

MASTERS OF THE GAUNTLET

THE OFFICIAL HANDBOOK OF
THE ARENA GUY'S WORKS



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RACES, SUBRACES, & VARIANTS

DEVA

Sooner and later you will see great changes made, dreadful horrors and vengeance. For as the Moon is thus led by its angel, the heavens draw near to the Balance.

—Nostradamus, Century 1

Devas may be angels, but they spend a surprising minority of their time on their home plane. Ceaselessly on missions from their gods, they travel throughout the multiverse on official duty, whether their assignment be combative in nature or strictly diplomatic.

AGENTS OF THE GODS

Acting as divine ambassadors, devas are frequently assigned to the Material Plane, the Feywild and the Shadowfell, and even the various Elemental Planes, sometimes for years at a time. They are prized for their extraordinary resilience and ability to adapt to a range of environmental challenges.

While it is unusual for any one deva to travel between more than a few planes, their kind can be found on nearly every plane of existence, and they are sometimes even asked to seek out powerful creatures hiding on demiplanes outside the known cosmology of the multiverse.

VIGILANT GUARDIANS

Devas are innate protectors, driven by heavenly zeal to defend the oppressed from those who seek to inflict evil upon the world.

When a deva first comes into existence, it is appointed one of three roles. Throughout a deva novice's years or even decades of training, this role—referred to as its "station"—becomes an essential part of its existence, fundamentally guiding its development as an angelic being.

Devas possess supernatural sensory acuity. Always at the ready with their weapon of choice, it is exceptionally difficult to catch devas off guard.

DEVA NAMES

At some point during their training, devas are assigned a name by their deity. A deva typically only bears a single, unique name—no two devas share the same name.

MALE NAMES: Adonael, Ariziel, Damabiath, Galizur, Jael, Micus, Mitar, Oriel, Prul, Ramiel, Ruman, Sannyasi, Saphon, Tauran, Vachar, Zarall

FEMALE NAMES: Arael, Ayil, Cassiel, Eirwyn, Elyon, Haziel, Israfil, Jefischa, Lumalia, Muriel, Naya'il, Peniel, Pravuil, Rachiel, Soreth, Zaphiel

DEVA TRAITS

Your deva character is blessed with a number of traits common to all devas.

Suggested Ability Score Increase. Your Wisdom score increases by 2.

Age. Devas are born into existence with an appearance similar to that of an adult human, but with unnaturally lustrous skin. They never die of old age or exhibit signs of aging, but many choose to adopt traditional elderly features over the course of their life, such as silvery hair or callused hands.

Typical Alignment. As representatives of the good gods, devas are fundamentally good. While their propensity for faithfully executing divine orders guides them toward a lawful demeanor, some devas trend toward a neutral or even chaotic lifestyle.

Size. Most devas are between 6 and 7 feet tall, with a select few nearing 8 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Celestial. Your creature type is celestial, rather than humanoid.

Darkvision. Thanks to your celestial heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Divine Vigilance. If you are surprised at the beginning of combat and aren't incapacitated, you can choose to make your initiative roll with disadvantage to ignore the effects of being surprised.

Suggested Languages. You can speak, read, and write Common and Celestial.

Angelic Station. You have a divine calling, assigning you to a certain angelic role. Choose one of these stations.

EMISSARY

The presence of the emissaries is nearly ubiquitous throughout the multiverse. Also known as a "movan deva," you are a courier of the gods. Sometimes your missions are purely diplomatic, but you often find yourself in the throes of battle, particularly when trekking through hostile territory to deliver your divine discourse.

Suggested Ability Score Increase. Your Dexterity score increases by 1.

Sanctified Flight. While you are not wearing medium or heavy armor, you have a flying speed of 30 feet. Your fledgling wings can only propel you in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft.

When you reach 3rd level, you can use your bonus action to fill your wings with holy power for 1 minute. For the duration, you do not fall if you end your turn in the air and you can't be knocked prone. Once you use this ability, you can't use it again until you finish a short or long rest.

Beginning at 11th level, your wings are perpetually imbued with holy power, allowing you to hold yourself aloft indefinitely.





DRAGONBORN

Traits for the dragonborn race can be found on pages 241–242.

COSMIC DRAGONBORN TRAITS

At your GM’s discretion, you can choose one of the following draconic ancestries for your dragonborn character with hereditary ties to a cosmic dragon.

Your draconic heritage links you to other cosmic dragonborn, which manifests differently than your chromatic and metallic dragonborn cousins.

Suggested Ability Score Increase. Your Constitution score increases by 2, and one other ability score of your choice increases by 1.

Age. Cosmic dragonborn mature at the same rate as other dragonborn, but they have a slightly longer lifespan, typically living just over 100 years.

Typical Alignment. Unlike the chromatic and metallic dragonborn’s tendency toward extremes, cosmic dragonborn err toward neutrality, seeking to further the cosmic balance in all things.

Size. Cosmic dragonborn are of comparable size to their cousins, typically standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Draconic Ancestry. You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

Breath Weapon. You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your proficiency bonus + your Constitution modifier. A creature takes damage equal to 2d6 + half your level (rounded down) on a failed save, or half as much damage on a successful one.

After you use your breath weapon, you can’t use it again until you finish a short or long rest.

Draconic Ancestry

| Dragon | Damage Resistance | —Breath Weapon— | |
|------------------|-------------------|-----------------|------------------------------|
| | | Damage Type | Area of Effect |
| Comet | Cold | Fire | 5 by 30 ft. line (Dex. save) |
| Moon | Cold | Cold | 15 ft. cone (Con. save) |
| Nebula | Psychic | Psychic | 15 ft. cone (Wis. save) |
| <i>Planetary</i> | | | |
| Gas Giant | Poison | Poison | 5 by 30 ft. line (Dex. save) |
| Ice Giant | Cold | Cold | 5 by 30 ft. line (Dex. save) |
| Terrestrial | — | Fire | 5 by 30 ft. line (Dex. save) |
| Sun | Radiant | Radiant | 15 ft. cone (Con. save) |

OVERSEER

The overseers—referred to by the celestially inclined as “monadic devas”—are specifically groomed to withstand the perils of the Ethereal and Elemental Planes. Their supreme endurance also manifests as mental perseverance as they are renowned for their superb patience.

Suggested Ability Score Increase. Your Constitution score increases by 1.

Angelic Acclimation. You are naturally adapted to the extreme weather conditions of the elemental planes. You automatically succeed on any Constitution saving throws made to endure extremely hot or cold temperatures.

Elemental Authority. You know one of the following cantrips of your choice: *acid splash*, *produce flame*, *ray of frost*, or *shocking grasp*. When you reach 3rd level, you can cast *Aldricor’s elemental rebuke* once with this trait. When you reach 5th level, you can cast *suggestion* once with this trait, requiring no material components; when you use this version of *suggestion*, elementals have disadvantage on the saving throw. You regain the ability to cast these spells with this trait when you finish a long rest. Wisdom is your spellcasting ability for these spells.

RAMPART

Also called “astral devas,” the ramparts are an order of angels characterized by an aptitude for warfare. Their militaristic discipline is unparalleled, and they are even known to be able to deprive themselves of the most basic bodily needs for a short time as necessary.

Suggested Ability Score Increase. Your Strength score increases by 1.

Celestial Courage. You have advantage on saving throws against being frightened.

Critical Retribution. Whenever you score a critical hit with a weapon attack, your ability modifier is doubled for the damage roll.

Damage Resistance. You have resistance to the damage type associated with your draconic ancestry. A Terrestrial Planetary Dragonborn instead gains the Planetary Toughness trait below.

Planetary Toughness (Terrestrial Planetary Dragonborn Only). Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Suggested Languages. You can speak, read, and write Common and Draconic.

VARIANT COSMIC DRAGONBORN TRAITS

The dragonborn race is widely considered one of the more underwhelming official PC race options. With your GM's permission, you also gain the set of traits below that corresponds to your draconic ancestry. The Ability Score Increase trait for your draconic ancestry replaces the increase to one other ability score of your choice above.

COMET DRAGONBORN

Comet dragonborn tend to be distant, always in search of the next adventure. These dragonborn not only bear a tail—unlike most of their relatives—but two distinct tails. Their tails are not composed of scale and hide; rather, one resembles solid rock and the other a constant stream of icy gas.

Suggested Ability Score Increase. Your Dexterity score increases by 1.

Shooting Star. Your base walking speed increases to 35 feet.

Twin Tail. Your tails are natural melee weapons, which you can use to make unarmed strikes. One of your tails deals bludgeoning damage equal to 1d4 + your Strength modifier on a hit, and the other deals 1d6 cold damage on a hit; you don't add your ability modifier to the cold damage. These damages replace the bludgeoning damage normal for an unarmed strike.

When you take the Attack action and attack with one of your tails, you can use a bonus action to attack with your other tail.

MOON DRAGONBORN

Moon dragonborn are naturally vain and primarily value others according to the tangible benefits their presence provides—some say pragmatic, others conceited. They are exceptionally adaptive to whatever situation presents itself.

Suggested Ability Score Increase. Your Charisma score increases by 1.

Satellite Guardian. At the end of a long rest, you can touch a willing creature and designate it as your companion until the end of your next long rest. You and your companion automatically succeed on Wisdom (Medicine) checks made to stabilize each other.

Orbital Movement. While you are within 60 feet of your companion, you can use your bonus action to move up to half your speed; you can't end this movement farther away from your companion than you started. You can't use this trait if you have no companion or if your companion is dead.

NEBULA DRAGONBORN

Those who derive their origins from the brilliant nebula dragons share their ancestors' creative spirit as well as their penchant for conjuration and illusion magic. Their scales are extremely fine and compact, giving an appearance more like reptilian flesh than scaled hide.

Suggested Ability Score Increase. Your Intelligence score increases by 1.

Cosmic Sight. You have advantage on Intelligence (Investigation) checks made to discern visual illusions.

Nebulous Magic. You know the *minor illusion* cantrip. When you reach 3rd level, you can cast *fog cloud* once with this trait. You regain the ability to cast this spell with this trait when you finish a long rest. Intelligence is your spellcasting ability for these spells.

PLANETARY DRAGONBORN

Dragonborn of planetary dragon descent are renowned for their prudence and levelheaded demeanor. Their stalwart presence makes the most welcome among bands of adventurers.

Suggested Ability Score Increase. Your Wisdom score increases by 1.

Natural Discernment. You have a +5 bonus to your passive Wisdom (Insight) score.

Planetary Form. There are three forms of planetary dragonborn: gas giant, ice giant, and terrestrial. Choose one of the following forms.

GAS GIANT

Noxious Resilience. You have advantage on saving throws against being petrified or poisoned.

ICE GIANT

Icy Core. You have advantage on death saving throws and saving throws against being paralyzed.

TERRESTRIAL

Adamant Mind. You have advantage on saving throws against being charmed or frightened.

SUN DRAGONBORN

Dragonborn with sun dragon ancestry exude an assertive, dominant presence. They favor overt displays of power over espionage and typically pursue the most direct path toward accomplishing their goals.

Suggested Ability Score Increase. Your Strength score increases by 1.

Scorching Presence. You have proficiency in the Intimidation skill, and you automatically succeed on Constitution saving throws made to endure hot climates.

Undying Light. As a bonus action, you can cause your body to begin pulsing with vibrant, radiant energy. You shed bright light in a 15-foot radius and dim light for an additional 15 feet. This light lasts until you're incapacitated, you die, or you dismiss the light as a bonus action.

VARIANT DRAGONBORN

With your GM's permission, you also gain the following set of traits that corresponds to your chromatic or metallic dragon ancestry. These additional traits are designed to add mechanical as well as roleplaying support for your character.

BLACK DRAGONBORN

Foul Tolerance. You can drink contaminated water without suffering any ill effects, and you have advantage on Constitution saving throws from ingesting poisoned food or drink.

Visceral Acid. You know the *acid splash* cantrip. Charisma is your spellcasting ability for it.

Water Dweller. You have a swimming speed of 30 feet, and you can breathe air and water.

BLUE DRAGONBORN

Desert Delver. If you have a free hand, you can use your action to dig up to 10 feet through loose earth, excavating it and depositing it up to 10 feet away.

Enduring Combatant. You have advantage on Constitution checks and saving throws against exhaustion.

Lightning Latch. You know the *shocking grasp* cantrip. Charisma is your spellcasting ability for it.

BRASS DRAGONBORN

Conversationalist. You can speak, read, and write two additional languages of your choice.

Grounded. While on the ground, you have advantage on saving throws against effects that would push you, pull you, or knock you prone.

Solemn Slumber. When you reach 3rd level, you can cast *sleep* once with this trait. You regain the ability to cast it with this trait when you finish a long rest. Charisma is your spellcasting ability for it.

BRONZE DRAGONBORN

Booming Repulse. When you reach 3rd level, you can cast *thunderwave* once with this trait as a 2nd-level spell. You regain the ability to cast it with this trait when you finish a long rest. Charisma is your spellcasting ability for it.

Dealmaker. You have advantage on ability checks made when negotiating payment for a service or the terms of a contract.

Webbed Feet. You have a swimming speed of 30 feet.

COPPER DRAGONBORN

Crafty. You have proficiency in the Deception skill.

Dragon Speech. When you reach 3rd level, you can use your action to choose one Tiny beast you can see within 30 feet of you, magically granting it the ability to speak and understand Draconic. This effect lasts for 10 minutes. The knowledge and awareness of the beast is limited by its intelligence, but at a minimum, it can give you information about nearby locations and monsters, including whatever it can perceive or has perceived within the past day. Once you use this trait, you can't use it again until you finish a long rest.



Rock Climber. You have a climbing speed of 30 feet, and you can move up, down, and across vertical surfaces made of rock or stone.

GOLD DRAGONBORN

Devourer of Wealth. You can consume coins and gems as food. You receive enough nourishment to sustain yourself for a day from 1 gp worth of coins or gems.

Foretold Fortune. When you finish a long rest, roll a d20 and record the number rolled. Once before the end of your next long rest, when you roll that number on a d20, you can choose to treat the roll as a 20; if the recorded number is a 20, you can instead choose to treat one d20 roll of your choice as a 20.

Strength Sap. When you reach 3rd level, you can cast *ray of enfeeblement* once with this trait. You regain the ability to cast it with this trait when you finish a long rest. Charisma is your spellcasting ability for it.

GREEN DRAGONBORN

Cunning. You have proficiency in one of the following skills of your choice: Deception, Insight, or Persuasion.

Noxious Haze. You know the *poison spray* cantrip. Charisma is your spellcasting ability for it.

Poison Resilience. You have advantage on saving throws against being poisoned.

RED DRAGONBORN

Furious Flames. The damage die of your breath weapon increases from d6s to d8s.

Luminous Blaze. You know the *light* cantrip. Charisma is your spellcasting ability for it.

Treasure Adept. You have advantage on Intelligence checks made to discern to the monetary value of objects, as well as Wisdom (Insight) checks made to determine if someone is trying to scam or swindle you.

SILVER DRAGONBORN

Favorable Disposition. Whenever you're interacting with nonhostile dragons or humanoids, you can add half your proficiency bonus to any Charisma check you make that doesn't already include your proficiency bonus.

Paralytic Resilience. You have advantage on saving throws against being paralyzed or stunned.

Winds of Grace. When you reach 3rd level, you can cast *feather fall* once with this trait. You regain the ability to cast it with this trait when you finish a long rest. Charisma is your spellcasting ability for it.

WHITE DRAGONBORN

Freezing Gust. You know the *ray of frost* cantrip. Charisma is your spellcasting ability for it.

Grudge Bearer. You have advantage on Intelligence checks made to recall information about creatures you have encountered, as well as Wisdom (Perception) and Wisdom (Survival) checks made to find or track them.

Ice Walk. You can move across and climb icy surfaces without needing to make an ability check, and difficult terrain made of ice or snow doesn't cost you extra movement.

OTHER DRACONIC ANCESTRIES

At your GM's discretion, you can choose one of the following draconic ancestries for your dragonborn character: faerie dragonborn or pseudo-dragonborn.

The traits of the following Draconic Ancestries replace the dragonborn's Ability Score Increase, Breath Weapon, and Damage Resistance traits.

FAERIE DRAGONBORN

Though not necessarily wicked or ill-intentioned, your character is inclined toward mischief and trickery, as is common with all faerie dragonborn.

Suggested Ability Score Increase. Your Dexterity score increases by 2.

Suggested Extra Language. You can speak, read, and write Sylvan.

Entrancing Breath. You can use your action to exhale a puff of euphoric gas at one creature within 15 feet of you. The target must succeed on a Wisdom saving throw or become charmed until the end of your next turn. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus.

While charmed by this effect, the creature is incapacitated and has a speed of 0. Once you use this trait, you can't use it again until you finish a short or long rest.

Subancestry. There are seven variations of faerie dragonborn, one for each color of the visible spectrum. Choose one of the following subancestries.

RED, ORANGE, & YELLOW FAERIE DRAGONBORN

As a red, orange, or yellow faerie dragonborn, you are exceptionally sly and cunning.

Suggested Ability Score Increase. Your Charisma score increases by 1.

Innate Spellcasting. You know the *mage hand* cantrip. When you reach 3rd level, you can cast *color spray* once with this trait. When you reach 5th level, you can cast *suggestion* once with this trait. You regain the ability to cast these spells with this trait when you finish a long rest. Charisma is your spellcasting ability for these spells, and when you cast them with this trait, they require no material components.

GREEN & BLUE FAERIE DRAGONBORN

As a green or blue faerie dragonborn, you have an especially sharp mind.

Suggested Ability Score Increase. Your Intelligence score increases by 1.

Innate Spellcasting. You know the *minor illusion* cantrip. When you reach 3rd level, you can cast *silent image* once with this trait. When you reach 5th level, you can cast *invisibility* once with this trait. You regain the ability to cast these spells with this trait when you finish a long rest. Intelligence is your spellcasting ability for these spells, and when you cast them with this trait, they require no material components.

INDIGO & VIOLET FAERIE DRAGONBORN

As an indigo or violet faerie dragonborn, you embrace your shifty, woodland nature.

Suggested Ability Score Increase. Your Wisdom score increases by 1.

Innate Spellcasting. You know the *prestidigitation* cantrip. When you reach 3rd level, you can cast *disguise self* once with this trait. When you reach 5th level, you can cast *alter self* once with this trait. You regain the ability to cast these spells with this trait when you finish a long rest. Wisdom is your spellcasting ability for these spells, and when you cast them with this trait, they require no material components.

PSEUDO-DRAGONBORN

Your character shares the inherent evasive and telepathic capabilities of all pseudo-dragonborn.

Suggested Ability Score Increase. Your Dexterity score increases by 2.

Limited Telepathy. You can communicate simple ideas, emotions, and images telepathically to any creature within 30 feet of you that can understand a language.

Subancestry. There are two main kinds of pseudo-dragonborn. Choose one of the following subancestries.

BONDED PSEUDO-DRAGONBORN

As a bonded pseudo-dragonborn, you have an innate affinity for the arcane.

Suggested Ability Score Increase. Your Intelligence score increases by 1.

Familiar Arcana. You are proficient in the Arcana skill. In addition, you can cast *find familiar* once with this trait, requiring no components. You regain the ability to



cast this spell with this trait when you finish a long rest. Intelligence is your spellcasting ability for this spell.

Limited Magic Resistance. When you fail a saving throw against a spell or other magical effect, you can reroll the save, and you must use the new roll. Once you use this trait, you can't use it again until you finish a short or long rest.

NATURAL PSEUDO-DRAGONBORN

As a natural pseudo-dragonborn, you are accustomed to the harsh realities of nature.

Suggested Ability Score Increase. Your Wisdom score increases by 1.

Bite. Your razor-sharp maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you can deal piercing damage equal to 1d4 + your Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike.

Nature's Resilience. You have advantage on saving throws against poison, and you have resistance to poison damage.

Environmental Awareness. You are proficient in the Perception and Survival skills.



DWARF

Traits for the dwarf race can be found on page 240.

DWARF SUBRACES

At your GM's discretion, you can choose one of the following subraces for your dwarf character: azerblood, deep dwarf, duergar penetrant, primal dwarf, or tundra dwarf.

AZERBLOOD

As an azerblood, you are locked in a constant struggle between worlds—that of your ancient dwarven lineage, and that of your relentless elemental cousins. Your brethren, the azers, are now truly beings of pure elemental fire, but you belong to a rare line of dwarves who escaped the Plane of Fire before their blazing corruption could fully take hold of them.

When you are angry, your hair becomes hot to the touch, and in sunlight, your skin shines with a brassy glow, often leading you to be ostracized by your dwarven relatives. Even still, your natural affinity for fire drives you to a life of adventure as you kindle your inner flame.

Suggested Ability Score Increase. Your Strength score increases by 1.

Extra Language. You can speak, read, and write Ignan.

Ignite Essence. As a bonus action, you can cause your elemental essence to erupt, igniting your weapons and superheating your body for 1 minute. When you do so, and at the start of each of your turns for the duration, any creature that is grappling you takes 1d6 fire damage and must succeed on a Constitution saving throw (DC 8 + your Constitution modifier + your proficiency bonus) or release your searing body, ending the grapple; a creature that is immune to fire damage automatically succeeds on this saving throw.



While your fiery form persists, you shed bright light in a 10-foot radius and dim light for an additional 10 feet, and whenever you hit a target with a melee weapon attack, the target takes extra fire damage equal to half your proficiency bonus (rounded down). Once you use this trait, you can't do so again until you finish a long rest.

Volcanic Resistance. You have resistance to fire damage.

DEEP DWARF

Deep dwarves reside in small communities far underground; however, unlike their cruel and greedy cousins—the duergar—deep dwarves are renowned for their amicable demeanor and willingness to cooperate with other types of dwarves and even other races entirely.

Suggested Ability Score Increase. Your Intelligence score increases by 1.

Extended Darkvision. The range of your Darkvision increases to 90 feet.

Suggested Extra Language. You can speak, read, and write one language of your choice.

Limited Magic Resistance. When you fail a saving throw against a spell or other magical effect, you can reroll the save, and you must use the new roll. Once you use this trait, you can't use it again until you finish a short or long rest.

DUERGAR PENETRANT

Members of this ruthless line of duergar are renowned for their ability to disrupt enemy spellcasters. Many even ritualistically tattoo their bodies with black runes as an outward display of how many mages they have killed.

Suggested Ability Score Increase. Your Strength score increases by 1.

Suggested Extra Language. You can speak, read, and write Undercommon.

Superior Darkvision. The range of your Darkvision increases to 120 feet.

Arcane Scourge. Whenever damage you deal forces a creature to make a Constitution saving throw to maintain

concentration, the minimum DC for the saving throw equals 10 + your proficiency bonus.

Daylight Sensitivity. While you are in direct sunlight, you have disadvantage on Wisdom (Perception) checks that rely on sight, and all targets are considered to have half cover against your attacks.

Penetrant Magic. You can cast *detect magic* once with this trait. When you reach 3rd level, you can cast *enlarge/reduce* once with this trait targeting only yourself and using only the Enlarge option. You regain the ability to cast these spells with this trait when you finish a long rest. Constitution is your spellcasting ability for these spells, and when you cast them with this trait, they require no components.

PRIMAL DWARF

As a primal dwarf, you are trained to hunt in small groups, and you are accustomed to a life in the wilderness, divorced from society.

Suggested Ability Score Increase. Your Dexterity score increases by 1.

Expanded Tool List. You can choose either the herbalism kit or the poisoner's kit in place of one of the artisan's tools listed in the Tool Proficiency trait.

Tribe Tactics. As a bonus action, you can enter a primal focus for 1 minute or until you are incapacitated. For the duration, you have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated. Once you use this trait, you can't use it again until you finish a long rest.

Survivalist. You have proficiency in the Survival skill.

TUNDRA DWARF

As a tundra dwarf, you are acclimated to the harsh realities of a cold world, in regards to both temperature and isolation from others. Generations spent steeping in mystical polar energies has granted your people an innate affinity for the arcane.

