Pathos original

Traveler

Adventure

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Trait. Adaptable

Gift choices. Second Wind

A person with a story to tell.

Source. Story Pathos original

Veyari

Science fiction

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Trait. Field Sense

Gift choices. Radiant Pulse; Void Sight

A starfaring people attuned to electromagnetic fields.

Source. Story Pathos original

Explorer

Adventure

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Find a way; Recall lore

Starting gear. Traveler pack

A curious soul.

Source. Story Pathos original

Fixer

Modern mystery

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Call a Favor; Quick Escape; Improvised Tool

Starting gear. Phone; cash roll; multipurpose tool

A problem-solver with contacts in every locked room.

Source. Story Pathos original

Guardian

Modern mystery

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Interpose; Calm Nerves; Hold Fast

Starting gear. Flashlight; first-aid kit; sturdy coat

A steady soul who keeps others safe when fear rises.

Source. Story Pathos original

Guardian

Adventure

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Stand firm; Guard Stance

Starting gear. Shield

A stalwart protector.

Source. Story Pathos original

Investigator

Modern mystery

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Deduction; Case File; Press for Truth

Starting gear. Notebook; camera; lock picks

A patient collector of clues and contradictions.

Source. Story Pathos original

Oathkeeper

Fantasy

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Healing Word; Smite; Sacred Vow

Starting gear. Mace; mail shirt; holy token

Magic. Sacred; capacity bonus 0

A devoted champion whose promises carry power.

Source. Story Pathos original

Occultist

Modern mystery

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Ward Ritual; Read Omen; Banishing Word

Starting gear. Charm kit; old journal; chalk

Magic. Ritual; capacity bonus 0

A researcher of symbols, bargains, and dangerous lore.

Source. Story Pathos original

Psion

Science fiction

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Mind Shield; Kinetic Push; Far Whisper

Starting gear. Focus band; survival kit; light blade

Magic. Psionic; capacity bonus 0

A disciplined mind able to touch thought and probability.

Source. Story Pathos original

Scholar

Adventure

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Recall lore; Research

Starting gear. Notebook

A seeker of knowledge.

Source. Story Pathos original

Spellweaver

Fantasy

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Spark; Ward Sigil; Ritual Casting

Starting gear. Focus charm; spellbook; dagger

Magic. Arcane; capacity bonus 0

A scholar who bends elemental and symbolic magic.

Source. Story Pathos original

Technomancer

Science fiction

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Override; Drone Link; Field Repair

Starting gear. Multitool; scout drone; data slate

Magic. Tech; capacity bonus 0

A systems specialist who treats machines like spirits.

Source. Story Pathos original

Trickster

Adventure

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Quick hands; Hidden Step

Starting gear. Lock picks

A clever improviser.

Source. Story Pathos original

Vanguard

Science fiction

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Cover Drill; Breach; Adrenal Surge

Starting gear. Pulse carbine; armor weave; med patch

A tactical defender trained for hostile frontiers.

Source. Story Pathos original

Voidrunner

Science fiction

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Zero-G Step; Quick Draw; Smuggler's Luck

Starting gear. Sidearm; grapple line; flight suit

A daring pilot and infiltrator with a talent for exits.

Source. Story Pathos original

Warden

Fantasy

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Guard Stance; Shield Bash; Rallying Cry

Starting gear. Shield; spear; traveler cloak

A shield-bearing protector who holds the line.

Source. Story Pathos original

Wayfinder

Fantasy

HP bonus. 0 (positive explicit bonus; otherwise use the core fallback)

Ability choices. Trail Sense; Twin Strike; Hidden Step

Starting gear. Bow; short blade; field kit

A scout who reads tracks, ruins, and danger.