Suggested Ability Score Increase. Your Charisma score increases by 1.

Arctic Armament. You instinctually coat yourself in a layer of magical frost in times of battle. When you roll initiative, you gain temporary hit points equal to your proficiency bonus.

Veins of Ice. You are well-adapted to frigid, arctic climates. Difficult terrain made of ice or snow doesn't cost you extra movement, and you automatically succeed on any Constitution saving throws made to endure extremely cold temperatures.

ELF

Traits for the elf race can be found on pages 240–241.

ELF SUBRACES

At your GM's discretion, you can choose one of the following subraces for your elf character: aquatic elf, drow elect, or wild elf.



Illustration by
Kristen Collins

AQUATIC ELF

Aquatic elves can live either in or out of water, but most prefer homes in the watery depths of oceans and seas.

Suggested Ability Score Increase. Your Constitution score increases by 1.

Amphibious. You can breathe air and water.

Aquatic Weapon Training. You have proficiency with nets, spears, and tridents. In addition, being underwater doesn't impose disadvantage on your weapon attacks, regardless of what kind of weapon you are using, and your ranged weapon attacks don't automatically miss beyond the weapon's normal range.

Sea Sight. While underwater, your darkvision has a range of 120 feet, and you have advantage on Wisdom (Perception) checks that rely on sight.

Swim. You have a swimming speed of 40 feet.

DROW ELECT

This rare line of drow are blessed from birth with numerous characteristics in common with their revered spider allies. Some have several tiny eyes dotting their forehead, while others possess prominent spider-like fangs. However, unlike the accursed driders, these dark elves are esteemed members of drow society, typically serving as high priestesses or mages.

By the time drow elect come of age, they have sprouted a number of eerily authentic spider legs from their sides and back—typically four or six, though the most exalted may indeed grow eight. These legs are largely nonfunctional, merely serving as an outward display of the magnitude to which they have been blessed.

Suggested Ability Score Increase. Your Intelligence, Wisdom, or Charisma score increases by 1 (your choice).

Suggested Extra Language. You can speak, read, and write Undercommon.

Superior Darkvision. The range of your Darkvision increases to 120 feet.

Bite. Your spider-fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1 + your Strength modifier plus an extra 1d4 poison damage, instead of the bludgeoning damage normal for an unarmed strike.

Favor of Arachnida. You can communicate simple ideas with spiders via sounds and gestures. When you reach 3rd level, you gain a climbing speed equal to your walking speed. When you reach 5th level, you gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

WILD ELF

Wild elves have an appearance similar to that of wood elves, but are distinguished for their remarkable attunement with untamed nature. Generations of living in the wilderness have refined them into a much hardier form, and they often find themselves more readily accepted by the beasts of the forests than other elves, even their wood elf cousins.

Suggested Ability Score Increase. Your Constitution or Wisdom score increases by 1 (your choice).

Agent of the Wilds. You know the *druidcraft* cantrip. When you reach 3rd level, you can cast *speak with animals* once with this trait. When you reach 5th level, you can cast *locate animals or plants* once with this trait, requiring no material components. You regain the ability to cast these spells with this trait when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Wild Elf Training. You have proficiency with blowguns, nets, and spears, and you have proficiency in the Survival skill.

Suggested Extra Language. You can speak, read, and write Sylvan.



ETHEREAN

Ethereans are humanoids who have been touched by the misty, ghostly energy of the Ethereal Plane. Oftentimes, this partial conversion of one's material form is caused by a surge of ethereal influence in their presence—perhaps from encountering an especially powerful spirit—or after being exposed to the Border Ethereal for an inordinate amount of time, typically as a result of being trapped there.

However, some ethereans are bestowed with this influence through their bloodline, such as via an ethereal parent or by being born of a humanoid possessed by a ghost.

GHOSTLY INHERITANCE

Though ethereans may bear features indicative of their humanoid ancestry—and they can usually pass as a normal member of that race from a distance—closer inspection reveals their blue-tinged skin and a wispy, unearthly glow that dances around their form, shedding no actual light. Their hair and eyes range from the palest shades of white to a vivid turquoise hue, and their skin is unsettlingly cold to the touch.

UNFAZED PRESENCE

Ethereans exude an unshakably calm demeanor, disturbingly so at times. Many drift through life with no apparent outward sense of direction, though in truth, they are exceptionally driven and merely prefer holding their secrets close to their heart.

ETHEREAN NAMES

Some ethereans use names that align with the norms of the culture of their ancestors or the society they're raised in, and ethereans who experience a conversion later in life may be inclined to keep their given name. This dramatic alteration of body and spirit leads many to take a new name, often resembling or alluding to their ghostly influence, such as "Spectra" or "Fenton."

ETHEREAN TRAITS

Touched by the ghostly mists of the Ethereal Plane, Ethereans share the following traits.

Suggested Ability Score Increase. Your Charisma score increases by 2, and your Dexterity or Wisdom score increases by 1 (your choice).

Age. Ethereans age very slowly, taking about twice as long as humans to reach adulthood and typically living well over 400 years.

Alignment. Ethereans of any alignment aren't unusual, however most tend toward neutrality.

Size. Ethereans are as diverse in body type as the ancestries they originate from, but most are comparable to humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Imbued with ethereal senses, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.



Illustration by Matt Morrow

Ethereal Resilience. You have resistance to poison damage, and you have advantage on saving throws against being poisoned.

Ghostly Nature. You only need half as much food and drink as a typical humanoid, and you can hold your breath for up to 15 minutes at a time.

Phasing Movement. You can move through the space of any creature, regardless of its size, and another creature's space isn't difficult terrain for you. In addition, you have advantage on ability checks and saving throws made against being grappled or restrained.

Spectral Sight. When you reach 3rd level, you can cast *see invisibility* once with this trait, requiring no material components. You regain the ability to cast this spell with this trait when you finish a long rest. Charisma is your spellcasting ability for this spell.

Suggested Languages. You can speak, read, and write Common and one other language of your choice.



EXALTED AASIMAR

Exalted aasimar are descended from a long and faithful line of aasimar who have been raised in status by their divine guide for their family's generations of service. These aasimar are emboldened by the gift of true celestial blood coursing through their veins and tend to have a more stoic demeanor.

EXALTED AASIMAR TRAITS

Your character shares a number of traits in common with all aasimar who have been similarly exalted by their guide.

Suggested Ability Score Increase. Your Wisdom score increases by 2.

Age. Exalted aasimar mature at a similar rate to humans, but upon reaching adulthood cease to exhibit signs of aging. They can live for well over 300 years.

Alignment. Usually, an exalted aasimar is glorified by their divine guide due to generations of adherence to their guide's tenets, inclining most toward a lawful alignment. Exalted aasimar can be good, neutral, or evil, almost invariably aligned with their guide's temperament.

Size. Exalted aasimar are generally within the typical range of height and weight of humans, though they are predisposed to have a more athletic build.

Speed. Your base walking speed is 30 feet.

Celestial Ichor. You have advantage on saving throws against spells and effects that must target a humanoid, such as *charm person*.

Darkvision. Thanks to your celestial heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Divine Resistance. You have resistance to one of the following damage types of your choice: acid, cold, lightning, necrotic, radiant, or thunder.

Instinctive Counsel. You can cast *guidance* at will with this trait, targeting only yourself. Wisdom is your spellcasting ability for it.

Suggested Languages. You can speak, read, and write Common, Celestial, and one other language of your choice.

Subrace. Choose one of the following subraces for your exalted aasimar character.

FORGOTTEN AASIMAR

The forgotten are exalted aasimar whose family line has outlived the deity their guide once served. These celestial guides maintain their great power as they wander the planes, searching for new meaning without their god's direction. Nevertheless, they are faithful to those who have served them and continue to bless their descendants.

Suggested Ability Score Increase. Your Constitution or Charisma score increases by 1 (your choice).

Ancient Power. When you reach 3rd level, you can use your action to draw upon the fragments of divine power left behind by your guide's bygone deity. For 1 minute or until you choose to end the effect as a bonus action, you gain a number of temporary hit points equal to half your level (rounded up) at the start of each of your turns.

In addition, once on each of your turns, when you deal damage to a target with an attack or a spell, you can deal extra radiant damage to the target equal to half your level (rounded up). Once you use this trait, you can't use it again until you finish a long rest.

TITAN AASIMAR

Titan aasimar are empowered by the colossal strength of a celestial titan; most typically, a danava, an elysian, or an empyrean. They stand resolute against those who would do evil, though some—touched by a corrupted or cursed titan—may turn their ire toward forces of good, seeking only to darken the light in the world.

Suggested Ability Score Increase. Your Strength score increases by 1.

Divine Dynamo. When you reach 3rd level, you learn to focus your divine essence in a surge of celestial power, setting your eyes ablaze with radiant fury. As an action, your towering form swells as you gain the effects of the *Enlarge* option from the *enlarge/reduce* spell. This effect lasts for 1 minute (no concentration required) or until you choose to end it as a bonus action.

In addition, once on each of your turns, when you deal damage to a target with an attack or a spell, you can deal extra damage to the target equal to half your level (rounded up). This damage is radiant or necrotic (your choice when you gain this trait).

Once you use this trait, you can't use it again until you finish a long rest.

Mighty Physique. You count as one size larger when determining the size of creature you can grapple or shove, as well as when determining your carrying capacity and the amount of weight you can push, drag, or lift. In addition, your speed is not halved when you move while grappling a creature that is Small or smaller.

GNOME

Traits for the gnome race can be found on page 242.

GNOME SUBRACE

At your GM's discretion, you can choose one of the following subraces for your gnome character: nether gnome, sage gnome, woodland gnome.

NETHER GNOME

Descended from curious gnomes who devised an ingenious pathway to the Shadowfell long ago, nether gnomes are counted among the most mysterious lines of humanoids. They often reside in structures built of condensed shadow, making their homes easy to mistake for unremarkable patches of darkness oft overlooked by planar travelers. Nether gnomes typically possess stoic features and soft voices, and they are far less outwardly expressive than their forest and rock cousins, leading many to view them as distant or even standoffish.

The reality is quite the opposite. Nether gnomes are among the kindest creatures native to the Shadowfell, adopting their quiet mannerisms and reticent way of life as a means of avoiding the detection of predators and other dark forces that wander their somber plane.

They love deeply, finding beauty in the darkest situations, and they greatly enjoy using their gifts to manipulate shadow into trinkets for friends or even small shields for those in need of protection, making them excellent adventurers.

Suggested Ability Score Increase. Your Constitution score increases by 1.

Shape Shadow. While in dim light or darkness, you can pull wisps of shadow material from the Shadowfell over the course of 1 minute to create a nonmagical object in your hands. The object created must be no larger than a 1-foot cube, and it can only be made of cloth, paper, rope, or wood. The object exhibits only shades of black, gray, or white, and it withers away after 8 hours or when you use this trait again.

Superior Darkvision. Your darkvision has a radius of 120 feet.

Umbral Stoicism. When you fail a saving throw against a divination spell or any effect that would cause you to become charmed, sense your emotions, or read your thoughts, you can choose to reroll the die, and you must use the new roll. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

SAGE GNOME

Sage gnomes are a reclusive line of svirfneblin (deep gnomes) that specialize in reinforcing their strengths with the magical energies that suffuse the multiverse.

Suggested Ability Score Increase. Your Dexterity or Wisdom score increases by 1 (your choice).

Suggested Extra Language. You can speak, read, and write Undercommon.

Superior Darkvision. The range of your Darkvision increases to 120 feet.

Daylight Sensitivity. While you are in direct sunlight, you have disadvantage on Wisdom (Perception) checks that rely on sight, and all targets are considered to have half cover against your attacks.

Sage Magic. You know the *message* cantrip. When you reach 3rd level, you can cast *disguise self* once with this trait. When you reach 5th level, you can cast *nondetection* once with this trait. You regain the ability to cast these spells with this trait when you finish a long rest. Intelligence is your spellcasting ability for these spells, and when you cast them with this trait, they require no material components.

WOODLAND GNOME

Woodland gnomes harness their innate magical connection to nature to gain the favor of the various plants and beasts of the forests.

Suggested Ability Score Increase. Your Constitution or Wisdom score increases by 1 (your choice).

Suggested Extra Language. You can speak, read, and write Sylvan.

Woodland Magic. You know the *druidcraft* cantrip. When you reach 3rd level, you can cast *animal friendship* once with this trait. When you reach 5th level, you can cast *pass without trace* once with this trait. You regain the ability to cast these spells with this trait when you finish a long rest. Wisdom is your spellcasting ability for these spells, and when you cast them with this trait, they require no material components.

GOBLIN

Goblins are the archetypal goblinoids: stealthy humanoids known primarily for their expertise in hunting. Goblins have orangish skin of varying vibrant and dull hues. They are often stereotyped as being cowardly or dim-witted, but in truth are known to be quite cunning in their endeavors.

PTEROGOBLIN

Believed to have originally resulted from a mad mage's experimentation, pterogoblins have long since grown beyond the means of their genesis. Utilizing their advanced echolocative abilities, these batlike goblins initially proved valuable as specialized scouts, adept at venturing out at night or deep into caves and tunnels to locate safe passage. In the uncountable centuries since, however, this once-niche race of goblinkin has proliferated to such an extent that they are now commonly found in their own independent and burgeoning societies.

Most comfortable sleeping upside down, pterogoblins have developed an ingenious form of architecture that allows their homes, temples, and government centers to stretch downward from the ceiling like stalactites. This feat of engineering enables their cities and villages to be built beneath overhangs and cliffs where others would never dare to dwell, also serving as an inbuilt defense against most raiders. With winglike membranes extending from their arms and impressive climbing capabilities, pterogoblins navigate these hanging structures with ease.

PTEROGOBLIN TRAITS

Your pterogoblin exhibits a number of traits common to their goblin ancestors, as well as a few benefits inherited from their chiropteran kin.

Suggested Ability Score Increase. Your Dexterity score increases by 2, and your Wisdom score increases by 1.

Age. Pterogoblins reach maturity roughly twice as fast as humans, around 8 or 9 years of age. They have an average lifespan of about 50 to 60 years.

Typical Alignment. Pterogoblins are predominantly chaotic in nature. They also tend toward neutrality, though they are more likely to be evil than good.

Size. Pterogoblins typically grow to be a little over 3 feet tall. Your size is Small.

Speed. Your base walking speed is 30 feet, and you have a climbing speed equal to your walking speed.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Echolocation. As a bonus action, you can emit a high-pitch frequency, which is inaudible to creatures that lack the Echolocation trait. Until the end of your turn, you have blindsight out to a range of 30 feet. If you are deafened or unable to speak, you can't use this trait.

You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Glide. Whenever you fall or are falling at the start of your turn, you can use your reaction to extend your arms and begin gliding instead. While gliding in this way, you descend at a rate of 60 feet per round but can use your movement to glide up to 2 feet horizontally for every 1 foot you descend. If you are knocked prone, become incapacitated, or choose to end your glide (no action required), you begin falling again. If you land while gliding, you take no falling damage and can land on your feet.

Nimble Escape. You can take the Disengage or Hide action as a bonus action on each of your turns.

Suggested Languages. You can speak, read, and write Common and Goblin.

HALF-DRYAD

Half-dryads are the rare offspring of a dryad and a humanoid—most typically an elf or a human. They have a strong proclivity for nature as a result of their fey lineage, and a tendency to rely on their charm and magic. Due to their mixed lineage, the way their physical characteristics manifest can vary wildly, but most display some degree of leaflike hair and vines or branches seemingly woven into their flesh, especially along their limbs.

CHILDREN OF NATURE

Dryads are fey spirits bound to trees, sometimes as a punishment for a forbidden love with a mortal. Such love may produce a child—a half-dryad—that finds itself free of its mother's bindings. Not unlike the diplomatic tendencies of half-elves, half-dryads often feel greatly compelled to serve as intermediaries between the natural world and that of their more urbanized peers.

HALF-DRYAD NAMES

Half-dryads are typically most at home in wood elf societies or wild elf tribes, preferring them to the relative second-class treatment they receive in the culture of elves native to the Feywild. As such, they commonly most identify with elven names.

HALF-DRYAD TRAITS

Half-dryads share certain racial traits as a result of their fey lineage.

Suggested Ability Score Increase. Your Charisma score increases by 2, and either your Dexterity or Wisdom score increases by 1 (your choice).

Age. Half-dryad children, sometimes endearingly referred to as saplings or seedlings, mature at a relatively slow rate. Half-dryads reach adulthood around 30 years of age and can live for well over 200 years.

Typical Alignment. Half-dryads have a strong inclination toward neutrality, and their commitment to their ideals as ambassadors of nature often leads many toward law.

Size. Half-dryads have a similar build to their elven companions but are usually slightly taller, standing at least 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your fey blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dryadic Magic. You know the *druidcraft* cantrip. When you reach 3rd level, you can cast either *animal friendship* or *charm person* (your choice) once with this trait. When you reach 5th level, you can cast *barkskin* once with this trait; when you use this version of *barkskin*, it doesn't require your concentration.

You regain the ability to cast these spells with this trait when you finish a long rest, and when you cast them with this trait, they don't require material components. Charisma is your spellcasting ability for these spells.

Fey-Touched. You have two creature types: humanoid and fey. You can be affected by any spells or effects that affect either of these types, but you have advantage on saving throws against spells and effects that must target a humanoid, such as *charm person*.

Furtive Nature. You have proficiency in the Stealth skill. Whenever you make a Dexterity (Stealth) check while in a forest, you can add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Primal Parlance. You can communicate simple ideas to beasts and plants, including plant creatures. They can understand the meaning of your words, though you have no special ability to understand them in return.

Suggested Languages. You can speak, read, and write Common and either Elvish or Sylvan (your choice).

HALF-ELF

Traits for the half-elf race can be found on page 243.

HALF-ELF VARIANTS

At your GM's discretion, you can choose one of the following variants for your half-elf character's elven heritage: aquatic elf, drow elect, or wild elf.

AQUATIC ELF HERITAGE

Aquatic elves are known for their unadulterated love of the ocean, and their half-elf progeny are no different. Likewise gifted with an affinity for the sea and all its denizens, these half-elves are esteemed for their exceptional social skills, frequently finding a role in aquatic elf society as ambassadors and diplomats.

Aquatic elf subrace: page 10

A half-elf of **aquatic elf** descent can choose two of the following traits in place of the Skill Versatility trait:



Illustration by Brett Neufeld



HALF-GIANT (JÖTUNKYN)

Half-giants are the offspring of giants and humanoids—most typically, humans or orcs. Their giant blood runs strong resulting in most leaning heavily toward their giant ancestors' tendencies.

HALF-GIANT TRAITS

Your half-giant character shares a number of traits in common with all half-giants.

Suggested Ability Score Increase. Your Strength score increases by 2.

Age. Thanks to your giant blood, your lifespan is significantly longer than that of humans. Half-giants reach maturity around 30 years of age and typically live around 200 years.

Typical Alignment. Just as with giants and their kin, half-giants comprise the entire spectrum of alignments, though their giant ancestry often plays a role in their behavior, particularly if they are raised in giant culture.

Size. Adult half-giants are rarely shorter than 7 feet and often reach well over 8 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Jötun-Touched. You have two creature types: humanoid and giant. You can be affected by any spells or effects that affect either of these types, but you have advantage on saving throws against spells and effects that must target a humanoid, such as *charm person*.

Mighty Physique. You count as one size larger when determining the size of creature you can grapple or shove, as well as when determining your carrying capacity and the amount of weight you can push, drag, or lift. In addition, your speed is not halved when you move while grappling a creature that is Small or smaller.

Throwing Adept. The normal and long ranges of thrown weapons are doubled for you.

Suggested Languages. You can speak, read, and write Common and Giant.

Subrace. There are seven sustainable types of half-giants that are known to exist. Choose one of the following subraces for your character.

HALF-CLOUD GIANT

A half-cloud giant is referred to as a *Nærskye* (“near the skies”) in giant—a reference to their preferred physical distance from other creatures, as well as an allusion to their reputation for paying little heed to the plights of the world.

Half-cloud giants have an innate attunement to the magic of their forefathers' airy domain. Many even follow the cloud giant deity, renowned by the good for his foresight and eloquent speech, and simultaneously praised by the evil who emulate his arrogance and vainglory.

Suggested Ability Score Increase. Your Wisdom score increases by 1.

Atmospheric Arcana. You know the *light* cantrip. When you reach 3rd level, you can cast *fog cloud* once

- **Amphibious.** You have the aquatic elf's Amphibious trait.
- **Aquatic Weapon Training.** You have the aquatic elf's Aquatic Weapon Training trait.
- **Sea Sight.** You have the aquatic elf's Sea Sight trait.
- **Swim.** You have the aquatic elf's Swim trait.

DROW ELECT HERITAGE

Drow elect subrace: page 10

A half-elf of **drow elect** descent can choose both of the following traits in place of the Skill Versatility trait:

Extended Darkvision. The range of your Darkvision increases to 90 feet.

Favor of Arachnida. You can communicate simple ideas with spiders via sounds and gestures. When you reach 3rd level, you gain a climbing speed equal to your walking speed. When you reach 5th level, you gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

WILD ELF HERITAGE

Wild elves are a subrace of elves who are especially in tune with untamed nature. They readily mate with other humanoids—usually elves, humans, and even orcs. Markedly less refined than their wood elf cousins, wild elves and their half-elf children rarely endeavor to depart from the forests they were born in. Those who do venture abroad usually find a place as hunters and warriors in small villages, seldom seeking an urban way of life.

Wild elf subrace: page 10

A half-elf of **wild elf** descent can choose one of the following traits in place of the Skill Versatility trait:

- **Agent of the Wilds.** You have the wild elf's Agent of the Wilds trait.
- **Wild Elf Training.** You have the wild elf's Wild Elf Training trait.



with this trait. When you reach 5th level, you can cast *misty step* once with this trait. You regain the ability to cast these spells with this trait when you finish a long rest. Wisdom is your spellcasting ability for these spells, and when you cast them with this trait, they require no material components.

Gentle Descent. At the end of a fall, you only take 1d6 bludgeoning damage for every 20 feet you fell, rather than every 10 feet. In addition, you don't land prone, even if you take damage from the fall.

Skies' Judgment. You have proficiency in the Insight skill.

HALF-FIRE GIANT

As a half-fire giant, you are a member of the elite *Ildslägt* ("fire-blooded"). You find comfort by the heat of the forge or in warm, even volcanic environments.

Fire giants are known to be a militaristic race, and their half-blood descendants are no different. Formal martial training and a strict hierarchy of leadership are integral aspects of *Ildslägt* society. They are also known to have a rich tradition of storytelling through singing tales of great battles past.

Ability Score Increase. Your Charisma score increases by 1.

Fire Resistance. You have resistance to fire damage.

Legacy of War. When you hit a Huge or smaller creature with a weapon attack, you can attempt a special maneuver to force the target to make a Strength saving throw. The DC for this saving throw equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

On a failure, you can choose to either knock the target prone, push it up to 10 feet away from you, or cause it to have disadvantage on the next attack roll it makes before the end of its next turn. Once you use this trait, you can't use it again until you finish a short or long rest.

Master Metallurgist. You have proficiency with artisan's tools (smith's tools).

HALF-FROST GIANT

Half-frost giants are known as *Rimekriger* ("frost warriors") in their native tongue. They are fierce and hardy in battle, and they take pride in their scars and grisly trophies taken from their fallen enemies, which they fashion into armor, weapons, and jewelry.

Half-frost giants respect brute strength above all, and as such, routine challenges of leadership are a regular part of their culture as they wrestle to exert their dominance.

Ability Score Increase. Your Constitution score increases by 1.

Cold Resistance. You have resistance to cold damage.

Glacial Fortitude. You have advantage on Constitution saving throws. If you take fire damage, this trait doesn't function until the end of your next turn.

Tanner. You have proficiency with artisan's tools (leatherworker's tools).

HALF-HILL GIANT

Half-hill giants are referred to as *Khulsover* ("hill sleepers"), so named because of their tendency to doze off in broad daylight atop whatever hill on which they find themselves. They are prone to fits of violent destruction, especially when they realize someone has tried to deceive them or make a fool of them.

Ability Score Increase. Your Constitution score increases by 1, and your Intelligence score is reduced by 1.

Bully. You have proficiency in the Intimidation skill.

Rampage. As a bonus action, you can go on a rampage, which lasts for 1 minute. While on a rampage, when you roll damage for a melee weapon attack using Strength, your Strength modifier is doubled.

In addition, at the start of each of your turns while on a rampage, roll a d10. On a roll of 1, you use all your movement to move within reach of a random creature within 30 feet of you and then use your action to make a melee weapon attack against it. If there are no creatures that you can reach within 30 feet, you instead take the Dash action and use all your movement to move in a random direction.

Once you use this trait, you can't use it again until you finish a long rest.

Superior Slumber. When you finish a long rest, you regain all expended hit dice, rather than half your total number of them.

HALF-STONE GIANT

Half-stone giants, also known as *Steinhjerter* ("Stone hearts"), are remarkably tough and well-adapted to mountain life.

Ability Score Increase. Your Constitution score increases by 1.

Athletic Instincts. You have proficiency in the Athletics skill.

Darkvision. Accustomed to life deep in mountainous locales, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.



Heart of Stone. When you take bludgeoning, piercing, or slashing damage, you can use your reaction to halve that damage against you. Once you use this trait, you can't use it again until you roll initiative at the start of combat or until you finish a short or long rest.

HALF-STORM GIANT

Half-giants with storm giant ancestry are called *Tjuvader*, meaning “storm thieves”—an allusion to the belief that storm giants are too proud to willingly create lesser, humanoid offspring and too powerful to be forced to, so they must be magically subdued and their blood stolen.

Half-storm giants prefer a life of isolation where they contemplate the events of the world—past, present, and future—as well as the meaning of their existence. Still, their rich history of prophecies and omens drives many to a life of adventure, seeking out truth and answers.

Suggested Ability Score Increase. Your Intelligence score increases by 1.

Esoteric Studies. You have proficiency in one of the following skills of your choice: Arcana, History, Nature, or Religion. Alternatively, you learn one language of your choice.

Lightning Strike. You can use your action to conjure a bolt of pure lightning in your hand and hurl it at a point that you can see within 120 feet. Each creature within 5 feet of that point must make a Dexterity saving throw (DC 8 + your proficiency bonus + your Intelligence modifier). A creature takes 2d6 lightning damage on a failed save, or half as much damage on a successful one. The damage increases to 4d6 at 5th level, 6d6 at 10th level, and 8d6 at 15th level.

Once you use this trait, you can't use it again until you finish a short or long rest.

Tempestuous Resistance. You have resistance to either lightning or thunder damage (your choice).

HALF-CYCLOPS

Half-cyclopes are known as *Totagenvitt* (literally “two taken, one given”) in their native tongue, stemming from the legend that their ancestors, the cyclopes, are derived from a line of giants who had their eyes plucked out by their god and replaced by one large eye in the center of their forehead.

Their reliance on a single, powerful eye hinders their ability to discern distance, but it has also granted them a supernatural ability to see through illusory magics and overcome effects that would sear the oculi of most humanoids.

Suggested Ability Score Increase. Your Constitution score increases by 1.

All-Seeing Eye. As an action, you can magically enhance the visual capabilities of your eye. For 1 minute or until your concentration ends (as if concentrating on a spell), you have truesight out to a range of 10 feet. Once you use this trait, you can't use it again until you finish a long rest.

Depth Impaired. You have disadvantage on Wisdom (Perception) checks that rely on sight to perceive anything more than 30 feet away from you.

Grotesque Coercion. You have proficiency in the Intimidation skill.

Retinal Resilience. You have advantage on saving throws against being blinded as well as against illusion spells, and you have advantage on Intelligence (Investigation) checks made to discern if something is an illusion.



HALF-ORC

Traits for the half-orc race can be found on page 243.

HALF-ORC VARIANTS

As a half-orc, the core rulebooks present an option that assumes your non-orc parent is human. Orcs, however, have an uncanny ability to produce offspring with nearly all races of humanoids and even giants.

At your GM's discretion, you can choose one of the following variant races expressing your half-orc character's non-orc heritage: bugbear, dragonborn, dwarf, elf, aasimar, gnome, half-elf, half-giant, halfling, hobgoblin, kobold, or tiefling.

General Half-Orc Variant Traits. Each of the half-orc variants presented here has the base half-orc's Age, Alignment, Size, Speed, and Languages traits. Each of the following half-orc variants may also have one or more of the following base half-orc traits, as detailed in their respective descriptions: Darkvision, Menacing, Relentless Endurance, and Savage Attacks.

BUGBEAR HERITAGE

It is not often that an orc successfully seeks out a skulking bugbear and lives to tell about it, but when they do, they pounce at the opportunity. In a sense, orcs consider bugbears near equals, admiring their pillaging and bullying tendencies. They seek to perfect this goblinoid race by introducing orcish blood into their line.

Suggested Ability Score Increase. Your Strength score increases by 2, and your Dexterity score increases by 1.

Darkvision. You have the **half-orc's** Darkvision trait.

Suggested Extra Language. You can speak, read, and write Goblin.

Ambusher. You have proficiency in the Stealth skill.

Menacing. You have the **half-orc's** Menacing trait.

Mighty Physique. You count as one size larger when determining the size of creature you can grapple or shove, as well as when determining your carrying capacity and the amount of weight you can push, drag, or lift. In addition, your speed is not halved when you move while grappling a creature that is Small or smaller.

Savage Attacks. You have the **half-orc's** Savage Attacks trait.

DRAGONBORN HERITAGE

When an orc mates with a dragonborn, the resulting child is referred to as a “Drok”—a derogatory term in dragonborn circles. They typically have sparse or soft scales of much paler hues than their full dragonborn ancestors, and some have overgrown incisors not quite large enough to consider tusks. Some inherit their draconic parent’s breath weapon, while others rely on the innate protection provided by their scales.

Dragonborn race, chromatic/metallic draconic ancestries: pages 241–242
Other draconic ancestries: pages 4–8

Darkvision. You have the **half-orc’s** Darkvision trait.

Suggested Extra Language. You can speak, read, and write Draconic.

Draconic Ancestry. Choose one of the following options as your Draconic Ancestry.

CHROMATIC OR METALLIC DRAGON

Suggested Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Menacing. You have the **half-orc’s** Menacing trait. In addition, choose one of the following traits:

- **Draconic Fury.** You have the **dragonborn’s** Breath Weapon trait and the **half-orc’s** Savage Attacks trait.
- **Draconic Resilience.** You have the **dragonborn’s** Damage Resistance trait and the **half-orc’s** and **Relentless Endurance** trait.

FAERIE DRAGON

Suggested Ability Score Increase. Your Dexterity and Constitution scores both increase by 1, and either your Intelligence, Wisdom, or Charisma score increases by 1 (your choice).

Entrancing Breath. You have the **faerie dragonborn’s** Entrancing Breath trait.

Savage Attacks. You have the **half-orc’s** Savage Attacks trait.

PSEUDODRAGON

Suggested Ability Score Increase. Your Strength and Dexterity scores both increase by 1, and either your Intelligence or Wisdom score increases by 1 (your choice).

Limited Telepathy. You have the **pseudo-dragonborn’s** Limited Telepathy trait.

Menacing. You have the **half-orc’s** Menacing trait.

Relentless Endurance. You have the **half-orc’s** Relentless Endurance trait.

DWARF HERITAGE

An orc who pairs up with a dwarf has one thing on its mind: hardiness. Orcs are known for their endurance, but a dwarf’s toughness is second to none. The adult offspring of such a union are noticeably stockier than a typical half-orc, with the tallest only growing to about 5 feet tall.

Dwarf race, hill dwarf subrace: page 240
Other dwarf subraces: pages 8–9

Suggested Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.

Suggested Extra Language. You can speak, read, and write Dwarvish.

Darkvision. You have the **half-orc’s** Darkvision trait.

Menacing. You have the **half-orc’s** Menacing trait.

Relentless Endurance. You have the **half-orc’s** Relentless Endurance trait.

Subrace. Choose one of the following subraces for your dwarven heritage.

COMMON DWARF

Dwarven Resilience. You have the **dwarf’s** Dwarven Resilience trait.

DEEP DWARF

Limited Magic Resistance. You have the **deep dwarf’s** Limited Magic Resistance trait.

DUERGAR PENETRANT

Extended Darkvision. The range of your Darkvision increases to 90 feet.

Penetrant Magic. You have the **duergar penetrant’s** Penetrant Magic trait.

HALF-AZER

Volcanic Resistance. You have the **half-azer’s** Volcanic Resistance trait.

HILL DWARF

Dwarven Toughness. You have the **hill dwarf’s** Dwarven Toughness trait.



PRIMAL DWARF

Tribe Tactics. You have the primal dwarf's Tribe Tactics trait.

TUNDRA DWARF

Arctic Armament. You have the tundra dwarf's Arctic Armament trait.

ELF HERITAGE

A half-elf/half-orc is known as a Faesir. Such a creature is doomed to a life of ostracism, being equally despised by orcs and repulsive to elves. Nevertheless, their elegance, poise, and levelheaded demeanor is a stark contrast from the brutish ferocity of orcs, and they are often driven to a life of adventure where they will be renowned for their deeds rather than their appearance.

*Elf race, high elf subrace: pages 240–241
Other elf subraces: page 10*

Suggested Ability Score Increase. Your Strength, Dexterity, and Constitution scores each increase by 1.

Darkvision. You have the half-orc's Darkvision trait.

Suggested Extra Language. You can speak, read, and write Elvish.

Fey Ancestry. You have the elf's Fey Ancestry trait.

Subrace. Choose one of the following subraces for your elven heritage.

AQUATIC ELF

Amphibious. You have the aquatic elf's Amphibious trait.

Relentless Endurance. You have the half-orc's Relentless Endurance trait.

Swim. You have a swimming speed of 30 feet.

DROW ELECT

Extended Darkvision. The range of your Darkvision increases to 90 feet.

Gift of Arachnida. You can communicate simple ideas with spiders via sounds and gestures. When you reach 3rd level, you gain a climbing speed of 20 feet. When you reach 5th level, you can cast *spider climb* once with this trait, requiring no components or concentration. You regain the ability to cast this spell with this trait when you finish a long rest. Constitution is your spellcasting ability for it.

Menacing. You have the half-orc's Menacing trait.

Savage Attacks. You have the half-orc's Savage Attacks trait.

HIGH ELF

Relentless Endurance. You have the half-orc's Relentless Endurance trait.

In addition, choose one of the following traits:

- **Cantrip.** You have the high elf's Cantrip trait.
- **Elf Weapon Training.** You have the high elf's Elf Weapon Training trait.



WILD ELF

Savage Attacks. You have the half-orc's Savage Attacks trait.

Wild Elf Training. You have the wild elf's Wild Elf Training trait.

AASIMAR HERITAGE

Orcs are rarely fond of celestial beings, but when they do mate with an aasimar, the result is something to behold. The celestial blood of such a hybrid creature is all but indistinguishable as compared to a more typical half-orc of human descent—that is, until they unleash their bursts of divine fury.

Exalted aasimar race and subraces: pages 11–13

Suggested Ability Score Increase. Your Constitution and Wisdom scores both increase by 1.

Darkvision. You have the half-orc's Darkvision trait.

Suggested Extra Language. You can speak, read, and write Celestial.

Blessed Resistance. You have resistance to either necrotic or radiant damage (your choice).

Subrace. Choose one of the following subraces for your elven heritage.

TITAN AASIMAR

Suggested Ability Score Increase. Your Strength score increases by 1.

Divine Dynamo. When you reach 3rd level, you learn to focus your divine essence in a surge of celestial power, setting your eyes ablaze with radiant fury. As an action, your towering form swells as you gain the effects of the Enlarge option from the *enlarge/reduce* spell.

This effect lasts for 1 minute (no concentration required) or until you choose to end it as a bonus action. Once you use this trait, you can't use it again until you finish a long rest.

Mighty Physique. You have the titan aasimar's Mighty Physique trait.

Savage Attacks. You have the half-orc's Savage Attacks trait.

GNOME HERITAGE

Orc-gnome unions are unusual for obvious reasons, but when such progeny are born, their orc blood is nearly imperceptible, save for two small tusks. Hardier and more muscular than full-blooded gnomes, many of these misunderstood creatures resort to filing down their protruding canines to blend into normal gnomish society.

Gnome race, rock gnome subrace: page 242
Other Gnome subraces: page 13

Suggested Ability Score Increase. Your Dexterity, Constitution, and Intelligence scores each increase by 1.

Size. Your size is Small.

Darkvision. You have the half-orc's Darkvision trait.

Suggested Extra Language. You can speak, read, and write Gnomish.

Subrace. Choose one of the following subraces for your gnomish heritage.

COMMON GNOME

Gnome Cunning. You have the gnome's Gnome Cunning trait.

Savage Attacks. You have the half-orc's Savage Attacks trait.

ROCK GNOME

Artificer's Lore. You have the rock gnome's Artificer's Lore trait.

Relentless Endurance. You have the half-orc's Relentless Endurance trait.

Tinker. You have the rock gnome's Tinker trait.

SAGE GNOME

Extended Darkvision. The range of your Darkvision increases to 90 feet.

Relentless Endurance. You have the half-orc's Relentless Endurance trait.

Sage Gnome Magic. You have the sage gnome's Sage Gnome Magic trait.

WOODLAND GNOME

Suggested Extra Language. You can speak, read, and write Sylvan.

Savage Attacks. You have the half-orc's Savage Attacks trait.

Woodland Gnome Magic. You have the woodland gnome's Woodland Gnome Magic trait.

HALF-ELF HERITAGE

An orc who finds a half-elf mate is sometimes under the impression that they are indeed a full elf. Markedly brawnier and less delicate in appearance, the offspring are typically infertile, driving many to a life of solitude, or conversely, promiscuity. They are exceptionally adaptable

ALTERNATE SKILL VERSATILITY TRAITS

A half-orc with half-elf heritage can choose to replace the Skill Versatility trait with traits as described in the Half-Elf Variants section on pages 14–15.

For example, a half-orc whose half-elf parent has aquatic elf heritage can choose to take the **aquatic elf's** Amphibious and Sea Sight traits in place of the Skill Versatility trait.

and feel just as comfortable on the battlefield as they do on the stage.

Half-elf race: page 243

Suggested Ability Score Increase. Your Strength, Charisma, and one other ability score of your choice each increase by 1.

Darkvision. You have the half-orc's Darkvision trait.

Suggested Extra Languages. You can speak, read, and write Elvish and one other language of your choice.

Relentless Endurance. You have the half-orc's Relentless Endurance trait.

Skill Versatility. You have the half-elf's Skill Versatility trait.

HALF-GIANT HERITAGE

The half-orc/half-ogre hybrid, known as an ogrillon, is second only to the half-orc/half-human as the most common orcish crossbreed. Orcs who can't find an ogre or other giant will often settle for a half-giant partner, whose size and stature presents an acceptable alternative. The resulting offspring, sometimes referred to as a "Jögruc," commands an immensely imposing presence. They are lauded for being notably more rational and sensible than full orcs—particularly in combat—while maintaining their ferocity and bloodlust.

Half-giant race and subraces: pages 15–18

Suggested Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Suggested Extra Language. You can speak, read, and write Giant.

Menacing. You have the half-orc's Menacing trait.

Mighty Physique. You have the half-giant's Mighty Physique trait.

Savage Attacks. You have the half-orc's Savage Attacks trait.

Subrace. Choose one of the following subraces for your half-giant heritage.

HALF-CLOUD GIANT

Atmospheric Arcana. You have the half-cloud giant's Atmospheric Arcana trait.

HALF-FIRE GIANT

Fire Resistance. You have the half-fire giant's Fire Resistance trait.

Martial Legacy. You have proficiency with one weapon of your choice, as well as with light armor.



HALF-FROST GIANT

Cold Resistance. You have the **half-frost giant's** Cold Resistance trait.

Limited Glacial Fortitude. When you fail a Constitution saving throw, you can reroll the save, and you must use the new roll. Once you use this trait, you can't use it again until you finish a short or long rest.

HALF-HILL GIANT

Bullying Superiority. Whenever you make a Charisma (Intimidation) check against a creature that is Medium or smaller, you can add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Superior Slumber. You have the **half-hill giant's** Superior Slumber trait.

HALF-STONE GIANT

Darkvision. You have the **half-orc's** Darkvision trait.

Limited Heart of Stone. You have the **half-stone giant's** Heart of Stone trait, with the following exception: Once you use this trait, you can't use it again until you finish a short or long rest.

HALF-STORM GIANT

Esoteric Studies. You have the **half-storm giant's** Esoteric Studies trait.

Limited Lightning Strike. You have the **half-storm giant's** Lightning Strike trait, with the following exception: Once you use this trait, you can't use it again until you finish a long rest.

Limited Tempestuous Resistance. You have resistance to either lightning or thunder damage (your choice).

HALF-CYCLOPS

Depth Impaired. You have the **half-cyclops's** Depth Impaired trait.

Eye of Discernment. You have proficiency in the Investigation skill.

Retinal Resilience. You have the **half-cyclops's** Retinal Resilience trait.

HALFLING HERITAGE

The good fortune of halflings is legendary, and all peoples laud halflings for their uncanny luck. Some attempt to capture it by proximity, befriending halflings or spending time in their company. Orcs pursue it by crossbreeding, sacrificing their spawn's physical strength for a better lot in life. Depending on the pigmentation of the resulting hybrid creature's skin, they can often be mistaken for humans, albeit rather short and homely ones.

Halfling race, lightfoot subrace: page 241

Other halfling subraces: page 23–24

Suggested Ability Score Increase. Your Dexterity and Constitution scores both increase by 1.

Suggested Extra Language. You can speak, read, and write Halfling.

Lucky. You have the **halfling's** Lucky trait.

Subrace. Choose one of the following subraces for your halfling heritage.

COMMON HALFLING

Suggested Ability Score Increase. Your Strength score increases by 1.

Brave. You have the **halfling's** Brave trait.

Relentless Endurance. You have the **half-orc's** Relentless Endurance trait.

DEEP HALFLING

Suggested Ability Score Increase. Your Intelligence score increases by 1.

Darkvision. You have the **half-orc's** Darkvision trait.

Relentless Endurance. You have the **half-orc's** Relentless Endurance trait.

Deep Toughness. You have the **deep halfling's** Deep Toughness trait.

LIGHTFOOT HALFLING

Suggested Ability Score Increase. Your Charisma score increases by 1.

Naturally Stealthy. You have the **lightfoot halfling's** Naturally Stealthy trait.

Savage Attacks. You have the **half-orc's** Savage Attacks trait.

TALLFELLOW HALFLING

Suggested Ability Score Increase. Your Wisdom score increases by 1.

Suggested Extra Language. You can speak, read, and write Elvish.

Keen Senses. You have the **tallfellow halfling's** Keen Senses trait.

Savage Attacks. You have the **half-orc's** Savage Attacks trait.

HOBGOBLIN HERITAGE

Hobgoblins offer something orcs have little hope of attaining naturally: intelligence. A hobgoblin's innate war acumen and militaristic foresight are often just what a tribe of orcs is looking for. This crossbreed is usually raised by orcs and regarded as an equal, even esteemed and groomed to be a leader.

Suggested Ability Score Increase. Your Strength, Constitution, and Intelligence scores each increase by 1.

Darkvision. You have the **half-orc's** Darkvision trait.

Suggested Extra Language. You can speak, read, and write Goblin.

Commander's Training. You have proficiency with 1 weapon of your choice, as well as with light and medium armor.

Savage Attacks. You have the **half-orc's** Savage Attacks trait.

Strategist. When you make an Intelligence check to recall information about humanoids, you can add your proficiency bonus to the check if it doesn't already include your proficiency bonus.

KOBOLD HERITAGE

The aptly named "Orcbolds" are bred as support fighters, with orcs capitalizing on their natural group combat instincts. They are substantially weaker than orcs but no less bloodthirsty or vicious, and they are praised for their fearlessness as they unflinchingly fight to the death.

Suggested Ability Score Increase. Your Dexterity and Constitution scores both increase by 1.

Darkvision. You have the **half-orc's** Darkvision trait.

Suggested Extra Language. You can speak, read, and write Draconic.

Kobold Craftiness. You have one tool proficiency of your choice.

Limited Pack Tactics. Once on each of your turns, you have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and your ally isn't incapacitated.

Savage Attacks. You have the **half-orc's** Savage Attacks trait.

TIEFLING HERITAGE

Orcs are no strangers to fiendish blood, regularly influenced by the demonic corruption of their unborn. The result of that process is a terrifyingly vicious and nigh uncontrollable creature known as a Daijek. More wary orcs looking for a tamer but equally ruthless child may have the foresight to choose a tiefling mate for a similar effect that doesn't inherently endanger the well-being of their tribe. Fiendish blood runs strong in these folk, granting them innate magical abilities comparable to full-blooded tieflings.

Tiefling race: page 243

Rakshasa Tiefling subrace: page 33

Suggested Ability Score Increase. Your Strength, Constitution, and Charisma scores each increase by 1.

Darkvision. You have the **half-orc's** Darkvision trait.

Suggested Extra Language. You can speak, read, and write Infernal.

Savage Attacks. You have the **half-orc's** Savage Attacks trait.

Infernal Legacy. You have the **tiefling's** Infernal Legacy or Rakshasan Legacy trait.

HALFLING

Traits for the halfling race can be found on page 241.

HALFLING SUBRACES

At your GM's discretion, you can choose one of the following subraces for your halfling character: tallfellow halfling or deep halfling.

DEEP HALFLING

Deep halflings typically live within or near hill and mountain dwarf civilizations. They gladly serve as intermediaries between their stern allies and surface-dwelling races.

Suggested Ability Score Increase. Your Intelligence score increases by 1.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Deep Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Suggested Extra Language. You can speak, read, and write Dwarvish.

Tool Proficiency. You have proficiency with one of the following artisan's tools of your choice: alchemist's supplies, jeweler's tools, mason's tools, or smith's tools.

KISMET HALFLING

The reclusive kismet halflings spend much of their time pondering the great questions in life: Why are we here? Where did we come from? What psychopath created the tarrasque? Much of the preeminent research into the depths of the multiverse and the more esoteric monsters of the world is attributed to this serendipitous and contemplative line of halflings.

Beyond even the luck that is typical for their kin, kismets are known for their harmoniousness with destiny itself. With an uncanny sense of events to come, they wade through the challenges that face them, with fearlessness and an almost unsettling composure.

Suggested Ability Score Increase. Your Intelligence or Wisdom score increases by 1 (your choice).

Fateful Luck. When you use your Lucky trait, you can choose to call upon fate, instead of rerolling the die. When you do so, you treat the die as if you rolled a number equal to 10 + your proficiency bonus. Once you use this trait, you can't use it again until you finish a long rest.

Prescient Intuition. You are proficient in the Insight skill. In addition, starting at 3rd level, you can cast the *augury* spell once with this trait, requiring no material components. You regain the ability to cast this spell with this trait when you finish a long rest. Your spellcasting ability for this spell is either Intelligence or Wisdom, whichever you chose for the Ability Score Increase trait.

TALLFELLOW HALFLING

Tallfellow halflings are named so due to their unusual height among halflings, growing about a foot taller than usual. They are notably lankier than typical halflings, and adults are often mistaken for human teenagers. These halflings are also known for their kinship with elves, particularly wood elves.

Suggested Ability Score Increase. Your Wisdom score increases by 1.

Astute. Whenever you have advantage on a Wisdom check, you can reroll one of the dice once.

Suggested Extra Language. You can speak, read, and write Elvish.

Keen Senses. You have proficiency in the Perception skill.