Source. Story Pathos original

Adaptable

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Adrenal Surge

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Alert

StoryPath original

Native profile. Passive · Will · 2d6 · Grace +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Source. Story Pathos original

Banishing Word

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Brave

StoryPath original

Native profile. Passive · Will · 2d6 · Will +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Source. Story Pathos original

Breach

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Breath Weapon

StoryPath original

Native profile. Damage · Will · 2d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

Source. Story Pathos original

Call a Favor

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Calm Nerves

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Case File

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Connected

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Cover Drill

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Current Sense

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Damage Resistance

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Darkvision

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Data Link

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Data Sense

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Deduction

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Draconic Ancestry

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Drone Link

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Duelist

StoryPath original

Native profile. Passive · Will · 2d6 · attack +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Source. Story Pathos original

Dwarven Combat Training

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Dwarven Resilience

StoryPath original

Native profile. Passive · Will · 2d6 · Will +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Source. Story Pathos original

Elves don't need to sleep

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Far Sight

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Far Whisper

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Fey Ancestry

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Field Repair

StoryPath original

Native profile. Heal · Will · 1d6

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

Source. Story Pathos original

Field Sense

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Find a way

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Gnome Cunning

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Gravity-Hardened

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Guard Stance

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Halfling Nimbleness

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Healing Word

StoryPath original

Native profile. Heal · Will · 1d6

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

Source. Story Pathos original

Heavy Lift

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Hellish Resistance

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Hidden Step

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Hold Fast

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Impact Brace

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Improved Critical

StoryPath original

Native profile. Passive · Will · 2d6 · damage +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Source. Story Pathos original

Improvised Tool

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Infernal Legacy

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Interpose

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Iron Resolve

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Jury-Rig

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Keen Senses

StoryPath original

Native profile. Passive · Will · 2d6 · Wits +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Source. Story Pathos original

Kinetic Push

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Local Knowledge

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Lucky

StoryPath original

Native profile. Passive · Will · 2d6 · Fortune +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Source. Story Pathos original

Machine Mind

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Machine Sense

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Menacing

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Mind Shield

StoryPath original

Native profile. Guard · Will · 1d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

Gain the listed Armor bonus for three enemy turns.

Source. Story Pathos original

Override

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Practical Expertise

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Press for Truth

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Quick Draw

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Quick Escape

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Quick hands

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Radiant Pulse

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Rallying Cry

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Read Omen

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Read the Room

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Recall lore

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Relentless Endurance

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Research

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Resilient Spirit

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Resist Dread

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Resourceful

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Sacred Vow

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Savage Attacks

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Sea-Blood

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Second Sight

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Self-Repair

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Sense Echoes

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Shield Bash

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Skill Versatility

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Smite

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Smuggler's Luck

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Spark

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Stand firm

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Stonecunning

StoryPath original

Native profile. Passive · Will · 2d6 · Wits +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Source. Story Pathos original

Tool Proficiency

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Tough

StoryPath original

Native profile. Passive · Will · 2d6 · armor +1

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Apply only while equipped (item) or selected as a known ability (talent). Identical sources never stack.

Source. Story Pathos original

Trail Sense

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Trance

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Twin Strike

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Unseen Angle

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Vacuum Adapted

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Versatile

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Void Sight

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Ward Ritual

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Ward Sigil

StoryPath original

Native profile. Guard · Will · 1d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

Gain the listed Armor bonus for three enemy turns.

Source. Story Pathos original

Water Breathing

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

You can move through the space of any creature that is of a size larger than yours

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

You can use your action to exhale destructive energy

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

You gain proficiency in the Intimidation skill

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

You gain proficiency in two skills of your choice

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

You have advantage on saving throws against being charmed, and magic can't put you to sleep

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

You have advantage on saving throws against being frightened

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

You have advantage on saving throws against poison, and you have resistance against poison damage

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

You have draconic ancestry

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

You have proficiency in the Perception skill

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

You have proficiency with the battleaxe, handaxe, light hammer, and warhammer

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

You have resistance to fire damage

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

You have resistance to the damage type associated with your draconic ancestry

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Zero-G Step

StoryPath original

Native profile. Focus · Will · 2d6 · check +2, attack +2, damage +2

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Roll Will against DC 10 + opponent level; success grants the listed modifiers for three turns.

Source. Story Pathos original

Avatar of Mercy

StoryPath original · Sacred · Tier 5

Native profile. Heal · Wits · 5d6

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

All nearby allies regain 5d6 HP and end harmful conditions.

Source. Story Pathos original

Banishing Word

StoryPath original · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Drive a summoned or spectral creature from the scene.

Source. Story Pathos original

Beacon of Hope

StoryPath original · Sacred · Tier 3

Native profile. Heal · Wits · 2d6

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

All allies regain 2d6 HP and resist fear.

Source. Story Pathos original

Bind the Storm

StoryPath original · Ritual · Tier 4

Native profile. Utility · Wits · 5d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Control severe weather over the local area.