KOBOLD VIPER

Kobolds are known to deeply revere and serve dragons, but their dragon overlords rarely pay them much heed or show gratitude for their service. When a kobold is spurned or abandoned, it may seek revenge, defecting to one of the dragons' greatest rivals, a behir. These kobolds undergo a ritualistic transformation and are known as "vipers" due to their treachery and spiteful indignation as well as the serpentine nature of their new master.

KOBOLD VIPER TRAITS

Your kobold viper character shares a number of traits in common with all kobolds, as well as gaining a few benefits from their behir overlord.

Suggested Ability Score Increase. Your Dexterity score increases by 2, and your Intelligence or Charisma score increases by 1 (your choice).

Age. Kobold vipers reach maturity by age 8 and typically only live for about 60 years.

Typical Alignment. Kobold vipers by their very nature are evil, though the less vindictive may lean toward a more neutral alignment. Their culture mandates following the orders of their superiors, so most are lawful.

Size. Kobold vipers are around 3 feet tall and have a slightly more athletic build than their kobold cousins, typically weighing about 35 to 45 pounds. Your size is Small.

Speed. Your base walking speed is 30 feet, and you have a climbing speed of 30 feet.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

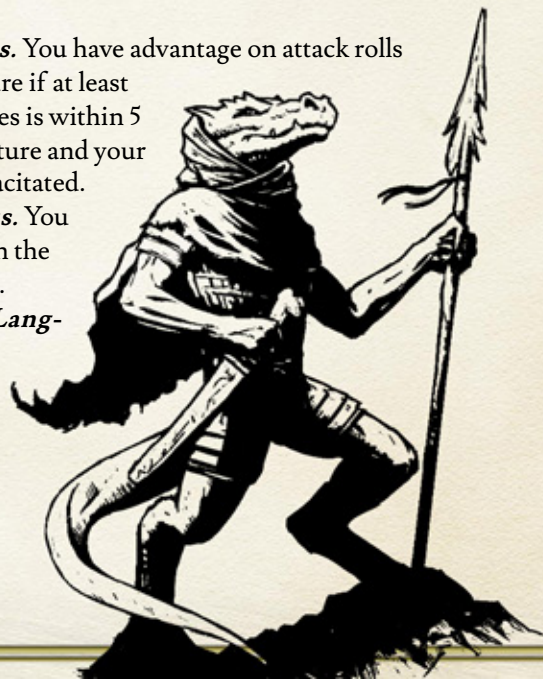
Daylight Sensitivity. While you are in direct sunlight, you have disadvantage on Wisdom (Perception) checks that rely on sight, and all targets are considered to have half cover against your attacks.

Lightning Resistance. You have resistance to lightning damage.

Pack Tactics. You have advantage on attack rolls against a creature if at least one of your allies is within 5 feet of the creature and your ally isn't incapacitated.

Treacherous. You are proficient in the Deception skill.

Suggested Languages. You can speak, read, and write Common and Draconic.



NAGARAN

*As the snake is separate from its slough,
even so is the Spirit separate from the body.*

— Ramakrishna

The nagaran are an intelligent, serpentine race originally created by nagas and infused with their essence as a show of nagan superiority over the other reptilian races and their respective humanoid kin. All nagaran bear a long, snake-like body and a flared hood—an expanded neck, which they can exaggerate further in a menacing display of intimidation.

ANCESTORS' LEGACY

Nagaran embrace many qualities from their creators, but they eschew some others. They are naturally proficient with magic, much more so than other serpentfolk, and they possess a sliver of their forebearers' immortality, but they are overall much more amicable in their dealings with other races—a courtesy that is often not returned.

VAIN ORIGINS

Nagas are known to be overconfident and distrusting of other beings, leading them to rule their domains with absolute authority. Their ubiquitous vainglory inspired them to create a subordinate race of creatures to populate and defend their lairs—a race nevertheless superior to other creatures in their eyes.

The immortal nagas patiently groomed various species of cobras over the course of hundreds of years, slowly infusing them with their magic as time passed. When they were satisfied with the monstrous, magical serpents they had created, the nagas performed an ancient ritual (some say of their own design, some say passed down by another long-forgotten race), infusing the snakes with a precise concoction of their blood and venom.

The newly awakened snakes hissed, and spoke, and obediently served the nagas for decades, but it wasn't long before some ventured forth from their overbearing masters' lairs. The guardian nagaran were the first to depart, their creators being the most benevolent, but shortly thereafter, the water nagaran's longing for independence and the spirit nagaran's desire to escape their brutal tyrants also drove them to new lands to establish a life of their own.

NAGARAN NAMES

Nagaran employ a unique naming system wherein the tongue of their naga ancestors is intermixed with the natural hisses and sounds from their cobra roots.

MALE NAMES: Bathan, Daron, Gnish, Kig, Kulez, Limek, Nakh, Noko, Rafsa, Sig, Skaln, Tuntun, Zalo

FEMALE NAMES: Altha, Diron, Esteca, Kilha, Leta, Milasi, Miya, Rautant, Roga, Tiyanga, Venine, Vipra, Ylan



NAGARAN TRAITS

Your nagaran character shares a number of characteristics with all other nagaran.

Suggested Ability Score Increase. Your Dexterity or Constitution score increases by 1 (your choice).

Age. Unlike many reptiles and other serpentfolk, nagaran have an exceptionally long lifespan, blessed by the immortal nature of their naga ancestors. Nagaran reach adulthood around 12 years of age and can live for over 500 years.

Typical Alignment. Nagaran span the entire spectrum of good to evil, law to chaos, with slight inclinations based on their naga heritage—those of guardian naga descent tend toward law and good, water nagaran are inclined toward neutrality, and those with spirit naga heritage tend toward evil and chaos.

Size. Nagaran can stand between 5 and 6 feet tall and have a tail that stretches another 5 to 10 feet when fully uncoiled. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your magic-infused naga blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Bite. Your venomous bite is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1 + your Strength modifier plus an extra 1d4 poison damage, instead of the bludgeoning damage normal for an unarmed strike.

Limited Rejuvenation. If you die and your body is destroyed, such as by the *disintegrate* spell, a creature can target you with a spell that restores you to life (but not undeath) simply by speaking your name. When the spell is completed, your spirit reforms in a new body in an unoccupied space within 10 feet of the caster.

Serpentine Resilience. You have resistance to poison damage, and you have advantage on saving throws against being poisoned.

Languages. You can speak, read, and write Common.

Subrace. There are three kinds of nagaran: guardian, spirit, and water. Choose one of the following subraces.

GUARDIAN NAGARAN

Whether it be their friends, family, home, or possessions, guardian nagaran are protective to a fault and will stop at nothing to secure and defend that which they value most.

Suggested Ability Score Increase. Your Wisdom score increases by 2.

Guardian's Inheritance. You know the *thaumaturgy* cantrip. When you reach 3rd level, you can cast *cure wounds* once with this trait. When you reach 5th level, you can cast *calm emotions* once with this trait. You regain the ability to cast these spells with this trait when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Extra Language. You can speak, read, and write Celestial.

SPIRIT NAGARAN

Spirit nagaran are notoriously tenacious. If left to their own devices, they prefer to outsmart their foes and defeat them with exceptional strategy rather than physical combat.

Suggested Ability Score Increase. Your Intelligence score increases by 2.

Spirit's Inheritance. You know the *minor illusion* cantrip. When you reach 3rd level, you can cast *charm person* once with this trait. When you reach 5th level, you can cast *detect thoughts* once with this trait. You regain the ability to cast these spells with this trait when you finish a long rest. Intelligence is your spellcasting ability for these spells.

Extra Language. You can speak, read, and write Abyssal.

WATER NAGARAN

The pragmatic water nagaran pride themselves on sustaining a life of self-sufficiency, unclouded by bias, and they rarely seek to maintain long term, intimate relationships.

Suggested Ability Score Increase. Your Charisma score increases by 2.

Amphibious. You have a swimming speed equal to your walking speed and can breathe air and water.

Water's Inheritance. When you reach 3rd level, you can cast *expeditious retreat* once with this trait. When you reach 5th level, you can cast *mirror image* once with this trait. You regain the ability to cast these spells with this trait when you finish a long rest. Charisma is your spellcasting ability for these spells.

Extra Language. You can speak, read, and write Aquan.

RIVENER

Life is a hideous thing, and from the background behind what we know of it peer daemonic hints of truth which make it sometimes a thousandfold more hideous. . . for its reserve of unguessed horrors could never be borne by mortal brains if loosed upon the world.

-H. P. Lovecraft, Facts Concerning the Late Arthur Jermyn and His Family

Whether by a stroke of luck or sheer force of will, riveners are the result of an incomplete or failed attempt by voidborn to convert the creatures and environment of this dimension to be more like their own.

The voidborn are an alien people from the Infinite Wastes. They are said to have originated from a group of ancient beings who punctured the barrier between reality and the outer madness. Within minutes of entering the Infinite Wastes, they were transformed into a deranged shell of their former selves, now known as the voidborn.

After untold eons in the Infinite Wastes, their curiosity drove them to pursue their origins on the Material Plane. Voidborn who have made their way to the known multiverse exist solely to overwhelm and transform our worlds to resemble their extradimensional home.

UNYIELDING SPIRIT

Nearly every creature subjected to the voidborn's otherworldly essence succumbs, becoming one of them in a vile transformation either immediately or within the days or weeks following. This is the only method by which the voidborn can propagate their kind in our dimension.

The only documented cases of a humanoid creature resisting this complete, corruptive transformation are a select few humans, who are known to have a remarkably steadfast and unshakable determination and sense of self. Those who are able to resist the transformation adapt to the foreign essence infused within their body and become a rivener.

WANDERING MIND, BODY, & SOUL

Riveners experience maddening chaos in their minds, grounded and controlled by their human resolve; this chaos often manifests as distant voices or intrusive whispers audible only to them. They still retain their memories and much of their human nature, but they generally no longer fully identify with their former selves. They typically shun their human family and venture forth in search of meaning and purpose in their new life, touched by a realm beyond reality.

Their body—a fusion of the essence of two disparate dimensions—truly belongs in neither. What remains of

their soul is often left unclaimed by the gods of the Outer Planes upon death, leaving them abandoned to drift and roam aimlessly throughout the Astral Plane.

PROTECTIVE COATING

Voidborn secrete a durable, waxlike coating that covers their bodies, which they must cover themselves in as a safeguard against the elements of our dimension. Riveners, too, must protect the extradimensional aspects of their form, though the process is much more intensive, requiring hours of care each day to adequately maintain their protective coating.

Some riveners form a full suit of this coating as armor, while others may choose a more patchwork appearance, covering only that which is necessary for their survival. Riveners usually wear cloaks and other heavy clothing to help disguise their aberrant nature.

RIVENER NAMES

Some riveners continue to use their human names, but many identify with their past selves only distantly or not at all, at a minimum removing their surname to symbolize their detachment from their former human family.

Riveners may be inclined to take on a variation of their human name more akin to the Deep Speech language that now rings in their head—for example, Anton may now be called “Anthoon,” and Kara may now refer to themselves as “Xaradun.” They may also look to the naming conventions of aboleths and other aberrations for inspiration.

RIVENER TRAITS

Your rivener character inherits a number of traits characteristic of the voidborn.

Suggested Ability Score Increase. Your Charisma score increases by 2, and your Dexterity score increases by 1.

Age. Riveners mature at the same rate as humans, but can typically live about 10-20 years longer, sustained by their mysterious essence of the Infinite Wastes.

Typical Alignment. The maddening and destructive influence of the Infinite Wastes causes riveners to tend toward chaos. The majority are evil, though the most resolute may be able to maintain a neutral or even good alignment.

Size. On average, riveners are about 6 feet tall and only weigh between 120 and 140 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Touched by unreality and darkness, you have superior vision in the dark and dim conditions of this realm. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Corrupted Nature. You have two creature types: humanoid and aberration. You can be affected by any spells or effects that affect either of these types, but you have advantage on saving throws against spells and effects that must target a humanoid, such as *charm person*.



Extradimensional Armor. Your ultra-durable, lightweight waxlike coating provides protection fundamentally necessary for your existence. You have a base AC of 13 + your Dexterity modifier. You gain no benefit from wearing other armor, but if you are using a shield, you can apply the shield's bonus as normal.

Far Magic. You know one cantrip of your choice from the sorcerer spell list. When you reach 3rd level, you can cast *disguise self* once with this trait. When you reach 5th level, you can also cast *ray of enfeeblement* once with this trait. You regain the ability to cast these spells with this trait when you finish a long rest. Charisma is your spellcasting ability for these spells, and when you cast them with this trait, they require no components.

Otherworldly Respite. When you take a long rest, you only require 4 hours of sleep to satiate your human nature, but you must also spend at least 2 hours tending to your waxlike coating to protect the Infinite Wastes aspects of your body from the environs of these foreign planes.

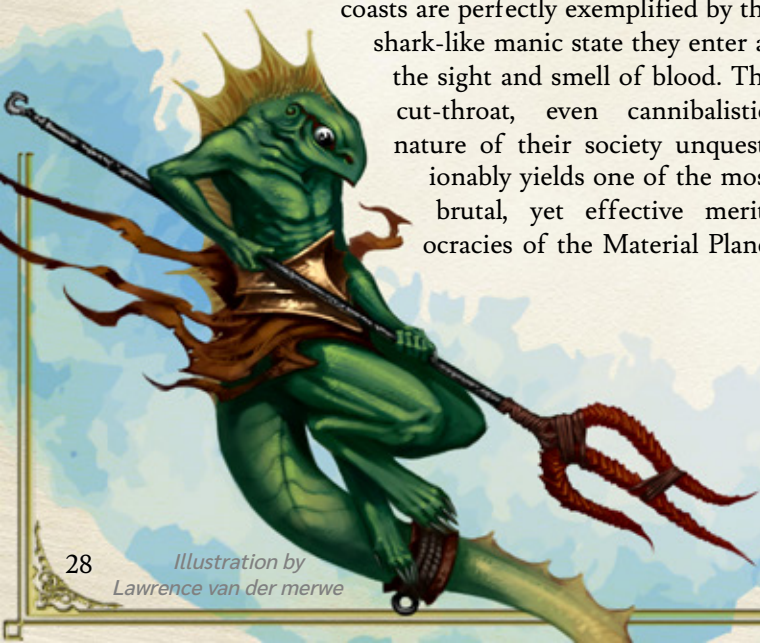
Whenever you end a 24-hour period without finishing a long rest, your protective coating begins to deteriorate; the AC provided by your Extradimensional Armor trait is reduced by 1, and your hit point maximum is reduced by 1d10. Finishing a long rest restores your Extradimensional Armor trait and your hit point maximum to their full capacity.

Unearthly Resilience. Your extraplanar biology makes you especially hardy against the poisons of this dimension. You have advantage on saving throws against poison, and you have resistance to poison damage.

Suggested Languages. You can speak, read, and write Common, and you can speak Deep Speech.

SAHUAGIN

The sahuagin, with their webbed, clawed hands and feet and dozens of dagger-like teeth, are among the most ferocious and terrifying water-dwelling creatures. Their insatiable goals to conquer the seas and surrounding coasts are perfectly exemplified by the shark-like manic state they enter at the sight and smell of blood. The cut-throat, even cannibalistic, nature of their society unquestionably yields one of the most brutal, yet effective meritocracies of the Material Plane.



28 Illustration by Lawrence van der merwe

DEEP SEA DEVILS

While the sahuagin claim no true fiendish lineage, they are frequently referred to as “sea devils.” This name is most notably attributed to their strict, hierarchical society and violent, diabolical schemes most comparable to devils. To the sahuagin, law and order are second only to their desires to claim the entire aquatic realm as their kingdom.

Each sahuagin clan is ruled by a baron—a massive, four-armed sahuagin mutant that commands its people in battle and via autocratic governance.

SERFS OF SELACH

Also contributing to the devil moniker is the fact that their patron deity, Selach, resides on the devils' home of the Nine Hells. Clerics of Selach serve a paramount role in sahuagin society, preaching for all to follow the Order of the Shark.

Despite representing the pinnacle of sahuagin culture and religion, Selach does little to intercede for his worshippers. Instead, he prefers to guide his followers toward a lifestyle of dominance and perseverance via self-sustainability and reliance on one's clan.

SAHUAGIN NAMES

MALE NAMES: Bruinen, Ceth, Ch'lect, Dagani, Denton, Gar, Irwin, Kawai, Neahgataa, Neres, Paio, Rasbor, Shad, Soraan, Timin, Yuval

FEMALE NAMES: Aahlequah, Ianthe, Kalexis, Kelde, Meena, Mora, Muiress, Nerissa, Nunvuht, Pelagia, Rona, Seki, Talya, Voyesh, Zhahira

SAHUAGIN TRAITS

Your character shares a number of traits with all sahuagin.

Suggested Ability Score Increase. Your Constitution score increases by 1.

Age. Sahuagin reach physical maturity by the age of 6 and can live for over 300 years, though their violent way of life typically prevents most from living past about 40 years of age.

Typical Alignment. Sahuagin live in a very regimented society guiding most toward a lawful alignment. Their near-indiscriminate, destructive nature typically inclines them toward evil, though sahuagin who break away from their tribe may lean toward neutrality or even good.

Size. On average, sahuagin grow between 5 and 7 feet tall and can weigh anywhere from about 80 pounds to well over 200 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet, and you have a swimming speed of 40 feet.

Darkvision. Accustomed to life in the dark depths of the sea and executing coastal raids under the cover of night, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.



Blood Frenzy. As a bonus action, you can enter a vicious, blood-thirsty fury until the end of your turn. While in this state you have advantage on attack rolls against any creature that doesn't have all its hit points. You can use this trait a number of times equal to your Constitution modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

Limited Amphibiousness. You can breathe air and water, but you must consume three times as much water as normal if you aren't submerged in water for at least 1 hour each day.

Shark Telepathy. All sharks recognize you as an ally and are friendly to you unless you harm them. You can cast *animal messenger* an unlimited number of times with this trait, requiring no material components, but you can only target sharks with it.

Suggested Languages. You can speak, read, and write Common and Sahuagin.

Subrace. Sahuagin are prone to mutations, which serve various roles in their society. Choose one of these subraces.

BRACHIAN

As a brachian, you were born with four functional arms. The fiercest and strongest of this mutation go on to become barons—commanders of the sahuagin in battle and rulers of their society.

Suggested Ability Score Increase. Your Strength and Charisma scores both increase by 1.

Four Arms. You can wield a versatile or two-handed melee weapon that lacks the heavy property using only two of your four hands, though you can't adequately wield two weapons in this way simultaneously. Melee weapons with the heavy property and two-handed ranged weapons require all four of your hands to properly manipulate, and shields require the use of two hands for you.

In addition, on your turn, you can interact with up to two objects or features of the environment for free, during either your move or your action, rather than one.

MALENTI

Malenti are sahuagin who are born with a mutation that gives them the appearance of their nemeses, the aquatic elves. In all respects, a malenti identically resembles an aquatic elf with the only exceptions being that they lack the additional set of gills that ripple down aquatic elves' ribcages, and their shark-like skeleton is composed of cartilage rather than bone, causing them to be unusually lightweight and fast as compared to true aquatic elves.

Suggested Ability Score Increase. Your Dexterity score increases by 2.

Infiltrator. You have proficiency in the Deception skill. In addition, whenever you make a Charisma (Deception) check when interacting with elves, your proficiency bonus is doubled.

Trance. You don't need to sleep. Instead, you can meditate deeply, remaining semiconscious for 4 hours a day. While meditating, you can dream after a fashion;

such dreams are actually mental exercises—practice for planning your next infiltration or ploy. After resting in this way, you gain the benefits that a human does from 8 hours of sleep.

Extra Languages. You can speak, read, and write Elvish and Aquan.

PROSELYTE

As a proselyte, you possess an exceptional versatility to adapt to whatever role is most needed. Proselytes may serve their clan as warriors, medics, shark tamers, scouts, or any number of other vital positions in their society.

Suggested Ability Score Increase. Two ability scores of your choice, other than Constitution, increase by 1.

Blood-Crazed. You gain two additional uses of your Blood Frenzy trait (a minimum of 3 uses).

Sahuagin Specialization. Refining your role in sahuagin society, you have proficiency in one of the following skills of your choice: Animal Handling, Medicine, Perception, Religion, Stealth, or Survival.

SACROSANCT

The sacrosanct are sahuagin who have been granted an enhanced ability to channel their shark god's divine power. Willingly or not, they most often are pressed into service as priests and priestesses in sahuagin society.

Suggested Ability Score Increase. Your Wisdom score increases by 2.

Selach's Blessing. You know the *thaumaturgy* cantrip. When you reach 3rd level, you can cast *bless* once with this trait. When you reach 5th level, you can also cast *power word survive*^S once with this trait. You regain the ability to cast these spells with this trait when you finish a long rest. Wisdom is your spellcasting ability for these spells, and when you cast them with this trait, they require no material components.

SELAKIN

The selakin are an exceedingly rare mutation of shark-like sahuagin said to be touched by Selach himself and blessed with a voracious appetite for power. They often lead elite strike teams and special operations task forces in the sahuagin wars against the aquatic elves and other water-dwelling societies.

Suggested Ability Score Increase. Your Strength score increases by 2.

Apex Predator. You have proficiency in the Intimidation skill.

Bite. Your razor-sharp maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Electroreception. As a bonus action, you can instantaneously sense the current location of all creatures within 30 feet of you. If a creature you sense is invisible or otherwise unseen by you, you learn its location, but you are still subject to the effects of those conditions.

TIEFLING

Traits for the tiefling race can be found on page 243.

TIEFLING SUBRACES

At the GM's discretion, you can choose one of the following options as a subrace for your tiefling. The traits below replace the tiefling's Ability Score Increase, Hellish Resistance, Infernal Legacy, and Languages traits given in the core rulebooks. Your character retains the tiefling's Age, Size, Speed, and Darkvision traits.

BALOR TIEFLING

Balor tieflings draw their fiendish heritage from the notorious leaders of the most powerful armies of the Abyss. They are confident and unyielding in their goals, and their demonic fury outwardly manifests as a pulsating aura of overwhelming heat.

Suggested Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Baloran Legacy. As an action, you can touch a Tiny flammable object that isn't being worn or carried, such as a candle or torch, and cause it to ignite.

Starting at 3rd level, you can use a bonus action to begin emanating an aura of flame. The aura lasts for 1 minute, until you die, or until you end it early as a bonus action. While the aura persists, you shed bright light in a 10-foot radius and dim light for an additional 10 feet.

At the start of each of your turns for the duration, each creature other than you within 10 feet of you takes fire damage equal to your proficiency bonus. When your aura ends, it erupts in a fiery explosion. Each creature within 10 feet of you must make a Dexterity saving throw (DC 8 + your proficiency bonus + your Constitution modifier), taking 1d10 fire damage on a failed save, or half as much damage on a successful one.

This damage increases to 2d10 at 5th level, 3d10 at 11th level, and 4d10 at 17th level. Once you activate this aura, you can't do so again until you finish a long rest.

Fiendish Critical. When you score a critical hit, you can choose to deal extra damage to the target equal to half your level (rounded down). This extra damage's type is fire or lightning (your choice). Once you use this trait, you can't do so again until you finish a long rest.

Fire Resistance. You have resistance to fire damage.

Suggested Languages. You can speak, read, and write Abyssal and Common.

BARBED DEVIL TIEFLING

With razor-sharp spines bristling from their pale green skin, it is readily apparent when a tiefling draws their fiendish blood from a barbed devil. The quantity of barbs they possess varies from only a few (usually relegated to the arms and legs) to dozens strewn across their entire body, and barbs that are broken or lost naturally regenerate each day. Rarely are these tieflings satisfied with their current circumstances, insatiable in their limitless desire for more power, influence, and possessions.

Suggested Ability Score Increase. Your Dexterity, Constitution, and Wisdom scores each increase by 1.

Barbed Hide. At the start of each of your turns while you are either grappling or grappled by a creature, that creature takes piercing damage equal to your proficiency bonus. In addition, when you take damage from a creature within 5 feet of you, you can use your reaction to eject some of your barbs. The creature must make a Dexterity saving throw (DC 8 + your Constitution modifier + your proficiency bonus), taking 2d4 piercing damage on a failed save, or half as much damage on a successful one.

This damage increases to 4d4 at 5th level, 6d4 at 11th level, and 8d4 at 17th level. Once you use this reaction, you can't do so again until you finish a short or long rest.

Fire Resistance. You have resistance to fire damage.

Illuminated Legacy. You are proficient in the Perception skill, and you know the *fire bolt* cantrip. Wisdom is your spellcasting ability for it.

Spined Tail. You can use your barbed tail to make unarmed strikes. When you hit with it, the strike deals piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Suggested Languages. You can speak, read, and write Common and Infernal.

BEARDED DEVIL TIEFLING

The serpentine growths that protrude from the chins of some tieflings are an immediate indicator of their bearded devil bloodline. Aside from their unique beards, their form actually resembles something like an especially muscular elf with scaled hide, not unlike some dragonkin. Like their ancestors, these tieflings typically have an innate aptitude for weapons of war.

Suggested Ability Score Increase. Your Strength, Dexterity, and Constitution scores each increase by 1.

Brave. You have advantage on saving throws against being frightened.

Militaristic Legacy. You are proficient with one martial weapon of your choice. In addition, when you score a critical hit with a weapon attack, you can force the target to make a Constitution saving throw (DC 8 + your proficiency bonus + your Constitution modifier). On a failed save, you inflict the target with an infernal wound for 1 minute, or until it receives magical healing or a creature uses an action to stanch the wound with a DC 10 Wisdom (Medicine) check. As long as the wound persists, the target takes necrotic damage equal to your proficiency bonus at the start of each of its turns.

Once you successfully inflict a creature with this infernal wound, you can't do so again until you finish a long rest.

Poison Resilience. You have resistance to poison damage and advantage on saving throws against being poisoned.

Virulent Beard. You have a snakelike beard that you can use to make unarmed strikes. When you hit with it, the strike deals piercing damage equal to 1 + your Strength modifier plus an extra 1d4 poison damage, instead of the

bludgeoning damage normal for an unarmed strike. When you score a critical hit with your beard, the target becomes poisoned until the start of your next turn.

BONE DEVIL TIEFLING

Though the fiends they descend from are known to be especially cruel, bone devil tieflings are often fairly reserved, preferring to overpower their enemies via their influence and words. The vestigial wings they inherit from their infernal ancestors are incapable of flight; however, their scorpoid tail is not only functional but indeed quite potent. When opportunity necessitates it, these ambitious individuals never to hesitate to strike—whether that be on the battlefield, in pursuit of political aspirations, or otherwise.

Suggested Ability Score Increase. Your Constitution score increases by 2, and your Charisma score increases by 1.

Bony Escape. When you take damage, you can use your reaction to move up to half your speed without provoking opportunity attacks. When you do so, the damage you take from the triggering attack or effect is reduced by an amount equal to half your level (rounded up). You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Poison Resilience. You have resistance to poison damage and advantage on saving throws against being poisoned.

Stinging Tail. You have a venomous tail that you can use to make unarmed strikes, which has a reach of 10 feet. When you hit with it, the strike deals piercing damage equal to 1 + your Strength modifier plus an extra 1d4 poison damage, instead of the bludgeoning damage normal for an unarmed strike.

Taskmaster's Legacy. You are proficient in one of the following skills of your choice: Deception, Insight, Intimidation, or Perception.

GLABREZU TIEFLING

Suggested Ability Score Increase. Your Constitution score increases by 2, and your Wisdom score increases by 1.

Demonic Guile. You have proficiency in one of the following skills of your choice: Deception, Intimidation, Investigation, or Persuasion.

Pincers. You have a second set of arms that end in large pincers. You can use them to do the following simple tasks: lift, drop, hold, push, or pull an object or a creature; open or close a door or a container; grapple someone; or make an unarmed strike. When you make an unarmed strike with them, the target takes bludgeoning damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Your GM might allow other simple tasks to be added to the above list of options. These pincers can't wield weapons or shields or do anything that requires manual precision, such as using tools or magic items or performing the somatic components of a spell.

Poison Resilience. You have resistance to poison damage and advantage on saving throws against being poisoned.

HEZROU TIEFLING

Suggested Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.

Fiendish Maw. You have razor-sharp teeth that you can use to make unarmed strikes. When you hit with them, the strike deals piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Poison Resilience. You have resistance to poison damage and advantage on saving throws against being poisoned.

Rupture Lesion. When you are hit by a melee attack from a creature within 5 feet of you, you can use your reaction to cause some of the pustules on your body to explode, spraying the attacker with sickening ooze. The target must make a Constitution saving throw (DC equals 8 + your Constitution modifier + your proficiency bonus).

On a failed save, the target takes poison damage equal to your level and is poisoned until the end of its next turn. On a successful save, the target takes half as much damage and isn't poisoned. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

ICE DEVIL TIEFLING

While some ice devil tieflings are standoffish like their ancestors, others tend to be more lighthearted and approachable, accustomed to looking for the silver lining in the most hostile of circumstances. They exhibit varying degrees of buglike features, such as antennae, mantis-like limbs, and vestigial mandibles, but are still mostly humanoid in appearance.

Suggested Ability Score Increase. Your Strength score increases by 2, and your Intelligence score increases by 1.

Antipodal Resistance. You have resistance to cold damage and fire damage.

Icy Legacy. You know the *ray of frost* cantrip. Starting at 3rd level, you can use a bonus action to imbue your body or a weapon you are holding with frigid energy for 1 minute. For the duration, you can deal extra cold damage to one target you hit with an unarmed strike or the imbued weapon on each of your turns. The extra damage is equal to your proficiency bonus. If another creature attempts to wield the imbued weapon, this effect immediately ends on it.

Once you imbue your body or a weapon in this way, you can't do so again until you finish a long rest.

HORNED DEVIL TIEFLING

Drawing their bloodline from one of the most archetypal fiends, these tieflings are exceptionally well in tune with their fiery nature.

Suggested Ability Score Increase. Your Strength score increases by 2, and your Wisdom score increases by 1.

Fire Resistance. You have resistance to fire damage.

Horned Legacy. You know the *produce flame* cantrip. Starting at 3rd level, you can cast *detect evil and good* once with this trait. Starting at 5th level, you can cast *flame blade* once with this trait, requiring no material components. When you cast it in this way, the weapon takes the form of a pitchfork instead of a blade.

You regain the ability to cast these spells with this trait when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Spiked Tail. You have a pointed tail that you can use to make unarmed strikes. When you hit with it, the strike deals piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Suggested Languages. You can speak, read, and write Common and Infernal.

IMP TIEFLING

Your strong fiendish heritage causes you to exhibit characteristics and abilities closely tied to your impish ancestry.

Size. Your size is Small, instead of Medium.

Suggested Ability Score Increase. Your Dexterity score increases by 2, and your Charisma score increases by 1.

Impish Legacy. Choose two of the following options:

- You have resistance to fire damage.
- You have resistance to poison damage.
- Starting at 3rd level, you can cast *invisibility* on yourself with this trait, requiring no material components. Once you do so, you can't cast it again with this trait until you finish a long rest.
- Starting at 3rd level, you can cast *polymorph* on yourself, requiring no material components. When you cast the spell in this way, you can transform into only a rat, raven, or spider (your choice). Once you do so, you can't cast it again with this trait until you finish a long rest.

Mischievous. You have proficiency in one of the following skills of your choice: Deception, Insight, Persuasion, or Stealth.

Scorpioid Tail. You have a stinger-like tail that you can use to make unarmed strikes. When you hit with it, the strike deals piercing damage equal to 1 + your Strength modifier plus an extra 1d4 poison damage, instead of the bludgeoning damage normal for an unarmed strike.

RAKSHASA TIEFLING

Extravagant and cunning, tieflings of rakshasa descent seek power through influence first and combat prowess second. Many have lightly furred skin, and some even sport impressive horns, but the quintessential trait of all rakshasa tieflings is their feline eyes. They are notoriously vindictive and wholeheartedly reject subservience.

Suggested Ability Score Increase. Your Charisma score increases by 2, and either your Dexterity or Constitution score increases by 1 (your choice).

Limited Magic Resistance. When you fail a saving throw against a spell or other magical effect, you can reroll the save, and you must use the new roll. Once you use this trait, you can't use it again until you finish a short or long rest.

Rakshasan Legacy. You know the *mage hand* cantrip. When you reach 3rd level, you can cast *disguise self* once with this trait. When you reach 5th level, you can cast *suggestion* once with this trait, requiring no material components. You regain the ability to cast these spells with this trait when you finish a long rest. Charisma is your spellcasting ability for these spells.

SHADOW DEMON TIEFLING

Like shadow demons, these tieflings have an innate penchant for covert endeavors. This typically manifests in a relatively direct manner, leading them to feel most comfortable conducting their business at night, in shady alleyways, or in dark caverns. For some, however, their shifty nature is more abstractly exemplified by their knack for making favorable deals and executing elaborate schemes to the benefit of themselves and their allies.

Suggested Ability Score Increase. Your Dexterity score increases by 2, and your Intelligence score increases by 1.

Poison Resilience. You have resistance to poison damage and advantage on saving throws against being poisoned.

Shadowed Legacy. Starting at 3rd level, you can cast *misty step* once with this trait. When you do so, either the space you teleport to or the space you teleport from must be in dim light or darkness. Starting at 5th level, you can cast *gaseous form* on yourself once with this trait, requiring no material components. When you cast the spell in this way, it lasts for a number of minutes equal to your level (instead of 1 hour), and if you end your turn in bright light, you must succeed on a DC 10 Constitution saving throw or lose concentration on the spell.

You regain the ability to cast these spells with this trait when you finish a long rest. Intelligence is your spellcasting ability for these spells.

Umbral Affinity. You have proficiency in the Stealth skill, and you can attempt to hide even when you are only lightly obscured by dim light.

Suggested Languages. You can speak, read, and write Abyssal and Common.

VROCK TIEFLING

Tieflings who descend from vrocks tend to be somewhat irritating to all but their closest friends. They're known to hastily judge folks they come across—though their notions are correct more often than not. These tieflings have a persistent drive to acquire more—whether that be something physical like treasure, or something more abstract like power—making them frequent adventurers.

Suggested Ability Score Increase. Your Strength, Constitution, and Wisdom scores each increase by 1.

Horrible Screech. Starting at 3rd level, you can use an action to emit a debilitating screech. Each creature within 10 feet of you that can hear you must make a Constitution saving throw (DC 8 + your proficiency bonus + your Constitution modifier). On a failed save, the creature can't take reactions until the end of its next turn, and on its next turn, it can use either an action or a bonus action, not both. Regardless of the affected creature's abilities or magic items, it can't make more than one attack during its turn.

Once you use this trait, you can't do so again until you finish a long rest.

Vulturine Legacy. You have birdlike wings that sprout from your back, granting you a flying speed of 30 feet. You can't use this flying speed if you are wearing heavy armor.

In addition, you have talon-like hands and feet that you can use to make unarmed strikes. When you hit with them, the strike deals slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

UNBOUND ARCHON

The archons are an elite race of holy warriors and guardians from the Upper Planes who fight unyieldingly to protect their home and the innocent of the multiverse. On rare occasion, these celestial champions may become burdened by their duties or feel they are no longer mentally, physically, or spiritually fit, and may choose to relinquish their divinity and immortal life of service.

HONORABLY DISCHARGED

Fallen celestials are led astray by a path of fear, anger, hate, and suffering due to their wicked acts. Conversely, unbound archons willfully choose their new mortal life, and are respected by celestials for their years of service.

UNBOUND ARCHON NAMES

While many unbound archons retain their divine names, some find it more fitting to take on a name that is better suited to the culture they now find themselves in. Some examples of true archon names are as follows:

Male Names: Adonael, Damabiath, Galizur, Jael, Micus, Oriel, Prul, Ramiel, Sannyasi, Saphon, Vachar, Zarall
Female Names: Arael, Cassiel, Eirwyn, Elyon, Haziela, Israfil, Jefischa, Lumalia, Naya'il, Pravuil, Zaphiela

UNBOUND ARCHON TRAITS

Unbound archons all share certain racial traits as a result of their celestial origins.

Age. Unbound archons, like their immortal counterparts, show no signs of aging. However, once released, an archon typically only lives for about another 500 years.

Suggested Alignment. Archons are lawful good, nearly without exception. However, unbound archons may shed their former celestial constraints and take on any alignment.

Size. There are many types of archons, including a few that are non-humanoid in shape, such as the lantern archon. Those that take on a more humanoid appearance are typically between 5 and 7 feet tall with an exceptionally fit build.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your celestial blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Archon Magic. You know the *message* cantrip. When you reach 3rd level, you can cast *protection from evil and good* once with this trait, targeting only yourself; when you use this version of *protection from evil and good*, it doesn't require your concentration, but you are only protected against fiends and undead. When you reach 5th level, you can cast *tongues* once with this trait.

You regain the ability to cast these spells with this trait when you finish a long rest, and when you cast them, they require no material components. Your spellcasting ability for these spells is either Wisdom (hound and stag archon) or Charisma (hammer and trumpet archon).

Celestial Ichor. You have advantage on saving throws against spells and effects that must target a humanoid, such as *charm person*, and magic can't age you.

Suggested Languages. You can speak, read, and write Common and Celestial.

Subrace. Choose one of the following subraces.

HAMMER ARCHON

As their name suggests, these archons are renowned for their innate expertise with hammers of all kinds, extending also to a mastery of the forge. They are hardy and possess a great affinity for earth and stone, leading them to a sense of kinship with dwarves and the various races touched by the Elemental Plane of Earth.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Critical Impact. When you score a critical hit with a weapon that deals bludgeoning or thunder damage, you can push the target 5 feet away from you.

Earthwalker. As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. The space you teleport from and the space you teleport too must both be on the ground and made of the same material (such as dirt or stone). You can use this trait a



number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Way of the Hammer. You have proficiency with smith's tools, and you are proficient with light hammers, mauls, and warhammers. While wielding one of these weapons, you can't be unwillingly disarmed of it while you aren't incapacitated.

HOUND ARCHON

Hound archons combine the head of a canine with the stature of a muscular humanoid, and sport dark skin that ranges from shades of blacks and browns to a deep purple. They are well-trained for battle and typically served as soldiers or sentries before becoming unbound.

Suggested Ability Score Increase. Your Wisdom score increases by 2, and your Strength score increases by 1.

Sentinel of the Heavens. You are proficient with one melee weapon of your choice, and you are proficient in the Perception skill.

Canine Shape. As an action, you can shift into a canine form, which resembles a dog, a jackal, or a wolf. You can stay in this form for up to 10 minutes or until you choose to revert as an action. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. While you are transformed, the following rules apply:

- Your AC is equal to 12 + your Dexterity modifier, you have a walking speed of 40 feet, and you have advantage on Wisdom (Perception) checks that rely on hearing or smell.
- You retain all your game statistics in this form, including your ability scores, hit points, and skill and saving throw proficiencies.
- Your vicious maw is a natural melee weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.
- You can't wield weapons or cast spells that require somatic or material components.
- You can only speak to communicate with dogs, wolves, or creatures that can understand them.
- You retain the benefits of any features from your class, race, or other source if your canine form is physically capable of doing so, and you retain any of your special senses, such as darkvision.
- When you transform, you choose whether your equipment falls to the ground in your space or merges into your canine form. Equipment that merges with your form has no effect until you leave this form.

STAG ARCHON

Akin to their hound archon cousins, stag archons in their true form appear to be sturdy humanoids possessing the visage of a deer or elk. Though they have lost the ability to assume their cervine form, they still feel most at home amongst the wilderness and its denizens.



Suggested Ability Score Increase. Your Dexterity score increases by 2, and your Wisdom score increases by 1.

Antlers. Your antlers are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Environmental Attunement. You have proficiency in one of the following skills of your choice: Animal Handling, Nature, Stealth, or Survival.

Fleet of Foot. Your base walking speed increases to 35 feet.

TRUMPET ARCHON

Unbound trumpet archons are exceedingly rare, however on occasion their diplomatic missions delivering messages throughout the planes may entice one to embrace a life beyond their celestial duties to freely explore other realms.

Suggested Ability Score Increase. Your Charisma score increases by 2, and your Constitution score increases by 1.

Herald. You are proficient with one musical instrument of your choice, and you have proficiency in the Performance skill.

Horn of Heaven. As an action, you can release a wave of terrifying power through a musical instrument you are holding. When you do, each creature within 15 feet of you, other than you, becomes deafened, and hostile creatures in the area must make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier). On a failed save, a target becomes frightened of you, and while frightened in this way, the target's speed is reduced to 0. These effects end at the start of your next turn. Once you use this trait, you can't do so again until you finish a short or long rest.

VÎTOREM

It would seize the organism's brain and setting up therein its own vibrations. . . the projected mind would then pose as a member of the race whose outward form it wore.

*-H. P. Lovecraft,
The Shadow Out of Time*

The vîtorem are a race of sentient beings from a mysterious demiplane—divorced from the planar multiverse and referred to only as “The Shroud.” Little is known of this plane, vîtorem society, or even how they look in their natural form; rather, they are known only by their dealings and interactions through other creatures in the known multiverse.

MIND THIEVES

Irrevocably severed from the magic that suffuses the multiverse, there is no known path of travel to or from The Shroud, even for the vîtorem. Instead, whispers have surfaced of their ability—whether it be technological or through some magic of their own—to capture the minds of creatures as they cross between planes. This typically occurs upon death or while a creature is engaging in planar travel, willingly or unwillingly.

While the creature’s mind, body, or soul are in transit, a vîtorem may strike, supplanting its consciousness in the creature’s mind as it takes over the creature’s body. This process makes the original creature’s soul unable to be reached by magic, likely due to in turn transferring back to the vîtorem’s original body in The Shroud, though there are claims that the original creature’s soul is wholly obliterated in the process.

SECLUDED STALKERS

Vîtorem typically will not recklessly embark on this irreversible journey beyond their home plane. Most prefer to study one or even several potential hosts as they wait for an opportune moment to pounce and perform the transfer. This careful and diligent practice grants them a thorough knowledge of their target’s past and allows for a more seamless transition to their new life, often being enough to prevent any suspicion of foul play, even from the creature’s most trusted confidants.

VÎTOREM NAMES

Vîtorem are exceptionally secretive about their former life in The Shroud, even possessing a supernatural ability to resist the magics of this realm that may compel them to speak about it against their will. Their true name is nearly impossible to discern as they fully adopt the name and persona of the creature they have chosen to inhabit.

VÎTOREM TRAITS

As a vîtorem, your traits are fundamentally similar to that of your host’s race. Choose another PC race option as the basis for your traits.

Inheritance. You are beholden to your host body’s lifespan and other physical characteristics. You inherit the traits of your host’s race with the following changes:

Suggested Ability Score Increase. If your host’s race has an Ability Score Increase trait that increases a mental ability score (Intelligence, Wisdom, or Charisma), you can change it to any other mental ability score of your choice (to a maximum of +2).

Typical Alignment. Despite their rather aggressive and domineering method of entry into the known multiverse, most vîtorem are not inherently evil, though they are even less likely to be of a good alignment. The majority find themselves in the neutral spectrum, with a tendency toward law.

Antecedent Training. If your host’s race has a trait that grants proficiency in a skill or tool, you can choose to replace it with any other skill or tool proficiency of your choice, respectively.

If your host’s race has a trait that grants proficiency with a weapon, you can choose to replace it with another weapon; the chosen weapon must have the same damage die or lower, can have no properties that the original weapon doesn’t have, and you can’t replace a melee weapon with a ranged weapon or vice versa.

Impostor. You have disadvantage on Charisma checks when interacting with members of your host’s race.

Languages. You can speak, read, and write Common and one other language of your choice—most typically, one of your host’s languages, if it speaks a language other than Common.



SUBCLASSES

BARBARIAN

PRIMAL PATHS

The following options are available to barbarians when they gain the Primal Path feature at 3rd level.

PATH OF LEAST RESISTANCE

For many barbarians, battle is chaotic—an untamed frenzy of bloodshed that they unleash upon their foes. For those who adhere to the Path of Least Resistance, it is calculated, deliberate, and systematic.

Your rage grants you supreme insight into the most precise path to neutralizing your quarry, as well as the unrivaled determination to execute your goals. Nothing stands in the way of your fervor.

UNERRING ASSAULT

Starting at 3rd level, as part of your bonus action when you enter a rage, and as a bonus action on each of your turns while raging, you can move up to half your speed toward a hostile creature that you can see. This movement ignores difficult terrain. Alternatively, you can spend this movement moving around a hostile creature that is adjacent to you, staying within 5 feet of it.

If you moved at least 10 feet as part of this bonus action, and then immediately make a melee weapon attack against that creature as part of the Attack action, your blow is exceptionally effective. On a hit, the attack deals an extra 1d6 damage of the same type dealt by the weapon. The damage increases when you reach certain levels in this class, increasing to 2d6 at 5th level, 3d6 at 10th level, and 4d6 at 15th level.

UNBRIDLED FURY

Beginning at 6th level, while you are raging, you can't be restrained and you have advantage on saving throws against being paralyzed. If you are restrained when you enter your rage, the condition immediately ends.

In addition, you can spend an amount of movement equal to half your speed to automatically escape from nonmagical restraints, such as manacles or a creature that is grappling you.

SPIRITUAL EXPEDITION

When you reach 10th level, you gain the ability to enter a trance-like meditation as you metaphysically plot the best path to a destination. When you do so, you cast the *find the path* spell, without expending a spell slot or material components. When you use this version of *find the path*, it has a casting time of 1 hour and a maximum range of 100 miles. In addition, its duration doesn't require your concentration and instead lasts until the end of your next long rest or until you die.

During the casting of this spell, you are blinded and deafened to your own surroundings. At the completion of your meditation, your group gains the following benefits for the duration, so long as you do not willingly deviate from the path and you maintain at least a normal pace while traveling:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.

In addition, your resolute determination to reach your destination grants you a heightened ability to overcome obstacles and skirmishes on the way. Once you have been traveling toward your destination for an hour or more, you gain the following benefits in combat:

- You ignore difficult terrain.
- Being frightened doesn't prevent you from willingly moving closer to the source of your fear.
- Spells and other magical effects cannot force you to move using your movement, actions, or reactions (such as by the *command* or *fear* spells).

Once you reach your destination, all benefits of this feature end after 10 minutes.

UNWAVERING FOCUS

Beginning at 14th level, when you hit a creature with a melee weapon attack while raging, you can designate it as your primal focus. This effect lasts until your rage ends or until you use this feature again.

Once on each of your turns when you miss that creature with a melee weapon attack, you can make another melee weapon attack against it as part of the same action. In addition, you have advantage on opportunity attacks made against the creature.

PATH OF THE TRIBAL HUNTER

Many barbarians may identify themselves as hunters—hunters of revenge, hunters of glory, hunters of physical superiority—but only barbarians of the Path of the Tribal Hunter are true masters on every front. Emboldened by the teachings and tactics of their tribes' chieftains and war heroes, they pursue their prey with an unparalleled primal focus, seeking to prove themselves worthy of both power and respect.

BONUS PROFICIENCIES

At 3rd level, you gain proficiency with the poisoner's kit as well as one of the following skills of your choice: Animal Handling, Athletics, Nature, or Survival.

TRIBAL WARFARE

When you choose this path at 3rd level, you have trained in the ways of your tribe's hunting techniques. You can draw a weapon that has the thrown property as part of the attack you make with the weapon, and the normal range of all thrown weapons is doubled for you; this does not affect the weapon's long range.