Source. Story Pathos original

Blink Step

StoryPath original · Arcane · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Teleport a short distance through a space you can see.

Source. Story Pathos original

Blood Compass

StoryPath original · Ritual · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Track a known creature across great distance.

Source. Story Pathos original

Chain Lightning

StoryPath original · Arcane · Tier 4

Native profile. Damage · Wits · 5d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

Deal 4d6 lightning damage divided among up to three targets.

Source. Story Pathos original

Circle of Salt

StoryPath original · Ritual · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Create a boundary that lesser spirits cannot cross.

Source. Story Pathos original

Counterweave

StoryPath original · Arcane · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Cancel or weaken one active spell of equal or lower tier.

Source. Story Pathos original

Crushing Will

StoryPath original · Psionic · Tier 3

Native profile. Damage · Wits · 3d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

Deal 3d6 psychic damage and silence the target briefly.

Source. Story Pathos original

Dawn Aegis

StoryPath original · Sacred · Tier 4

Native profile. Guard · Wits · 1d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

Create a radiant barrier with 20 HP.

Source. Story Pathos original

Dream Inquiry

StoryPath original · Ritual · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Ask a sleeping mind one symbolic question.

Source. Story Pathos original

Drone Link

StoryPath original · Tech · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Scout a nearby area through a compact drone.

Source. Story Pathos original

Ember Thread

StoryPath original · Arcane · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Bind or pull a small target with a glowing magical thread.

Source. Story Pathos original

Far Whisper

StoryPath original · Psionic · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Speak privately into the mind of someone you can see.

Source. Story Pathos original

Field Repair

StoryPath original · Tech · Tier 1

Native profile. Heal · Wits · 1d6

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

Restore 1d6 HP to a machine, suit, or synthetic ally.

Source. Story Pathos original

Force Lance

StoryPath original · Arcane · Tier 2

Native profile. Damage · Wits · 2d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

Deal 2d6 force damage and push the target back.

Source. Story Pathos original

Gate Circle

StoryPath original · Ritual · Tier 4

Native profile. Utility · Wits · 5d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Open a temporary passage to a prepared ritual circle.

Source. Story Pathos original

Genesis Protocol

StoryPath original · Tech · Tier 5

Native profile. Heal · Wits · 6d6

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

Rebuild a destroyed device or restore a synthetic being to full HP.

Source. Story Pathos original

Glass Time

StoryPath original · Arcane · Tier 4

Native profile. Control · Wits · 1d6

Roll against DC 10 + opponent level. Success prevents its next attack.

Freeze one target in time until it is harmed or the scene turns.

Source. Story Pathos original

Gravity Snare

StoryPath original · Tech · Tier 3

Native profile. Control · Wits · 1d6

Roll against DC 10 + opponent level. Success prevents its next attack.

Immobilize targets in a small area.

Source. Story Pathos original

Guiding Flame

StoryPath original · Sacred · Tier 1

Native profile. Damage · Wits · 1d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

Deal 1d6 radiant damage; the next attack gains advantage.

Source. Story Pathos original

Hardlight Screen

StoryPath original · Tech · Tier 2

Native profile. Guard · Wits · 1d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

Create movable cover granting +3 armor.

Source. Story Pathos original

Healing Word

StoryPath original · Sacred · Tier 1

Native profile. Heal · Wits · 1d6

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

Restore 1d6 HP to a creature you can hear.

Source. Story Pathos original

Judgment

StoryPath original · Sacred · Tier 5

Native profile. Damage · Wits · 6d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

Deal 6d6 radiant damage to a powerful hostile creature.

Source. Story Pathos original

Kinetic Prison

StoryPath original · Psionic · Tier 4

Native profile. Control · Wits · 1d6

Roll against DC 10 + opponent level. Success prevents its next attack.

Immobilize a target inside a telekinetic shell.

Source. Story Pathos original

Kinetic Push

StoryPath original · Psionic · Tier 1

Native profile. Utility · Wits · 1d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Move a creature or object several paces; deal 1d6 on impact.

Source. Story Pathos original

Mass Suggestion

StoryPath original · Psionic · Tier 4

Native profile. Control · Wits · 5d6

Roll against DC 10 + opponent level. Success prevents its next attack.

Plant one reasonable command in a small group.