In addition, as part of your bonus action when you enter a rage and as a bonus action on each of your turns while raging, you can make a ranged attack with a thrown melee weapon against a target you can see or hear that is at least 15 feet away from you. If the attack hits, the next time you make a melee weapon attack against that target before the start of your next turn, you have advantage on the attack roll; if you already have advantage on this attack roll from your Reckless Attack feature, you can reroll one of the dice once.

SHARPENED FEROCITY

At 6th level, you have further learned to blend your untamed ferocity with your combat tactics, granting you the following benefits:

- When you engage in two-weapon fighting while only wielding simple weapons, you can add your ability modifier to the damage of the second attack.
- Whenever you make a ranged attack with a thrown weapon while raging, you can add your Rage Damage bonus to the damage roll of the attack.
- Your Reckless Attack feature now also gives you advantage on ranged weapon attack rolls using Strength, such as from thrown weapons.

WAR DANCE

When you reach 10th level, you have learned to flawlessly execute your tribe's ceremonial dance, inspiring your

allies with fierce tenacity. Over the course of 10 minutes you can perform the dance and choose up to six creatures (which can include yourself) within 30 feet of you to be filled with the battle spirit of your tribe for 1 hour.

An affected creature gains temporary hit points equal to your barbarian level, and for the duration, the creature has advantage on saving throws against being frightened as well as on death saving throws. When the effect ends, the target loses any remaining temporary hit points.

Once you use this feature, you can't use it again until you finish a long rest.

INSTINCTIVE PURSUIT

Starting at 14th level, you have honed your natural hunting instincts, always prepared to spring into action in pursuit of your prey. When you roll initiative, you can immediately choose to enter a rage and move up to half your speed toward a hostile creature that you can see or hear (no action required).

In addition, whenever a creature that you attacked on your last turn moves away from you, you can use your reaction to make one ranged attack with a thrown melee weapon against it. If the attack hits, the target's speed is halved for the rest of the turn.

BARD

BARD COLLEGES

The following options are available to bards when they gain the Bard College feature at 3rd level.

COLLEGE OF BRAVADO

Bards of the College of Bravado excel at making inflated displays of bravery, particularly in the face of tremendous peril. Their tales and artistic performances are among the most boastful and boisterous of any bard, and they have no qualms romanticizing even the most mundane of stories.

Some outside the College of Bravado view their disposition as an annoyance—something to be met with rolling eyes and half-sighs—but these bards view it as a talent. They proudly hone and refine their craft, working to masterfully execute their delivery as they fill their spectators with awe.

The adventuring lifestyle is the perfect fuel for the ego and fables of bards of this college, routinely providing them with the spark they need for their next story or song. Despite their aggrandizing tendencies, their presence is most welcome among hardened adventuring bands seeking boldness and confidence in the face of exceedingly treacherous and dire circumstances.



GRANDIOSE FAÇADE

When you join the College of Bravado at 3rd level, you gain proficiency with the disguise kit and you gain proficiency in the Deception skill. If you already have either of these proficiencies, you can instead choose to gain proficiency in one of the following skills of your choice: Intimidation, Performance, or Persuasion.

In addition, whenever a spell or effect requires you to make a Wisdom saving throw to avoid being frightened, you can instead make a Charisma saving throw, as you attempt to expertly mask your fear in a swaggering display of courage. If you succeed on this saving throw, you are immune to being frightened by that creature for 1 minute. If you fail this saving throw, you can't use this benefit again until you finish a short or long rest.

INTREPID VEIL

Also at 3rd level, you learn to make a bombastic, magic-infused show of bravery, invigorating yourself or a nearby ally. As a bonus action, you can expend one use of your Bardic Inspiration to cast *heroism*, without expending a spell slot. When you cast *heroism* in this way, the spell has a range of 30 feet.

In addition, while a creature is under the effects of this spell, if it fails a Wisdom saving throw, it can choose to

succeed instead. The spell then ends. When you reach 11th level in this class, the amount of temporary hit points your target gains from the spell is doubled.

RESOLUTE COUNTERCHARM

At 6th level, when you use your Countercharm feature, your performance is exceptionally awe-inspiring, granting the following additional benefits:

- Your Countercharm lasts for a number of rounds equal to your Charisma modifier (a minimum of 2 rounds), rather than until the end of your next turn.
- All creatures under the effects of your Countercharm have resistance to psychic damage.
- While performing your Countercharm, if you grant a creature a Bardic Inspiration die or target it with your Intrepid Veil feature, any effects causing the creature to be charmed or frightened immediately end.
- While under the effects of your Countercharm, whenever a creature must make an Intelligence, Wisdom, or Charisma saving throw, it gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1).

At 18th level, the range of your Countercharm increases to 60 feet.

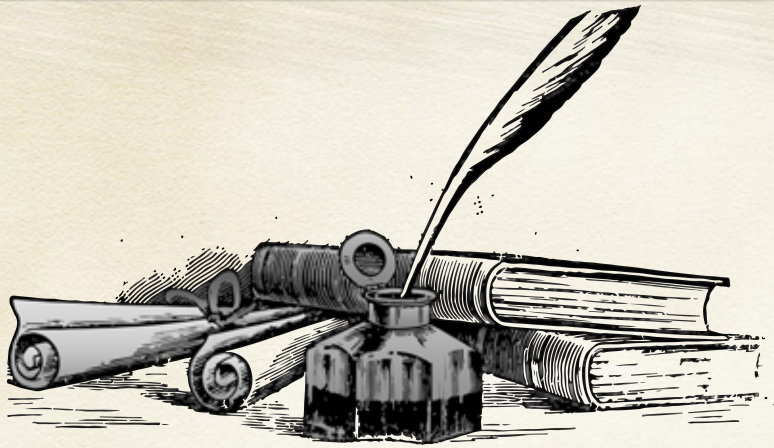
PRODIGIOUS PRESENCE

At 14th level, your overblown ego outwardly manifests itself, bolstering the power of your physical form. You count as one size larger when determining if a creature can grapple or shove you, and when determining if you can be affected by a spell or other effect.

In addition, as an action, you can magically grow to immense proportions for 1 minute or until you are incapacitated. When you do so, you gain temporary hit points equal to your bard level. For the duration, your size increases by one size category—from Medium to Large, for example—and you have advantage on Strength checks and Strength saving throws. Everything you are wearing or carrying grows to match your new size. While under this effect, when you hit a creature with a weapon attack, the creature takes extra damage of the same type dealt by the weapon equal to your Charisma modifier.

As a bonus action on each of your turns for the duration of this effect, you can direct your towering, terrifying presence at one creature within 60 feet of you that can see you. The target must succeed on a Wisdom saving throw against your bard spell save DC or become frightened of you 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 condition ends for it, the creature is immune to this effect for the next 24 hours.

Once you assume this immense form, you can't do so again until you finish a short or long rest.



COLLEGE OF LINGUISTICS

Bards of the College of Linguistics are expert translators, elocutionists, and cryptographers. In their bardic studies, they research not only how they can most effectively inspire their friends with their spoken and written word, but also how they can best manipulate the utterances and resonances of their spells to maximize their impact.

Despite their profound magical abilities, these bards prefer learning to communicate with other creatures “the old-fashioned way,” as they find it to be the most authentic and precise way to express themselves. They dive headlong into the history and culture surrounding a language—excitedly noting the idiosyncrasies of each dialect—and they dream of opportunities where they can properly show off their fluency to native speakers.

BONUS PROFICIENCIES

When you join the College of Linguistics at 3rd level, you gain proficiency with calligrapher’s supplies and the forgery kit. You can use an ink pen, quill, or other writing instrument, or a book in which you have written at least 20 pages of text as a spellcasting focus for your bard spells.

In addition, you learn two languages of your choice. You learn additional languages when you reach certain levels in this class, learning another two languages of your choice at 5th level, 10th level, 15th level, and 20th level.

VOCAL PROJECTION

At 3rd level, you learn to enhance the potency of the magical words you speak. The range of your Bardic Inspiration feature increases to 120 feet.

In addition, whenever you cast a spell that has a verbal component, you can expend one use of your Bardic Inspiration to either grant one friendly target of the spell temporary hit points or cause one hostile target affected by the spell to take psychic or thunder damage (your choice). The amount of temporary hit points gained or damage dealt is equal to the number you roll on the Bardic Inspiration die.

When you expend a use of your Bardic Inspiration in this way, you can use one of the following Vocal Projection options of your choice. You can use only one Vocal Projection option per turn.

Manipulative Projection. You interweave the verbal components of the spell with a mind-altering enchantment, influencing the actions of one creature targeted by the spell. If the target is friendly, it has advantage on the next attack roll it makes before the end of its next turn; if the target is hostile, it has disadvantage on the next attack roll it makes before the end of its next turn.

Thunderous Projection. Your voice booms as you perform the verbal components of the spell. If the spell has a range of 5 feet or greater, its range is doubled for this casting.

Ventriloquist’s Projection. You perform the verbal components of the spell through a willing creature you can see within 60 feet of you, speaking through the creature in your own voice. If the spell has a range of touch, that creature can deliver the spell as if it had cast the spell (no action required), otherwise the spell originates from you.

BARDIC INSCRIPTION

At 6th level, you gain an additional way to grant your Bardic Inspiration, inspiring others via your written word. At the end of a short or long rest, you can inscribe up to fifteen words on an object, such as a piece of paper, parchment, or other suitable writing material, infusing your script with bardic magic.

A creature in possession of the object is considered to have a Bardic Inspiration die from you and can spend the die as normal. Once the Bardic Inspiration die is rolled, the text vanishes from the object.

You can only have up to three objects infused with this bardic magic at a time, and you can choose to dismiss the magic from the text of any of these objects at any time.

WORDS OF POWER

At 14th level, through your esoteric studies of language, you have unveiled a series of forgotten, forbidden, or destructive words that can magically cripple the linguistic capabilities of your foes. As an action, you can utter your words of power and choose one creature within 120 feet of you that can hear you. The target must make an Intelligence saving throw against your spell save DC.

On a failed save, the target takes psychic or thunder damage (your choice) equal to $2d10 + \text{half your bard level}$, and for 1 minute or until you lose your concentration (as if concentrating on a spell), the target can’t speak, communicate telepathically, perform the verbal components of spells, or understand language. On a successful save, the target takes half as much damage and stumbles over its words for a short time; until the end of its next turn, the target must succeed on a spellcasting ability check against your spell save DC whenever it attempts to cast a spell with a verbal component, or the casting fails and the spell is wasted.

Once you use this feature, you can’t do so again until you finish a short or long rest.

CLERIC

DIVINE DOMAINS

The following options are available to clerics when they gain the Divine Domain feature at 1st level.

BALANCE DOMAIN

The Balance domain is centered upon establishing true equality throughout the multiverse and eschewing all bias: good and evil, law and chaos. Followers of this domain often embody an introspective and even-tempered lifestyle. Many neutral deities, such as Khaylûs and Oghma, claim influence over this domain, but it is also especially prevalent among clerics who worship no particular deity—instead choosing to serve the natural forces of the cosmos.

Balance Domain Spells

Cleric Level Spells

| | |
|-----|--|
| 1st | <i>comprehend languages, protection from evil and good</i> |
| 3rd | <i>calm emotions, enlarge/reduce</i> |
| 5th | <i>bestow curse, remove curse</i> |
| 7th | <i>banishment, death ward</i> |
| 9th | <i>dispel evil and good, hold monster</i> |

BONUS CANTRIP

When you choose this domain at 1st level, you learn the *mending* cantrip.

TIP THE SCALES

Also at 1st level, when you miss with an attack or when you're hit by an attack, you can invoke the cosmic forces of the multiverse to tip the balance in your favor. Roll a d4 and either add the number to or subtract it from the attack roll, respectively, possibly changing the outcome.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

The die for this feature increases when you reach certain levels in this class, increasing to a d6 at 5th level, a d8 at 10th level, and a d10 at 15th level.

CHANNEL DIVINITY: RECTIFY IMBALANCE

Starting at 2nd level, you can use your Channel Divinity to equalize the transgressions of your foes, calling forth holy power to rebuke them and restore your allies.

Immediately after a hostile creature within 60 feet of you deals damage to you or a friendly creature you can see, you can present your holy symbol as a reaction. The hostile creature must make a Constitution saving throw, taking radiant damage equal to $2d6 +$ your cleric level on a failed save, or half as much damage on a successful one.

In addition, one creature of your choice that took damage from the hostile creature, regains hit points equal

to the amount of radiant damage you dealt. A prone creature that regains hit points in this way is magically lifted to a standing position, if it chooses.

COSMIC SCALES

When you reach 6th level, you can also use your Tip the Scales feature as a reaction when a creature you can see within 30 feet of you misses with an attack or is hit by an attack.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

SPHERE OF BALANCE

Beginning at 17th level, you can use your action to activate an aura of balance that lasts for 1 minute, or until you're incapacitated or you dismiss it as a bonus action. For the duration, whenever a creature within 60 feet of you has advantage or disadvantage on an ability check, attack roll, or saving throw, the roll is instead made with neither advantage nor disadvantage.



INFINITY DOMAIN

To follow the Infinity Domain is to embrace the understanding that everything known and accepted as fact by the inhabitants of this reality—including even the greatest of the deities worshiped by mortals—is not the all-encompassing truth for all beings that have ever existed. Clerics of this domain pursue the deities and god-like beings of foreign realms, known and unknown, with awe and reverence, entreating such entities to share their divine power and ability to comprehend such dimensions.

Infinity clerics, in their divine search, often discover one of the few gods (such as Khaylûs) known to have a connection to the Infinite Wastes—a realm governed by utterly alien and incomprehensible laws of magic and physics that would send most mortal minds spiraling into delusion and hysteria. Some deities of the known multiverse who claim dominion over esoteric knowledge and unconventional magic (such as Oghma) may also claim some degree of influence over this domain.

Infinity Domain Spells

| Cleric Level | Spells |
|--------------|---|
| 1st | <i>bane, life siphon</i> ^S |
| 3rd | <i>darkness, detect thoughts</i> |
| 5th | <i>fear, power word eviscerate</i> ^S |
| 7th | <i>confusion, phantasmal killer</i> |
| 9th | <i>dream, legend lore</i> |

ABERRANT UNDERSTANDING

At 1st level, you learn to speak and understand Deep Speech. In addition, the *eldritch blast* and *minor illusion* cantrips are added to the cleric spell list for you and you learn one of these cantrips (your choice). This cantrip doesn't count against your number of cantrips known.

PHASE STEP

Also at 1st level, you gain the ability to move through other creatures as if they were difficult terrain, as you partially shift between realms.

In addition, when you move through a hostile creature's space in this way, you can use your bonus action to pierce that creature's mind with imagery of terrifying eyes and inky, black tentacles. If the target is not an aberration, it must succeed on a Wisdom saving throw or take 2d8 psychic damage. Whether the target succeeds or fails on the save, that creature can't make opportunity attacks against you until the start of its next turn.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: FAR RIFT

Starting at 2nd level, you can use your Channel Divinity to open up a rift in space, momentarily connecting your world to an extradimensional reality.

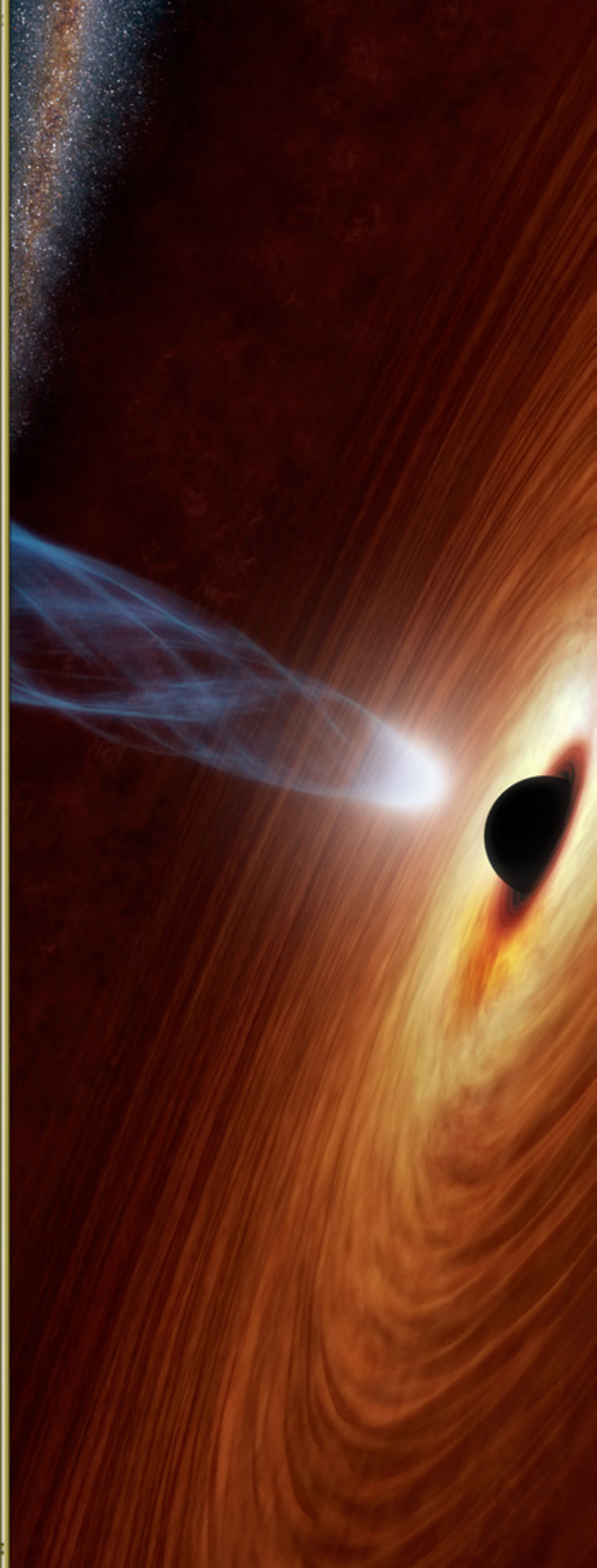
As an action, you present your holy symbol and choose a point centered on an unoccupied space within 60 feet of you. The rift appears as a 5-foot-radius sphere of blackness and long, slithery tendrils immediately lash out from it.

Choose a number of creatures up to your Wisdom modifier within 30 feet of the sphere that you can see. Each target must succeed on a Dexterity saving throw or be pulled 20 feet toward the sphere. A target that is not an aberration and is pulled into the sphere's space takes psychic damage equal to 2d8 + your cleric level as it catches a glimpse of the inexplicable horrors of realms unknown. The rift then closes.

CHANNEL DIVINITY: BEND SPACE

When you reach 6th level, you learn to use your Channel Divinity to instinctively manipulate the fabric of space itself to subvert your enemies' attacks.

Whenever you or a friendly creature within 30 feet of you would be hit by an attack, you can use your reaction to



warp the space between the original target of the attack and another willing creature you can see within 30 feet of you, who becomes the target instead. When you do so, you teleport the two chosen creatures, exchanging their positions. The effect fails if both creatures are not Large or smaller.

The new target of the attack gains a +2 bonus to AC against the attack, as the sudden swap confounds the attacker.

POTENT SPELLCASTING

Starting at 8th level, once per turn, you can add your Wisdom modifier to the damage you deal with any cleric cantrip.

IMPART MADNESS

Starting at 17th level, whenever a creature takes damage from your Phase Step or Far Rift features, you can bestow an effect of madness on that creature for 1 minute or until you lose your concentration (as if you were concentrating on a spell). At the end of each of the target's turns, and each time it takes damage, it can make an Intelligence saving throw against your cleric spell save DC, ending the effect on a success.

Roll on the table below to determine the effect the madness has on the creature.

Madness Effects

| d10 | Effect |
|-----|--|
| 1 | The creature retreats into its mind and becomes paralyzed. |
| 2 | The creature becomes incapacitated, begins uncontrollably screaming, laughing, or weeping, and may use its movement on each of its turns to move in a random direction. |
| 3 | The creature becomes frightened of you and, as long as it has line of sight to you, 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. |
| 4 | The creature begins babbling, can't understand what other creatures say, and is incapable of coherent speech or casting spells with a verbal component. |
| 5 | The creature must use its action each round to attack the nearest creature, using its movement as necessary in order to do so. If it is incapable of attacking the nearest creature, it wastes its action that turn doing nothing. |
| 6 | The creature experiences vivid hallucinations and has disadvantage on all ability checks. |
| 7 | The creature is charmed by you and, if it can hear and understand you, does whatever you tell it to do that isn't obviously harmful to it. |
| 8 | The creature becomes incapacitated and experiences an overwhelming urge to eat something strange such as dirt, slime, or offal. |
| 9 | The creature falls prone and is stunned. |
| 10 | The creature falls unconscious. |

DRUID

DRUID CIRCLES

The following options are available to druids when they gain the Druid Circle feature at 2nd level.

CIRCLE OF THE CALAMITY

To an outsider, the Circle of the Calamity seems like a paradox—druids who simultaneously revere nature and emulate that which destroys it. However, these druids see themselves as agents of balance, upholding the natural order of the world. Sometimes druids of this circle may even resort to drastic, destructive measures in order to restore developed lands to their natural, wild state.

CALAMITOUS ATTUNEMENT

Starting at 2nd level, the cataclysmic power of a natural disaster courses through your veins. Choose a type of calamity from the following table. You can change your calamity choice whenever you gain a level in this class.

| Calamity | Damage Type |
|------------|----------------------|
| Blizzard | Cold |
| Earthquake | Bludgeoning |
| Tempest | Lightning or Thunder |
| Wildfire | Fire |

When you are attacked by or take damage from a creature you can see within 30 feet of you, you can use your reaction to unleash a magical wave of devastating energy at that creature. The target must succeed on a Dexterity saving throw against your druid spell save DC or take damage equal to your Wisdom modifier (minimum of 1) of the type associated with your calamity.

HARBINGER OF DEVASTATION

At 2nd level, you learn to harness a surge of your druidic magic, temporarily adopting some physical features that embody aspects of your chosen calamity. As an action, you can expend one use of your Wild Shape to gain the following benefits for 1 minute or until you use your Wild Shape feature again.

Blizzard. For the duration, your melee weapon attacks deal extra cold damage equal to your proficiency bonus. In addition, you gain temporary hit points equal to your druid level as an icy frost reinforces your form. If a creature hits you with a melee attack while you have these hit points, the creature takes cold damage equal to your Wisdom modifier.

Earthquake. If you are not wearing heavy armor, you gain a +1 bonus to AC. This bonus increases when you reach certain levels in this class, increasing to +2 at 9th level, and +3 at 17th level.

In addition, when you take bludgeoning, piercing, or slashing damage, you can use your reaction to halve that damage against you.



Tempest. Whenever a creature takes lightning damage from your Calamitous Attunement feature, you can cause the electrical energy to arc to one additional creature of your choice within 20 feet of the original target. That creature must also make a Dexterity saving throw against your spell save DC or take the same amount of damage. The number of creatures you can arc this energy to increases when you reach certain levels in this class, increasing to two additional creatures at 9th level and three additional creatures at 17th level.

Whenever a creature takes thunder damage from your Calamitous Attunement feature, you can simultaneously push the creature up to 10 feet in any direction of your choice. The number of feet you can push the creature increases when you reach certain levels in this class, increasing to 15 feet at 9th level and 20 feet at 17th level.

Wildfire. When a creature succeeds on its saving throw against your Calamitous Attunement feature, it still takes half as much damage. In addition, the damage dealt by your Calamitous Attunement feature increases by 3. This extra damage increases when you reach certain levels in this class, increasing to 5 at 5th level, 7 at 10th level, and 10 at 15th level.

ARBITER OF BALANCE

By 6th level, you have trained yourself to overcome hindrances related to your calamity with ease.

Blizzard. You can move across and climb icy surfaces without needing to make an ability check, and difficult terrain composed of ice or snow doesn't cost you extra movement. In addition, you always have the *sleet storm* spell prepared and can cast them each once using this feature without expending a spell slot. You regain the ability to cast it with this feature when you finish a long rest.

Earthquake. You can move across difficult terrain made of earth or stone without expending extra movement. In addition, you always have the *meld into stone* and *pass without trace* spells prepared and can cast them each once using this feature without expending a spell slot. When you cast *meld into stone* in this way, you gain tremorsense out to a range of 60 feet until the spell ends. You regain the ability to cast these spells with this feature when you finish a long rest.

Tempest. You have advantage on saving throws made against effects that would push you, pull you, or knock you prone. In addition, you always have the *gust of wind* spell prepared and can cast it once using this feature without expending a spell slot. You regain the ability to cast it with this feature when you finish a long rest.

Wildfire. Whenever you are subjected to an effect that deals fire damage and allows you to make a 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. In addition, you know the *fireball* spell and you always have it prepared.

CATASTROPHIC RESILIENCE

Starting at 10th level, your attunement to your calamity protects you from similar types of harm. You gain resistance to the damage type associated with your calamity. If you are attuned to the Tempest, you gain resistance to either lightning or thunder damage (your choice), and you can change your resistance whenever you finish a long rest.

AVATAR OF THE CATAclysm

Beginning at 14th level, you assume a cataclysmic form when you use your Harbinger of Devastation feature.

Blizzard. You emit a continuous aura of freezing energy, granting you the following benefits for the duration:

- You are immune to cold damage and have resistance to fire damage.
- The ground in a 10-foot radius around you is covered in slick ice and is difficult terrain for each creature of your choice in the area.
- At the start of each of your turns, you gain temporary hit points equal to half your druid level. These hit points count as temporary hit points from the Harbinger of Devastation feature for the purpose of dealing cold damage to the attacker when you are hit by a melee attack.

Earthquake. Your skin becomes cracked and stony, granting you the following benefits for the duration:

- You have resistance to bludgeoning, piercing, and slashing damage.
- When you take bludgeoning, piercing, or slashing damage, you can use your reaction to take no damage instead.
- As a bonus action on each of your turns, you can cause seismic waves to ripple through the ground. Each creature of your choice within 10 feet of you must make a Dexterity saving throw against your druid spell save DC or be knocked prone. If a creature that fails its saving throw is concentrating on a spell, it must also make a DC 10 Constitution saving throw or lose its concentration.

Tempest. Turbulent winds begin circling you, granting you the following benefits for the duration:

- Ranged weapon attacks made against you have disadvantage on the attack roll.
- You gain a flying speed of 30 feet for the duration.
- If the original target of the lightning damage you deal from your Calamitous Attunement feature fails its saving throw by 5 or more, it becomes stunned until the end of your next turn.
- Whenever you deal thunder damage from your Calamitous Attunement feature, if the target fails its saving throw by 5 or more it becomes paralyzed until the end of your next turn.

Wildfire. Roaring flames envelop your body. These flames don't harm you or anything being worn or carried. You gain the following benefits for the duration:

- You are immune to fire damage and have resistance to cold damage.
- You shed bright light in a 20-foot radius and dim light for an additional 20 feet.
- If a creature hits you with a melee attack, the creature takes 1d10 fire damage.
- You can cast *burning hands* as a bonus action on each of your turns without expending a spell slot.

FIGHTER

MARTIAL ARCHETYPES

The following options are available to fighters when they gain the Martial Archetype feature at 3rd level.

SCORN KNIGHT (MAGICUTIONER)

Scorn knights are trained destroyers of all things magic. Often driven by a personal vendetta against spellcasters, animosity toward magic items, or unadulterated hatred for magic itself, they seek to annihilate it at every turn.

Sometimes referred to as “magicutioners,” these warriors typically won't use magic items unless they are forced to.

Spellcasters—be they arcane or divine—tremble at the sight of an enemy scorn knight, knowing that their foe's mere presence is enough to disrupt or sever their magical connection, the very essence of their power.

ADVERSARIAL AWARENESS

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: Arcana, Insight, Investigation, Nature, or Religion. Alternatively, you learn one language of your choice.

SCORN

Starting at 3rd level, your extreme disdain for magic drives so deeply to your core that it manifests itself as a form of antimagic, which courses through your veins. This antimagic power is known only as scorn. When you gain this feature, you learn two Scorn options of your choice (see “Scorn Options” below).

You have a number of uses of Scorn equal to your Constitution modifier (minimum 1), and you regain all expended uses when you finish a short or long rest. You learn an additional Scorn option of your choice when you reach certain levels in this class: 7th, 10th, and 15th level.

Some features you gain later require a saving throw, which is calculated as follows:

$$\text{Scorn save DC} = 8 + \text{your proficiency bonus} + \text{your Constitution modifier}$$

ARCANE PURGE

When you reach 7th level, damage you deal with nonmagical weapons counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. In addition, you learn to perform a powerful antimagic ritual on a magic item or magical effect. You perform the ritual over the course of 1 hour, which can be done during a short rest. Once you use one of the options below, you can't use that option again until you finish a long rest.

Magic Item. When you complete the ritual, you can touch one magic item that is of uncommon rarity or lower and permanently eradicate one of its magical properties. If the item has no remaining magical properties, it becomes a mundane, nonmagical item. The maximum rarity of magic item you can affect with this ritual increases to rare at 10th level and very rare at 15th level.

When you destroy a magical property of an item in this way, your antimagic power surges until the end of your next long rest or until you die. For the duration, you gain a +1 bonus to attack and damage rolls you make with nonmagical weapons. The bonus increases when you reach certain levels in this class, increasing to +2 at 10th level and +3 at 15th level.

Magical Effects. When you begin the ritual, choose one creature, object, or magical effect. You must stay

within 30 feet of the target for the duration. When you complete the ritual, all curses and any spells of 3rd level or lower on the target end. For each spell of 4th level or higher on the target, make a Constitution check. The DC equals 10 + the spell's level. On a successful check, the spell ends. Starting at 10th level, this ritual is capable of ending a spell or magical effect that would normally require a *greater restoration* spell to end, such as *feblemind* or *geas*.

HEIGHTENED DISRUPTION

At 10th level, you learn to infuse your attacks with a flare of magic interference. When you hit a creature that is concentrating on a spell or other magical effect with a weapon attack, the minimum DC for the creature's Constitution saving throw to maintain its concentration is equal to your Scorn save DC, rather than 10.

ANTIMAGIC STRIKE

At 15th level, you learn a debilitating, new way to manipulate your scorn. When you hit a creature with a weapon attack on your turn, you can use your bonus action and expend two uses of Scorn to inject some of your antimagic power into the creature, stifling the magical energy that suffuses the multiverse around it for 1 minute.

For the duration, all bludgeoning, piercing, and slashing damage the creature deals is considered nonmagical, and if the creature is targeted by a spell or magical effect that causes it to regain hit points or gain temporary hit points, the amount it gains is halved.

In addition, the creature must make a Constitution saving throw against your Scorn save DC. On a failure, the creature is also subjected to the following effects:

Spellcasting. If the creature attempts to cast a spell, it must first make an ability check using its spellcasting ability modifier. The DC equals your Scorn save DC. On a failure, the creature's spell fails and has no effect.

Magic Items. The properties and powers of any magic items the creature possesses, except those created by an artifact or a deity, are suppressed. For example, a *+1 longsword* functions as a nonmagical longsword.

Magical Travel. The creature can't teleport or otherwise engage in magical travel, including entering a portal to another location or plane.

Summoned Creatures. If the creature was summoned or created by a spell or magical effect with a non-instantaneous duration (such as *conjure elemental*), it temporarily winks out of existence. When this effect ends, the creature reappears in the space it left or in the nearest unoccupied space if that space is occupied.

ELDRITCH DAMPENER

Starting at 18th level, your scorn has grown so powerful that it forms an unceasing antimagic ward around you. You have resistance to damage from spells and magical

effects, and whenever you use your Indomitable feature against a spell or magical effect, you gain a bonus to the roll equal to your Constitution modifier.

In addition, you can't be unwillingly detected by or perceived through divination magic or magical scrying sensors.

SCORN OPTIONS

The following options are presented in alphabetical order.

Antimagic Shield. When a creature hits you with a spell attack or a magical weapon attack, you can use your reaction and expend one use of Scorn to form an emanating antimagic barrier around yourself. Until the start of your next turn, you have a +5 bonus to AC against spell attacks and magical weapon attacks, including against the triggering attack.

Arcane Absolution. Whenever you are under the effects of a spell or other magical effect that allows you to repeat a saving throw on your turn to end the effect, you can use your bonus action and expend one use of Scorn to repeat the saving throw, possibly ending the effect early.

Eldritch Vision. As an action, you can expend one use of Scorn to rout out nearby concentrated areas of magical energy. For 1 minute, you gain the effects of the *detect magic* spell, requiring no concentration.

Scornful Vigor. When you take the Attack action on your turn, you can forgo one of your attacks and expend one use of Scorn to gain a number of temporary hit points equal 1d6 + half your fighter level (rounded down).

Spell Obstruction. When a creature within 10 feet of you casts a spell, you can use your reaction to attempt to disrupt the creature's magical connection. If the creature is casting a spell of 1st level or lower—referred to as your spell threshold—the spell fails and has no effect, and you expend one use of Scorn. If the creature is casting a spell above your spell threshold, your attempt fails, but you don't expend a use of Scorn.

The spell threshold and range of this option increase when you reach certain levels in this class, as noted in the table below.

| Fighter Level | Spell Threshold | Range |
|---------------|-----------------|--------|
| 3rd | 1st level | 10 ft. |
| 7th | 2nd level | 15 ft. |
| 10th | 3rd level | 20 ft. |
| 15th | 4th level | 25 ft. |
| 18th | 5th level | 30 ft. |



COSMIC KNIGHT

The extraordinary Cosmic Knights are fighters who can tap into their deep connection with the cosmos to manifest supernatural power. Sometimes referred to as void warriors or space raiders, these specialized combatants harness their attunement to the underlying forces of the multiverse to artfully weave their martial mastery with magical effects as they manipulate and devastate their foes.

INTERSTELLAR INTUITION

When you choose this archetype at 3rd level, your affinity for constellations and the night sky grants you the following benefits:

- You gain proficiency with navigator's tools.
- You gain darkvision out to a range of 60 feet. If you already have darkvision from another source, its range increases by 30 feet.
- You learn the *dancing lights* cantrip, and when you cast it, it requires no material components.

COSMIC STRIKE

At 3rd level, you learn to call upon the power of the cosmos to create magical effects. When you gain this feature, you learn two Cosmic Strike options of your choice (see "Cosmic Strike Options" below). You have three uses of this feature, and you regain all expended uses when you finish a short or long rest.

You learn an additional Cosmic Strike option of your choice when you reach certain levels in this class: 7th, 10th, and 15th level. Each option also improves when you become a 10th-level fighter.

AETHERSPEAK

When you reach 7th level, your connection to the multiverse allows you to communicate with others across great distances, even to the farthest reaches of space. You can cast the *sending* spell, requiring no material components.

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

UNASSAILABLE SPIRIT

By the time you reach 10th level, your sense of self has become strongly grounded in reality, helping you to resist effects that would usurp your personality or hurl you to other planes of existence. You gain proficiency in Charisma saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence saving throws.

PLANAR PURSUIT

At 15th level, your understanding of the inner workings of the multiverse allows you to magically slip alongside other creatures when they teleport. When a hostile creature that you can see within 120 feet of you travels to another plane of existence or teleports, you can use your reaction to follow that creature to its new location and make a melee weapon attack against it. On a hit, the target must succeed on a Charisma saving throw (DC 8 + your proficiency

bonus + your Constitution modifier) or return to its previous space. Hit or miss, you then return to your previous space.

In addition, when a willing creature you can see within 120 feet of you teleports no farther than 500 feet, you can use your reaction to travel alongside the creature, appearing within 5 feet of it.

INFINITY WARRIOR

Starting at 18th level, your perfect attunement with the cosmos allows you to instinctively tap into your supernatural power. Once on each of your turns, you can forgo one of your attacks as part of the Attack action to use one of your Cosmic Strike options this turn without expending a use of your Cosmic Strike feature.

COSMIC STRIKE OPTIONS

The following options are presented in alphabetical order.

Dimensional Warp. Immediately before or after you make a weapon attack on your turn, you can use your bonus action to teleport up to 20 feet to an unoccupied space you can see.

Starting at 10th level, when you use this option, the next time you hit a creature with a weapon attack before the end of your next turn, the target takes an extra 2d6 force damage from the attack.

Lunar Lock. When you hit a creature with a weapon attack, you can infuse the target with a moonlit glow, exerting a restrictive force upon it. Until the end of your next turn, the target sheds dim light in a 10-foot radius and it can't willingly move away from you.

Starting at 10th level, when you use this option, the target also takes an extra 2d6 cold damage from the attack.

Meteoric Impact. When you make your first attack on your turn, you can choose to infuse your strikes with the unrelenting force of a comet. Until the end of your turn, your weapon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, and whenever you hit a creature with a weapon attack, the target is pushed up to 5 feet away from you. If you score a critical hit on the attack, and the target is Huge or smaller, it is also knocked prone.

Starting at 10th level, when you use this option, the next time you hit a creature with a weapon attack before the end of your turn, the target takes an extra 2d6 fire damage from the attack.

Nebulous Shroud. Immediately before you make a weapon attack on your turn, you can cause a thin cloud of fog to surround you, which whirrs with faint, illusory images of your choosing. The cloud causes you to be lightly obscured to all other creatures, and the next time a creature makes an attack against you while the cloud exists, the attack roll is made with disadvantage. The cloud fades immediately after that attack, or after 1 minute if no creature makes an attack against you before then.

Starting at 10th level, when you use this option, the next time you hit a creature with a weapon attack while the cloud exists, the target takes an extra 2d6 psychic damage from the attack.

Planetary Shell. Immediately before you make a weapon attack on your turn, you can use your bonus action to coat yourself in a thick layer of rocky debris. The next time you take bludgeoning, piercing, or slashing damage before the end of your next turn, you have resistance to that damage.

Starting at 10th level, when you use this option, the next time you hit a creature with a weapon attack before the end of your next turn, the target takes an extra 2d6 cold,

fire, or poison damage from the attack (your choice).

Solar Flare. When you hit a creature with a weapon attack on your turn, you can unleash an overwhelmingly brilliant flash of light immediately after the attack. The target becomes blinded until the end of your turn or until it takes any damage.

Starting at 10th level, when you use this option, the target also takes an extra 2d6 radiant damage from the attack.



MONK

MONASTIC TRADITIONS

The following options are available to monks when they gain the Monastic Tradition feature at 3rd level.

WAY OF THE INNER BEAST

Monks who follow the Way of the Inner Beast channel their ki through an instinctive kinship with animals, both living and long-since passed. Embracing this deep, primal connection, they outwardly manifest their own bestial form, until ultimately their soul becomes intertwined with a familiar-like spirit, which guides and protects them on their path.

ANIMAL WHISPERER

Beginning at 3rd level, you can cast the *Speak with Animals* spell, but only as a ritual. In addition, you have advantage on Wisdom (Animal Handling) and Charisma checks made to interact with beasts, as well as Intelligence checks made to recall information about them.

BESTIAL ASPECT

When you choose this tradition at 3rd level, you learn a meditative stance capable of awakening your inner beast. As a bonus action, you can spend 1 ki point to assume this stance, manifesting the form of a great beast around yourself. Alternatively, when you use your Flurry of Blows, Patient Defense, or Step of the Wind, you can spend 1 additional ki point to manifest this form as part of the same bonus action.

You have total control of this form as if it were your own body, and you determine its appearance each time you manifest it. This form lasts for 1 minute, and it ends early if you die or you choose to end it on your turn (no action required). While in this form, you retain your statistics, with the following changes:

- Your creature type is beast, and your size is Large.
- Your AC equals 10 + your proficiency bonus + your Wisdom modifier.
- Your Martial Arts die increases by one size—from 1d4 to 1d6, for example—and you can make unarmed strikes with your form's natural weapons (such as its bite, claws, or horns), which have a reach of 5 feet. Their damage type is force.
- You gain temporary hit points equal to two rolls of your Martial Arts die + your Wisdom modifier. Any remaining temporary hit points are lost when this form ends.
- You can't cast spells that require somatic or material components, and any equipment you were wearing or carrying when you manifested this form can't be activated, dropped, or otherwise interacted with.

MYSTIC COMPANION

When you reach 6th level, a kindred bestial spirit comes to your aid, following closely by your side. This spirit takes

WALKING THE WAY OF THE INNER BEAST

When creating your Inner Beast monk, consider what sorts of animals best embody your character's personality and core principles. Has your family or clan been guided by the spirit of a single animal for generations? Or does your innate bond attract beasts and bestial spirits of all kinds? Does your Bestial Aspect manifest as a semitransparent, spectral animal? Or is its appearance more akin to a druid's Wild Shape or a *Polymorph* spell?

the form of any beast you choose. It is an intangible creation of magical force, rather than a creature, and it doesn't have its own turns or take any actions. You can temporarily dismiss the spirit or cause it to reappear as an action.

When you take damage while the spirit is by your side, you can use your reaction to call upon its protection, reducing the damage you take by an amount equal to twice your monk level. Once you use this feature, you can't use it again until you finish a short or long rest.

SPIRITUAL MESSENGER

Also starting at 6th level, you can use your action to send your bestial spirit to deliver a message, as if by the *Animal Messenger* spell. It returns to you after it delivers your message or if it doesn't reach its destination within 24 hours.

BOUNDLESS FORMS

Starting at 11th level, you can spend any number of ki points when you use your Bestial Aspect to extend its duration by 10 minutes for each ki point spent. In addition, each time you manifest your Bestial Aspect, you can choose one of the following additional benefits.

Beast of the Air. You gain a flying speed equal to your walking speed, and you have advantage on Wisdom (Perception) checks that rely on sight.

Beast of the Land. You gain additional temporary hit points equal to your monk level. You can also choose to become Huge, instead of Large; if you do so, your unarmed strikes deal double damage to objects and structures and their reach increases to 10 feet.

Beast of the Sea. You have a swimming speed equal to your walking speed. In addition, you and friendly creatures within 10 feet of you can breathe underwater and suffer none of the penalties of underwater combat.

EVER-ABIDING SPIRIT

By 17th level, you've learned to channel a fragment of your ki into your bestial spirit, temporarily giving it material form. Once on each of your turns, immediately after you spend 1 or more ki points as part of your action or bonus action, you can direct the spirit to move up to 60 feet and take one of the following actions as part of that same action: Help, Search, or Use an Object. If it takes the Search action, you momentarily perceive through the spirit, which uses your Wisdom (Perception) or Intelligence (Investigation) check. It returns to your side at the end of your turn.

Alternatively, instead of using one of the above actions, you

can spend 1 additional ki point to direct the spirit to attack a creature you can see within 60 feet of you. Make a melee spell attack against the target using your Wisdom modifier for the attack roll. You are proficient with this attack, and it deals force damage equal to two rolls of your Martial Arts die + your Wisdom modifier on a hit.

WAY OF TRANSCENDENCE

Monks of the Way of Transcendence follow a tradition that emphasizes a path of personal growth, enlightenment, and ultimately absolute understanding. Its principles are most embodied by the pursuit of true freedom: body, mind, and spirit. Their lofty goals eventually manifest outwardly, granting them the ability to hover effortlessly just off the ground—a mark of progress on their spiritual journey.

SPELLCASTING

When you reach 3rd level, the mystical essence that suffuses your body allows you to harness the ability to cast spells. See the core rulebooks for the general rules of spellcasting and the cleric spell list.

Cantrips. You learn two cantrips of your choice from the cleric spell list. You learn an additional cleric cantrip of your choice at 10th level.

Spell Slots. The Way of Transcendence Spellcasting 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 spell 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 *sanctuary* and have a 1st-level and a 2nd-level spell slot available, you can cast *sanctuary* using either slot.

Spells Known of 1st-Level and Higher. You know three 1st-level cleric spells of your choice, two of which you must choose from the abjuration and divination spells on the cleric spell list.

The Spells Known column of the Way of Transcendence Spellcasting table shows when you learn more cleric spells of 1st level or higher. Each of these spells must be an abjuration or divination spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the cleric spells you know with another spell of your choice from the cleric spell list. The new spell must be of a level for which you have spell slots, and it must be an abjuration or divination spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

Way of Transcendence Spellcasting

| Monk Level | Cantrips Known | Spells Known | Spell Slots per Level | 1st | 2nd | 3rd | 4th |
|------------|----------------|--------------|-----------------------|-----|-----|-----|-----|
| 3rd | 2 | 3 | 2 | — | — | — | — |
| 4th | 2 | 4 | 3 | — | — | — | — |
| 5th | 2 | 4 | 3 | — | — | — | — |
| 6th | 2 | 4 | 3 | — | — | — | — |
| 7th | 2 | 5 | 4 | 2 | — | — | — |
| 8th | 2 | 6 | 4 | 2 | — | — | — |
| 9th | 2 | 6 | 4 | 2 | — | — | — |
| 10th | 3 | 7 | 4 | 3 | — | — | — |
| 11th | 3 | 8 | 4 | 3 | — | — | — |
| 12th | 3 | 8 | 4 | 3 | — | — | — |
| 13th | 3 | 9 | 4 | 3 | 2 | — | — |
| 14th | 3 | 10 | 4 | 3 | 2 | — | — |
| 15th | 3 | 10 | 4 | 3 | 2 | — | — |
| 16th | 3 | 11 | 4 | 3 | 3 | — | — |
| 17th | 3 | 11 | 4 | 3 | 3 | — | — |
| 18th | 3 | 11 | 4 | 3 | 3 | — | — |
| 19th | 3 | 12 | 4 | 3 | 3 | 1 | — |
| 20th | 3 | 13 | 4 | 3 | 3 | 1 | 1 |

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, since you learn your spells through your divine path of universal understanding. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

$$\text{Spell save DC} = 8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$$

$$\text{Spell attack modifier} = \text{your proficiency bonus} + \text{your Wisdom modifier}$$

EXALTED DISCIPLINE

Starting at 3rd level, your ability to cast spells is as fluid and instinctive for you as your martial arts. If you use your action to cast a spell on your turn, you can make one unarmed strike as a bonus action.

KI-EMPOWERED FOCUS

When you reach 6th level, you learn to infuse your ki with your spellcasting, reinforcing and amplifying your spells. Whenever you make a Constitution saving throw to maintain concentration on a spell, you can add your Wisdom modifier to the roll.

In addition, when you cast a spell that forces a creature to make a saving throw to resist its effects, you can expend ki points to give one target of the spell disad-

vantage on its first saving throw made against the spell. The number of ki points expended is equal to 1 + the spell's level (1 ki point if the spell is a cantrip).

UPLIFTED SPIRIT

Starting at 11th level, you have a flying speed equal to your walking speed and can hover. This flying speed doesn't allow you to move more than 5 feet off the ground. If you fall from a greater height, your fall ends 5 feet off the ground, where you resume hovering, taking no falling damage.

In addition, you learn to meditate while resting, in pursuit of greater enlightenment. Whenever you finish a long rest, you can cast the *commune* spell, without expending material components, but only as a ritual. While casting the spell and for its duration, you are blinded and deafened to your own surroundings.

NIRVANIC ASCENSION

At 17th level, you have achieved your transcended state, attaining the peak form of your true, metaphysical self. You gain the following benefits.

Dualistic Essence. When an attacker that you can see hits you with a weapon attack, you can expend 2 ki points as a reaction to momentarily evanesce into your immaterial, universal self. The weapon or projectile passes through your form causing the attack to miss you instead.

Liberated Spirit. Whenever you cast a spell of 1st level or higher, your flight becomes unrestricted until the end of your next turn, allowing you to fly more than 5 feet off the ground. In addition, for the duration, you don't provoke opportunity attacks when you fly out of an enemy's reach.

Mystic Vision. You have truesight out to a range of 30 feet.