Source. Story Pathos original

Memory Walk

StoryPath original · Psionic · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Enter a recent memory and discover one concealed detail.

Source. Story Pathos original

Mind Shield

StoryPath original · Psionic · Tier 1

Native profile. Guard · Wits · 1d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

Gain advantage against fear, charm, and mental intrusion.

Source. Story Pathos original

Mindquake

StoryPath original · Psionic · Tier 5

Native profile. Damage · Wits · 6d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

Deal 6d6 psychic damage and disorient every hostile mind nearby.

Source. Story Pathos original

Mirror Veil

StoryPath original · Arcane · Tier 2

Native profile. Guard · Wits · 1d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

Create a duplicate; the next attack against you has disadvantage.

Source. Story Pathos original

Name the Hidden

StoryPath original · Ritual · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Reveal the true name or nature of a disguised supernatural being.

Source. Story Pathos original

Nanite Surge

StoryPath original · Tech · Tier 3

Native profile. Heal · Wits · 3d6

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

Restore 3d6 HP or repair a major equipment failure.

Source. Story Pathos original

Oathbound Shield

StoryPath original · Sacred · Tier 1

Native profile. Guard · Wits · 1d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

Grant +2 armor to an ally for the current danger.

Source. Story Pathos original

Override

StoryPath original · Tech · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Open, disable, or redirect a simple electronic system.

Source. Story Pathos original

Phase Breach

StoryPath original · Tech · Tier 4

Native profile. Guard · Wits · 5d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

Pass through one sealed barrier or armored bulkhead.

Source. Story Pathos original

Probability Glimpse

StoryPath original · Psionic · Tier 2

Native profile. Focus · Wits · 1d6 · check +2, attack +2, damage +2

Roll Wits against DC 10 + opponent level; success grants the listed modifiers for three turns.

Add 1d6 to an ally's next test after seeing its likely outcome.

Source. Story Pathos original

Read Omen

StoryPath original · Ritual · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Learn whether a planned action trends toward safety or peril.

Source. Story Pathos original

Restoring Rite

StoryPath original · Sacred · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Remove poison, fear, or one minor curse.

Source. Story Pathos original

Return Breath

StoryPath original · Sacred · Tier 4

Native profile. Heal · Wits · 1d6

Restore rolled HP to yourself, limited by maximum HP; no hostile check. Tabletop: a willing ally within 30 feet.

Revive a recently fallen ally at 1 HP once per rest.

Source. Story Pathos original

Rewrite Fate

StoryPath original · Arcane · Tier 5

Native profile. Focus · Wits · 1d6 · check +2, attack +2, damage +2

Roll Wits against DC 10 + opponent level; success grants the listed modifiers for three turns.

Reroll one failed pivotal action and keep the better result.

Source. Story Pathos original

Sanctuary

StoryPath original · Sacred · Tier 1

Native profile. Guard · Wits · 1d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

A protected ally cannot be targeted until they attack.

Source. Story Pathos original

Seal the Nameless

StoryPath original · Ritual · Tier 5

Native profile. Utility · Wits · 6d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Imprison a major supernatural entity in a prepared vessel.

Source. Story Pathos original

Shared Destiny

StoryPath original · Psionic · Tier 5

Native profile. Utility · Wits · 6d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Redirect any damage among willing linked allies for one scene.

Source. Story Pathos original

Signal Ghost

StoryPath original · Tech · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Hide your equipment from ordinary electronic detection.

Source. Story Pathos original

Singularity Cage

StoryPath original · Tech · Tier 5

Native profile. Control · Wits · 1d6

Roll against DC 10 + opponent level. Success prevents its next attack.

Trap a major target in a collapsing gravity field.

Source. Story Pathos original

Smite

StoryPath original · Sacred · Tier 2

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Add 2d6 radiant damage to a successful weapon strike.

Source. Story Pathos original

Spark

StoryPath original · Arcane · Tier 1

Native profile. Damage · Wits · 1d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

Deal 1d6 fire damage or ignite a small unattended object.

Source. Story Pathos original

Speak With Echoes

StoryPath original · Ritual · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Ask a place one question about a recent event.

Source. Story Pathos original

Starfall

StoryPath original · Arcane · Tier 5

Native profile. Damage · Wits · 6d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

Deal 6d6 radiant damage across a large area.

Source. Story Pathos original

Still Mind

StoryPath original · Psionic · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

End one fear or confusion effect on yourself.

Source. Story Pathos original

Swarm Protocol

StoryPath original · Tech · Tier 4

Native profile. Damage · Wits · 4d6

One target; d20 attack versus Armor. Critical doubles dice, never flat bonuses.

Deploy drones that deal 4d6 damage across chosen targets.

Source. Story Pathos original

System Wake

StoryPath original · Tech · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Reactivate a dormant machine and ask it one question.

Source. Story Pathos original

Thought Bridge

StoryPath original · Psionic · Tier 2

Native profile. Utility · Wits · 3d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Link up to three willing minds for silent communication.

Source. Story Pathos original

Truth Command

StoryPath original · Sacred · Tier 3

Native profile. Utility · Wits · 4d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Compel a target to answer one direct question honestly.

Source. Story Pathos original

Ward Ritual

StoryPath original · Ritual · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Seal a doorway or circle against one creature type.

Source. Story Pathos original

Ward Sigil

StoryPath original · Arcane · Tier 1

Native profile. Guard · Wits · 1d6 · armor +3

Gain the listed Armor bonus for three enemy turns.

Grant an ally +2 armor against the next hit.

Source. Story Pathos original

Whispering Light

StoryPath original · Arcane · Tier 1

Native profile. Utility · Wits · 2d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Create a guiding light that reveals hidden writing and weak illusions.

Source. Story Pathos original

World Dream

StoryPath original · Ritual · Tier 5

Native profile. Utility · Wits · 6d6

Outside combat: check the listed attribute against the authored difficulty. In combat: successful check grants +2 to checks and attacks for three turns.

Send a shared prophetic dream to an entire community.

Source. Story Pathos original

Acid Ooze

StoryPath original encounter

Native encounter. Level 3 · Armor 10 · HP 35 · attack +4 · damage 3–10

Habitat. Sewers and caverns

Traits. Corrosive; Amorphous

Loot. Acid vial: 60%, 1–2; Ooze pearl: 12%, 1–1

A translucent scavenger that corrodes metal.

Source. Story Pathos original

Ancient Red Dragon

StoryPath original encounter

Native encounter. Level 20 · Armor 23 · HP 420 · attack +15 · damage 18–42

Habitat. Mountain lairs

Traits. Inferno breath; Wing storm; Frightful presence; Legendary resistance

Loot. Dragon scale: 90%, 4–20; Dragon heartstone: 15%, 1–1

A legendary tyrant whose hoard has outlived kingdoms.

Source. Story Pathos original

Bandit Cutthroat

StoryPath original encounter

Native encounter. Level 2 · Armor 13 · HP 17 · attack +4 · damage 2–8

Habitat. Roads and hideouts

Traits. Ambush; Dirty fighting

Loot. Short sword: 65%, 1–1; Leather armor: 45%, 1–1; Stolen purse: 70%, 5–25

A desperate outlaw skilled with blade and ambush.

Source. Story Pathos original

Bugbear Raider

StoryPath original encounter

Native encounter. Level 2 · Armor 13 · HP 18 · attack +4 · damage 2–8

Habitat. Ruins and borderlands

Traits. Ambusher; Long reach

Loot. Heavy club: 80%, 1–1; Patchwork leather armor: 45%, 1–1; Coin pouch: 65%, 4–18

A stealthy goblinoid bruiser armed with a heavy club.

Source. Story Pathos original

Cave Wolf

StoryPath original encounter

Native encounter. Level 1 · Armor 11 · HP 9 · attack +2 · damage 1–5

Habitat. Caves and pine forests

Traits. Keen scent; Pack hunter

Loot. Wolf pelt: 70%, 1–1; Sharp fang: 45%, 1–2

A pale pack hunter that circles isolated prey.

Source. Story Pathos original

Clockwork Sentinel

StoryPath original encounter

Native encounter. Level 4 · Armor 17 · HP 46 · attack +6 · damage 4–11

Habitat. Arcane cities

Traits. Unliving; Overwatch

Loot. Precision gear: 85%, 2–6; Power crystal: 35%, 1–1

A precise brass guardian driven by a crystal spring.

Source. Story Pathos original

Cult Adept

StoryPath original encounter

Native encounter. Level 3 · Armor 12 · HP 21 · attack +5 · damage 3–9

Habitat. Hidden shrines

Traits. Hex; Fanatic

Loot. Ritual dagger: 55%, 1–1; Cult cipher: 60%, 1–1; Black candle: 75%, 1–4

A fanatical spellcaster carrying forbidden tokens.

Source. Story Pathos original

Dire Wolf

StoryPath original encounter

Native encounter. Level 3 · Armor 13 · HP 24 · attack +5 · damage 3–9

Habitat. Old forests

Traits. Pack hunter; Knockdown

Loot. Dire pelt: 75%, 1–1; Dire fang: 55%, 1–3

A horse-sized wolf with crushing jaws.

Source. Story Pathos original

Ember Drake

StoryPath original encounter

Native encounter. Level 5 · Armor 16 · HP 55 · attack +7 · damage 5–13

Habitat. Volcanic ridges

Traits. Fire breath; Scales; Flight

Loot. Drake scale: 85%, 2–8; Ember gland: 35%, 1–1

A young winged hunter that spits cinders.

Source. Story Pathos original

Giant Spider

StoryPath original encounter

Native encounter. Level 2 · Armor 12 · HP 16 · attack +4 · damage 2–7

Habitat. Deep woods and caverns

Traits. Web snare; Venom

Loot. Silk bundle: 80%, 1–3; Venom sac: 45%, 1–1

A patient web-spinner whose venom weakens prey.

Source. Story Pathos original

Goblin Scout

StoryPath original encounter

Native encounter. Level 1 · Armor 12 · HP 8 · attack +3 · damage 1–6

Habitat. Hills and tunnels

Traits. Nimble escape; Trapwise

Loot. Short bow: 45%, 1–1; Goblin arrows: 75%, 2–8; Snare wire: 55%, 1–1

A quick-eyed scout with traps and a short bow.

Source. Story Pathos original

Grave Wight

StoryPath original encounter

Native encounter. Level 5 · Armor 16 · HP 58 · attack +7 · damage 5–13

Habitat. Barrows

Traits. Life drain; Fear aura; Undead

Loot. Blackened signet: 45%, 1–1; Grave dust: 65%, 1–3

A hateful revenant that drains warmth and courage.

Source. Story Pathos original

Ice Wraith

StoryPath original encounter

Native encounter. Level 6 · Armor 16 · HP 60 · attack +8 · damage 6–14

Habitat. Glaciers and haunted keeps

Traits. Incorporeal; Cold aura; Fire vulnerability

Loot. Rime essence: 65%, 1–2; Memory shard: 30%, 1–1

A freezing apparition formed from an unburied oath.

Source. Story Pathos original

Mimic

StoryPath original encounter

Native encounter. Level 4 · Armor 14 · HP 42 · attack +6 · damage 4–12

Habitat. Dungeons and derelicts

Traits. False appearance; Adhesive grasp

Loot. Mimic resin: 75%, 1–3; Half-digested trinket: 40%, 1–1

A patient shapeshifter disguised as an ordinary object.

Source. Story Pathos original

Mutant Brute

StoryPath original encounter

Native encounter. Level 5 · Armor 14 · HP 64 · attack +7 · damage 5–14

Habitat. Wastelands

Traits. Brutal; Radiation hardened

Loot. Scrap maul: 55%, 1–1; Salvaged plating: 35%, 1–1; Mutation sample: 25%, 1–1

A heavily altered survivor with immense strength.

Source. Story Pathos original

Orc Veteran

StoryPath original encounter

Native encounter. Level 4 · Armor 15 · HP 38 · attack +6 · damage 4–11

Habitat. Fortresses and badlands

Traits. Relentless; Battle command

Loot. Orcish battleaxe: 70%, 1–1; Reinforced mail: 40%, 1–1; Warband token: 35%, 1–1

A disciplined warrior carrying battle-worn equipment.

Source. Story Pathos original

Sea Serpent

StoryPath original encounter

Native encounter. Level 10 · Armor 18 · HP 155 · attack +11 · damage 10–24

Habitat. Open seas

Traits. Constriction; Capsize; Deep swimmer

Loot. Serpent scale: 85%, 3–12; Pearl lodged in scale: 18%, 1–1

A vast scaled hunter capable of splintering ships.

Source. Story Pathos original

Security Drone

StoryPath original encounter

Native encounter. Level 3 · Armor 15 · HP 30 · attack +5 · damage 3–9

Habitat. Stations and facilities

Traits. Scanner; Hover; Machine

Loot. Drone battery: 75%, 1–1; Targeting lens: 45%, 1–1; Access chip: 20%, 1–1

An autonomous patrol platform with a pulse emitter.

Source. Story Pathos original

Skeleton Guard

StoryPath original encounter

Native encounter. Level 1 · Armor 13 · HP 10 · attack +3 · damage 1–6

Habitat. Crypts and ruins

Traits. Unliving; Piercing resistance

Loot. Rusty sword: 35%, 1–1; Ancient insignia: 25%, 1–1

An animated soldier obeying its final command.

Source. Story Pathos original

Stone Golem

StoryPath original encounter

Native encounter. Level 7 · Armor 18 · HP 90 · attack +9 · damage 7–16

Habitat. Vaults and temples

Traits. Magic resistance; Unliving; Siege fists

Loot. Runestone shard: 70%, 1–3; Golem core: 15%, 1–1

A tireless guardian carved with binding runes.

Source. Story Pathos original

Storm Elemental

StoryPath original encounter

Native encounter. Level 8 · Armor 17 · HP 105 · attack +10 · damage 8–19

Habitat. High peaks and rifts

Traits. Lightning body; Flight; Thunder burst

Loot. Storm crystal: 65%, 1–3; Bottled thunder: 20%, 1–1

Living thunder bound into a spinning cloud.

Source. Story Pathos original

Swamp Troll

StoryPath original encounter

Native encounter. Level 6 · Armor 15 · HP 72 · attack +8 · damage 6–15

Habitat. Marshes

Traits. Regeneration; Fire vulnerability

Loot. Troll ichor: 60%, 1–2; Regrowth gland: 20%, 1–1

A towering regenerative predator coated in peat and moss.

Source. Story Pathos original

Thornling

StoryPath original encounter

Native encounter. Level 2 · Armor 13 · HP 14 · attack +4 · damage 2–7

Habitat. Enchanted woods

Traits. Thorn snare; Woodland step

Loot. Living thorn: 70%, 1–3; Fae dew: 30%, 1–1

A spiteful bramble spirit defending old paths.

Source. Story Pathos original

Void Stalker

StoryPath original encounter

Native encounter. Level 6 · Armor 16 · HP 68 · attack +8 · damage 6–15

Habitat. Derelict starships

Traits. Camouflage; Vacuum adapted; Pounce

Loot. Phase membrane: 55%, 1–1; Void gland: 30%, 1–1

A light-bending predator adapted to airless corridors.

Source. Story Pathos original

Arcane Scholar

StoryPath original encounter

Native encounter. Level 5 · Armor 12 · HP 27 · attack +6 · damage 4–11

Disposition. Curious

Role. Scholar

Traits. Arcane lore; Ward sigil

Loot. Annotated spellbook: 20%, 1–1; Research notes: 65%, 1–1; Focus crystal: 25%, 1–1

Dialogue hooks. The inscription is older than the ruin.; Please do not touch that yet.

A researcher willing to trade knowledge for access.

Source. Story Pathos original

Bandit Captain

StoryPath original encounter

Native encounter. Level 5 · Armor 16 · HP 52 · attack +7 · damage 5–13

Disposition. Hostile

Role. Outlaw

Traits. Command; Parry; Intimidate

Loot. Captain's sabre: 70%, 1–1; Reinforced coat: 40%, 1–1; Strongbox key: 60%, 1–1; Coin purse: 80%, 15–70

Dialogue hooks. Pay the toll and walk away.; Last chance.

A calculating raider who prefers surrender but prepares for betrayal.

Source. Story Pathos original

Border Ranger

StoryPath original encounter

Native encounter. Level 4 · Armor 14 · HP 32 · attack +6 · damage 4–10

Disposition. Cautious

Role. Scout

Traits. Trail sense; Ambush; Animal handling

Loot. Longbow: 35%, 1–1; Field kit: 50%, 1–1; Regional map: 40%, 1–1

Dialogue hooks. Something large crossed here.; Keep downwind.

A quiet pathfinder who watches tracks more than faces.

Source. Story Pathos original

Bounty Hunter

StoryPath original encounter

Native encounter. Level 7 · Armor 17 · HP 75 · attack +9 · damage 7–17

Disposition. Wary

Role. Hunter

Traits. Mark target; Tactical armor; Tracker

Loot. Heavy carbine: 45%, 1–1; Tactical armor: 30%, 1–1; Bounty warrants: 55%, 1–1

Dialogue hooks. You can come quietly.; I read the whole file.

A relentless tracker who respects preparation and fulfilled contracts.

Source. Story Pathos original

Mysterious Child

StoryPath original encounter

Native encounter. Level 1 · Armor 10 · HP 8 · attack +0 · damage 0–0

Disposition. Enigmatic

Role. Oracle

Traits. Prophecy; Uncanny calm

Dialogue hooks. You chose differently last time.; The red door remembers you.

A seemingly ordinary child who speaks in impossible memories.

Source. Story Pathos original

Road Merchant

StoryPath original encounter

Native encounter. Level 2 · Armor 12 · HP 16 · attack +3 · damage 1–6

Disposition. Neutral

Role. Merchant

Traits. Appraise; Network of contacts

Loot. Trade goods: 55%, 1–3; Coin purse: 65%, 8–35

Dialogue hooks. Everything has a price.; I might know someone who knows someone.

A well-traveled trader who knows prices and roads.

Source. Story Pathos original

Royal Courtier

StoryPath original encounter

Native encounter. Level 4 · Armor 13 · HP 24 · attack +4 · damage 2–7

Disposition. Polite

Role. Noble

Traits. Court influence; Read motive; Duelist

Loot. Signet ring: 25%, 1–1; Silk purse: 50%, 10–50

Dialogue hooks. Appearances are a kind of armor.; Let us speak somewhere quieter.

An influential negotiator whose words conceal competing loyalties.

Source. Story Pathos original

Starport Smuggler

StoryPath original encounter

Native encounter. Level 4 · Armor 14 · HP 31 · attack +6 · damage 3–10

Disposition. Pragmatic

Role. Pilot

Traits. Quick draw; Secret route; Fast talk

Loot. Pulse pistol: 50%, 1–1; Access codes: 35%, 1–1; Credit stick: 70%, 12–55

Dialogue hooks. Officially, this bay is empty.; How quickly do you need to disappear?

A quick-thinking pilot with hidden compartments and useful contacts.

Source. Story Pathos original

Station Engineer

StoryPath original encounter

Native encounter. Level 3 · Armor 13 · HP 25 · attack +4 · damage 2–8

Disposition. Helpful

Role. Engineer

Traits. Field repair; Override; Jury-rig

Loot. Multitool: 45%, 1–1; Spare power cell: 60%, 1–3

Dialogue hooks. Give me ten minutes and a bypass.; That noise is definitely new.

A systems expert surrounded by unfinished repairs.

Source. Story Pathos original

Town Guard

StoryPath original encounter

Native encounter. Level 2 · Armor 15 · HP 20 · attack +4 · damage 2–7

Disposition. Wary

Role. Guard

Traits. Authority; Shield wall

Loot. Guard spear: 35%, 1–1; Watch token: 15%, 1–1

Dialogue hooks. State your business.; Show me the evidence.

A trained watch officer who values order and clear evidence.

Source. Story Pathos original

Traveling Healer

StoryPath original encounter

Native encounter. Level 3 · Armor 11 · HP 18 · attack +2 · damage 1–4

Disposition. Helpful

Role. Healer

Traits. First aid; Herbal lore

Loot. Healing salve: 45%, 1–2; Herb pouch: 35%, 1–1

Dialogue hooks. Sit still; this will sting.; I passed a burned caravan yesterday.

A practical medic with remedies, rumors, and firm boundaries.

Source. Story Pathos original

Village Elder

StoryPath original encounter

Native encounter. Level 3 · Armor 12 · HP 22 · attack +2 · damage 1–5

Disposition. Friendly

Role. Leader

Traits. Local history; Mediation; Community trust

Loot. Old key: 20%, 1–1; Family keepsake: 10%, 1–1

Dialogue hooks. Our oldest story begins beneath the hill.; Help us, and every door here opens to you.

A respected keeper of local history and unresolved promises.

Source. Story Pathos original

Rules topic finder

Find a procedure by its subject. Each reference links directly to the rule text. For spells, equipment, creatures, people, and character options, use the alphabetical index that follows.

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