WAY OF THE UNBROKEN STONE

Monks who follow the Way of the Unbroken Stone are driven to unceasingly interpose themselves between the weak and those who would do them harm. They remain steadfast in the face of even the gravest of threats—an unwavering pillar of courage and tenacity.

Monasteries that teach this tradition are often located among the mountains or rocky shores as a constant reminder to their followers of the unshakable and enduring way of life they seek to emulate.

PILLAR OF FORTITUDE

When you choose this tradition at 3rd level, you learn to fortify your body against physical harm as you manipulate your ki. Whenever you spend ki points, you gain temporary hit points equal to half your monk level (rounded up) for each ki point spent.



In addition, the next time you take bludgeoning, piercing, or slashing damage before the start of your next turn, you have resistance to that damage.

MOUNTAINOUS PRESENCE

At 6th level, your sturdy form enhances your ability to assert your position in combat. You have advantage on saving throws made against effects that would push you, pull you, or knock you prone. In addition, you count as one size larger when determining the size of creature you can grapple or shove, and when you attempt to grapple or shove a creature, you can choose to make a Dexterity (Athletics) check, rather than a Strength (Athletics) check.

MONOLITHIC RESOLVE

Starting at 11th level, your unflinching composure allows you to resist incoming attacks. When an attacker that you can see hits you with an attack, you can use your reaction to roll a d4, adding the number rolled to your AC against that attack and potentially causing it to miss you instead.

AVALANCHING STRIKES

At 17th level, you learn to focus repeated blows upon your adversaries, pulverizing them with unyielding force. When you make your first attack on your turn, you can spend 2 ki points to infuse your strikes with the crushing power of your ki. Until the end of your turn, when you hit a Large or smaller creature with a melee weapon attack, you can knock the target prone. In addition, whenever you hit a prone target with an unarmed strike before the end of your turn, the target takes an extra 1d10 force damage.

PALADIN

SACRED OATHS

The following options are available to paladins when they gain the Sacred Oath feature at 3rd level.

OATH OF PURIFICATION

The Oath of Purification requires a steadfast commitment to truth, regardless of what others, including those in positions of authority, view to be right and just. Paladins who dedicate themselves to this oath believe in revealing the truth by any means necessary, and purging the world of those who would obscure it.

Sometimes referred to as Truth Knights, Sanctifiers, or Emberblades, those who swear this oath seek first to offer their foes a chance at redemption—often via a fiery penance. All beings can make amends for their past nefarious deeds and come to the light, attest such paladins, and the world is better off the more in it that are committed to that ideal.

TENETS OF PURIFICATION

Paladins who take this oath often emblazon the tenets of purification upon their shield or weapon as a forthright display to others of what they fight for.

Bring the Truth to Light. Be not clouded by the laws and expectations of others. You seek truth, no matter what challenges impede your path.

Purify the Wicked. Rehabilitation is preferred. A fiery death for the unrepentant is an acceptable alternative.

Defend the Undefined. Those who remain clean from the toxic path of evil are worthy of your protection. Safeguard their purity.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Oath of Purification Spells

| Paladin Level | Spells |
|---------------|-----------------------------------|
| 3rd | <i>burning hands, faerie fire</i> |
| 5th | <i>moonbeam, zone of truth</i> |
| 9th | <i>clairvoyance, fireball</i> |
| 13th | <i>fire shield, wall of fire</i> |
| 17th | <i>flame strike, legend lore</i> |

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Trial by Fire. As an action, you present your holy symbol and censure your foe, using your Channel Divinity. Choose one creature within 60 feet of you that you can see. That creature must make a Dexterity saving throw. Fiends and undead have disadvantage on this saving throw.

The target takes fire damage equal to 2d10 + your paladin level on a failed save, or half as much on a

successful one. On a failed save, the target also burns for up to 1 minute. The burning target sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

While burning, all fire and radiant damage dealt to the target ignores resistance to those types, and if the target has immunity to fire or radiant damage, it still takes half as much damage from those types, including against the initial fire damage dealt by this Channel Divinity. At the end of each of its turns, the target repeats the saving throw. On a failed save, it takes fire damage equal to your Charisma modifier (minimum of 1 damage), and the effect ends on a successful one.

These magical flames can't be extinguished by nonmagical means. If damage from this effect kills a target, it has been deemed unclean and is turned to ash.

Oculus of Truth. You can use your Channel Divinity to enhance your intuition and discerning eye. As an action, you grant yourself a +5 bonus to Intelligence (Investigation), Wisdom (Insight), and Wisdom (Perception) checks for the next 10 minutes.

AURA OF CLEANSING

At 7th level, you gain resistance to fire damage. In addition, while you are conscious, you radiate a purifying aura within 10 feet of you. At 18th level, the range of this aura increases to 30 feet.

The range of your Lay on Hands feature extends to match the range of this aura. As an action, you can expend 5 points from your pool of healing to end one effect causing a creature within the aura to be blinded, deafened, or paralyzed. You can cure multiple diseases, neutralize multiple poisons, and end multiple effects causing blindness, deafness, or paralysis with a single use of Lay on Hands, expending hit points separately for each one.

AGONIZING RETRIBUTION

Starting at 15th level, whenever a creature you can see deals damage to you or an ally in your Aura of Cleansing, you can use your reaction to conjure a brief conflagration around that creature, causing it to take fire damage equal to half your paladin level (rounded down).

PARAGON OF PURIFICATION

When you reach 20th level, you have become an exemplar of truth and purity. As an action, you can shroud yourself in sanctifying fire, gaining the following benefits for 1 minute:

- You gain immunity to fire and radiant damage.
- As a bonus action, you can end all diseases and poisons affecting a creature that you can see within 60 feet.
- Once on each of your turns, you can deal extra fire damage to one target when you damage it with an attack or a spell. The extra fire damage equals your paladin level.
- Whenever you deal fire or radiant damage to a creature, it ignores the target's resistance or immunity to those types.

Once you use this feature, you can't use it again until you finish a long rest.



RANGER

RANGER ARCHETYPES

The following options are available to rangers when they gain the Ranger Archetype feature at 3rd level.

DRAGON APPRENTICE

Dragon Apprentices dedicate themselves to respecting dragons in all their ferocity and all their mysterious splendor. They learn from dragons and seek to emulate the virtues of those they align themselves with.

DRAGON APPRENTICE MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Dragon Apprentice Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Dragon Apprentice Spells

| Ranger Level | Spell |
|--------------|-------------------------|
| 3rd | <i>heroism</i> |
| 5th | <i>see invisibility</i> |
| 9th | <i>fly</i> |
| 13th | <i>secret chest</i> |
| 17th | <i>commune</i> |

DRACONIC AFFINITY

When you choose this archetype at 3rd level, you irrevocably align yourself with a category of dragons. Choose one of the following options as your draconic affinity: chromatic, cosmic, metallic, or divergent.

You focus your training under one type of dragon associated with your draconic affinity, designating them as your advocate. The Dragon Advocate table shows the available options for each affinity. You can change your

Dragon Advocate

| Dragon | Damage Type |
|---------------------------|--|
| <i>Chromatic Affinity</i> | |
| Black | Acid |
| Blue | Lightning |
| Green | Poison |
| Red | Fire |
| White | Cold |
| <i>Cosmic Affinity</i> | |
| Comet | Fire |
| Moon | Cold |
| Nebula | Psychic |
| Planetary | Choose one: Poison (<i>Gas Giant</i>), Cold (<i>Ice Giant</i>), or Fire (<i>Terrestrial</i>) |
| Sun | Radiant |
| <i>Metallic Affinity</i> | |
| Brass | Fire |
| Bronze | Lightning |
| Copper | Acid |
| Gold | Fire |
| Silver | Cold |
| <i>Divergent Affinity</i> | |
| Aberrant Dragon | Psychic |
| Dracolisk | Poison |
| Dragon Ghost | Necrotic |
| Dragon Turtle | Fire |
| Wyvern | Poison |

advocate whenever you gain a level in this class. Your advocate is used for several features you gain.

In addition, you gain a supreme awareness and understanding of dragons. You can speak, read, and write Draconic, and you can use your Primeval Awareness feature to sense dragons for a number of minutes equal to your proficiency bonus without expending a ranger spell slot. If there are any dragons within range of a type associated with your draconic affinity, you learn their exact type, age category, location, and number. Once you use your Primeval Awareness feature in this way, you can't do so again until you finish a short or long rest.

DRAGON WARRIOR

Starting at 3rd level, you can invoke the power of your dragon advocate in battle. As a bonus action, you can cause one weapon you are holding to begin pulsing with draconic energy for 1 minute. If you are engaging in two-weapon fighting, you can simultaneously cause the effect on both weapons as part of the same bonus action.

For the duration, the first target you hit on each of your turns with a pulsing weapon takes an extra 1d6 damage of the type associated with your advocate. When you reach 11th level in this class, the extra damage increases to 2d6.

RITE OF THE DRAGONS

At 7th level, you learn an ancient ritual bestowed by dragonkin upon only their most trusted allies. You perform the ritual over the course of 1 hour, which can be done during a short rest. You must be wearing armor while you perform the ritual.

At the completion of the ritual, your armor is magically reinforced by an infusion of gleaming, resilient dragon scales of the same type as your dragon advocate. If another creature dons this armor, the scales immediately fade, and you must perform the ritual again in order to gain the benefits of this feature. While wearing this armor, you gain benefits based on your draconic affinity.

Chromatic Affinity. You gain resistance to the damage type associated with your dragon advocate. In addition, you have advantage on saving throws against being frightened.

Cosmic Affinity. Your hit point maximum increases by an amount equal to your ranger level. In addition, you have advantage on ability checks made to discern illusions.

Metallic Affinity. You gain a +1 bonus to AC, and this armor doesn't impose disadvantage on your Dexterity (Stealth) checks.

Divergent Affinity. You gain proficiency in Constitution saving throws. If you already have this proficiency, you instead gain proficiency in Wisdom or Charisma saving throws (your choice).

ADVOCATE'S PRESENCE

At 11th level, you learn to channel the fearsome presence of your draconic protector. As an action, you can beseech your advocate to send a dragon spirit to come to your aid. When you do so, the spectral form of an ancient dragon descends upon your space—only for a moment—as its spirit inhabits your body, allowing you to unleash a terrifying, guttural roar.

Each creature of your choice within 60 feet of you must make a Wisdom saving throw against your ranger spell save DC. A target automatically succeeds on the save if it can't see or hear you. On a failed save, a target becomes frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the

RITE OF THE DRAGONS: DIVERGENT AFFINITY

In place of dragon scales, those of the Divergent Affinity may choose a more appropriate effect for their armor based on their advocate. For example:

Aberrant Dragon Advocates may cause the armor to sprout tendrils or a number of cold, lifeless eyes.

Dracolisk Advocates may simply transform the armor into solid stone, as if petrified.

Dragon Ghost Advocates may give the armor a translucent or shimmering appearance.

Dragon Turtle Advocates may reinforce their apprentice's armor with a durable shell.

Wyvern Advocates may choose to cover their apprentice's armor in stinger-like spines.

effect on itself on a success. Once you use this feature, you can't use it again until you finish a short or long rest.

DRAGON KEEPER

When you reach 15th level, your proven kinship with your dragon allies grants you a boon for your friendship and service—a dragon spirit entrusted to you by your advocate. You can cast the *find steed* spell using this feature, without expending a spell slot, to summon the spirit to join you as a companion.

When you cast it in this way, the spirit takes the form of a dragon wyrmling of the same type as your advocate,[†] and its creature type is dragon rather than celestial, fey, or fiend. When summoned in this way, the reach of the wyrmling's bite attack increases to 10 feet, and its size increases by one category—from Medium to Large, for example. It retains all other statistics. It retains all other statistics. Once you use this feature, you can't use it again until you finish a long rest.

[†] Divergent and Cosmic Affinity wyrmling statistics: pages 159–188.

GRAVEKEEPER

Determined to perpetuate the natural cycle of life and death, Gravekeepers protect the dead and hunt those who would dare to abuse and manipulate them: body or spirit. These rangers see the unwilling corruption of the dead as an abhorrent distortion of nature. Seeking the guidance of those who have come before them, they work to ease the suffering of creatures nearing their death—and expeditiously deliver it to their foes.

GRAVEKEEPER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Gravekeeper Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Gravekeeper Spells

| Ranger Level | Spell |
|--------------|-----------------------------|
| 3rd | <i>detect evil and good</i> |
| 5th | <i>gentle repose</i> |
| 9th | <i>speak with dead</i> |
| 13th | <i>death ward</i> |
| 17th | <i>reincarnate</i> |

GRIM UNDERTAKING

At 3rd level, you gain proficiency in the Medicine skill if you don't already have it. You can also add double your proficiency bonus to any ability check you make to determine the cause of death for a corpse you can see or to determine what spell or effect caused a creature you can see to become undead, if any.

REAP AND SOW

When you choose this archetype at 3rd level, the spirits of fellow gravekeepers, long-passed hunters of the undead,

and others dedicated to easing the suffering of the dying guide you on your journey. You determine their appearance, or you generate it by rolling on the table below.

Manifested Spirits

| d4 | Appearance |
|----|---|
| 1 | Ghostly, humanoid warriors wielding spectral weapons |
| 2 | One or several phantasmal beasts, fey, plants, or other creatures of nature |
| 3 | A swirling, ethereal mass made up of countless orbs of light |
| 4 | The spirits inhabit your body, causing your eyes to turn solid white and wisps of glowing energy to radiate around you. |

In combat, these spirits retaliate against your foes, assailing them with spectral energy. When you deal damage to a creature, or when a creature attacks you or deals damage to you, you can mark that creature for death (no action required). You can only have one creature marked in this way at a time, which lasts until the end of your next turn or until you mark another creature.

The next time you hit the marked target with an attack, it takes an extra 1d6 force damage and the mark ends; if the target is an undead, it instead takes 1d10 force damage. You can deal this extra damage only once per turn. When you reach 11th level in this class, the extra damage increases to 1d8, or 1d12 for undead.

DEATH'S DOOR

Starting at 7th level, you are immune to disease as well as any effect that would cause your body or spirit to rise as an undead creature, and when you make a death saving throw, you can add your proficiency bonus to the roll.

In addition, when a friendly creature you can see within 60 feet of you is reduced to 0 hit points but not killed outright, you can use your reaction to cause your spirits to shroud the creature in a protective force. The creature gains temporary hit points equal to your ranger level + your Wisdom modifier, which last for up to 1 minute. While the creature has these hit points, it has advantage on death saving throws, and it doesn't suffer a death saving throw failure when it takes damage, even if the amount of damage it takes exceeds the number of temporary hit points it has remaining. When you use this ability, you can't deal the extra damage from your Reap and Sow feature until the end of your next turn.

CRADLE TO THE GRAVE

When you reach 11th level, your spirits guide your strikes with deadly precision against enemies nearing their demise. Any attack roll you make against a creature that is below its hit point maximum scores a critical hit on a roll of 19–20, or 18–20 if the target is an undead.

UNENDING NIGHTWATCH

Starting at 15th level, the souls of the dead you have tended to ceaselessly abide with you, watching over you in return. You gain the following benefits:

- You can't be surprised unless you are incapacitated by something other than nonmagical sleep.
- Whenever a creature scores a critical hit against you, you can use your reaction to cause it to become a normal hit instead.
- At the end of a long rest, you gain the effect of a *death ward* spell, which lasts until the end of your next long rest (the spell can end early as normal). While under the effect of a *death ward* spell, you are immune to effects that would reduce your hit point maximum.



ROGUE

ROGUISH ARCHETYPES

The following options are available to rogues when they gain the Roguish Archetype feature at 3rd level.

ENFORCER

Contrary to most rogues, enforcers focus their training on a more brash, rough-and-tumble approach—whether they find themselves up close and personal on the battlefield or shaking someone down in a back alley. Often employed as hired muscle or hitmen, these rogues lean on their physical dominance to intimidate and overpower their foes.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with medium armor, as well as battleaxes, flails, morningstars, and warhammers.

MUSCULAR MENACE

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to attempt to grapple a creature, and you have advantage on Charisma (Intimidation) checks against any creature you are grappling.

In addition, you learn to combine your tactical precision with devastatingly powerful blows. You can deal your Sneak Attack damage with any melee weapon that doesn't have the heavy property. You also gain an additional way to use your Sneak Attack; you don't need advantage on the attack roll to use your Sneak Attack against a creature if the creature is grappled and you don't have disadvantage on the attack roll. All the other rules for Sneak Attack still apply to you.

BOUNCER'S BRAUN

Starting at 9th level, you can also use the bonus action granted by your Cunning Action to attempt to shove a creature.

When you attempt to shove a creature that is grappled by you, you can choose to hurl the creature through the air. If you succeed on the check, you can throw the creature a number of feet up to $5 \times$ your Strength modifier away from you, and it must succeed on a Dexterity saving throw (DC $8 +$ your Strength modifier + your proficiency bonus) or fall prone. If you fail the check, the creature is pushed 5 feet away from you and the grapple ends.

RELENTLESS PHYSIQUE

By the time you reach 13th level, your body has become unyielding in the face of adversity. You have advantage on saving throws against any effect that would push you, pull you, or knock you prone, and you can't be frightened.

SKULL CRACKER

Beginning at 17th level, your most precise and powerful strikes can daze your foes and send them reeling. Once on each of your turns, when you hit a creature that is no more than one size larger than you with a melee weapon attack,



and you have advantage on the attack roll, the target must succeed on a Constitution saving throw (DC $8 +$ your Strength modifier + your proficiency bonus) or become stunned until the start of your next turn.

KNAVE

You hone and refine your expertise with playing cards, understanding that their power and utility is far beyond a mere game. Rogues who pursue this archetype are often quick-witted and expert tricksters, be it with their hands or their silver tongue. Knaves most commonly find their way in society as entertainers, con artists, or captivating storytellers—always planning their next scheme.

CARD SLINGING

At 3rd level, you gain proficiency with the playing card set if you don't already have it, and you can add double your proficiency bonus whenever you make an ability check that involves playing cards.

In addition, you can make a ranged attack by throwing one card from your deck, which counts as a ranged weapon for you. The attack deals $1d4$ piercing damage on a hit and has a normal range of 20 feet and a maximum range of 60 feet. Whenever you make an attack with a card as part of the Attack action on your turn, you can make an attack with another card as a bonus action. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

If you hit a creature with a card as part of the Attack action, you can use your Sneak Attack against that target if you hit it with another card on that turn and haven't already used your Sneak Attack, even if you don't have



advantage on the attack roll, but not if you have disadvantage on it.

When you reach 6th level, your card attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

ENTRANCING SHOWMANSHIP

At 3rd level, you gain proficiency in the Performance skill if you don't already have it. In addition, you learn to execute captivating card tricks and other entertaining displays that involve playing cards. After 1 minute of engaging in such a performance, each creature of your choice within 30 feet of you must make a Wisdom (Insight) check contested by your Charisma (Performance) check.

On a failure, a creature becomes entranced by your performance. An entranced creature has disadvantage on Wisdom (Perception) checks until it takes any damage or moves more than 30 feet away from you, or until you end your performance (maximum of 10 minutes).

DEFENSIVE DEALER

At 9th level, you learn to employ defensive tactics using your cards. When a creature within 30 feet of you is hit by a ranged weapon attack, you can use your reaction to fling a card, attempting to impede or deflect the projectile. Make a Dexterity check using playing cards contested by the attacker's attack roll. On a success, the attack's damage is reduced by $1d4 +$ your Dexterity modifier + half your rogue level (rounded down).

If you reduce the damage to 0, the projectile is destroyed unless it is magical, and you turn the hit into a miss.

CARDMASTER'S GAMBIT

Starting at 13th level, you learn to infuse your card attacks with devastating effects. Whenever you deal extra damage from your Sneak Attack feature on your turn with a card attack, you can forgo that damage to instead add one of the following effects to the attack.

Disorienting Strike. The target of your attack takes an extra $2d6$ psychic damage and must make a Wisdom saving throw. On a failure, the target's speed is halved until the end of its next turn and it has disadvantage on the next ability check or attack roll it makes before the end of its next turn. If the creature is concentrating on a spell when it takes the damage from this attack, the minimum DC for the Constitution saving throw it makes to maintain its concentration is equal to $8 +$ half your rogue level + your Dexterity modifier.

The extra damage increases when you reach certain levels in this class, increasing to $3d6$ at 15th level, $4d6$ at 17th level, and $5d6$ at 19th level.

Explosive Impact. The target and each creature within 5 feet of it 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 damage increases when you reach certain levels in this class, increasing to $4d6$ at 15th level and $5d6$ at 19th level.

Spectral Flurry. You can make two additional card attacks as part of the same action with cards made of pure magical force. These additional attacks must also target the original target of your attack or creatures within 10 feet of it. All damage dealt by these additional attacks is force damage, and the target takes an extra $1d6$ force damage on a hit from each of these cards. When you reach 17th level in this class, the extra damage increases to $2d6$.

WILDCARD

Starting at 17th level, one random card from your deck becomes unerringly potent each day. Whenever you finish a long rest, roll a d20 and record the number rolled.

When you make an attack with a card and your d20 roll is equal to the recorded number, the attack automatically hits. In addition, you can add one of the effects from your Cardmaster's Gambit feature without forgoing any Sneak Attack damage, even if you can't use your Sneak Attack on that attack.

SORCERER

SORCEROUS ORIGINS

The following options are available to sorcerers when they gain the Sorcerous Origin feature at 1st level. The Draconic Weave origin is a variant of the Draconic Bloodline origin from the core rulebooks and incorporates cosmic dragon options as well as revised wording and mechanics.

DRACONIC WEAVE

Your innate magic comes from the mythical energies that emanate from dragons and their extraordinary domains. Often the result of a surge of draconic power in your midst or ties to dragon parentage somewhere in your ancestry, this energy has infused within you the ability to influence the worlds around you by drawing power from the magic that suffuses the multiverse.

VARIANT: ORIGIN SPELLS

At your GM's option, you learn an additional spell when you reach certain levels in this class. The spell counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know. These spells can't be replaced when you gain a level in this class.

Draconic Weave Spells

| Sorcerer Level | Spells |
|----------------|------------------------|
| 1st | <i>command</i> |
| 3rd | <i>alter self</i> |
| 5th | <i>fear</i> |
| 7th | <i>polymorph</i> |
| 9th | <i>dominate person</i> |

DRAGON ANCESTOR

At 1st level, choose one type of dragon as your ancestor from the options listed in the Draconic Ancestry table. The damage type associated with each dragon is used by features you gain later.

In addition, you can speak, read, and write Draconic; if you already know Draconic, you instead learn another language of your choice. Whenever you make a Wisdom (Insight) check or Charisma check when interacting with dragons, you can add your proficiency bonus to the check. If you are already proficient in the skill used for the check, you can add double your proficiency bonus instead.

Draconic Ancestry

| Dragon | Damage Type |
|--------------------------|--|
| <i>Chromatic Dragons</i> | |
| Black | Acid |
| Blue | Lightning |
| Green | Poison |
| Red | Fire |
| White | Cold |
| <i>Cosmic Dragons</i> | |
| Comet | Fire (<i>Resistance: Cold</i>) |
| Moon | Cold |
| Nebula | Psychic |
| Planetary | Choose one: Poison (<i>Gas Giant</i>), Cold (<i>Ice Giant</i>), or Fire (<i>Terrestrial</i>) |
| Sun | Radiant |
| <i>Metallic Dragons</i> | |
| Brass | Fire |
| Bronze | Lightning |
| Copper | Acid |
| Gold | Fire |
| Silver | Cold |

DRACONIC RESILIENCE

Starting at 1st level, magic flows through your body causing physical traits of your dragon ancestors to emerge. Your hit point maximum increases by 1, and it increases by 1 again whenever you gain a level in this class.

In addition, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor your AC equals 13 + your Dexterity modifier.

ANCESTRAL AFFINITY

When you reach 6th level, the draconic power coursing through your veins further emboldens your form and your magic. You have resistance to the damage type associated with your draconic ancestry. In addition, when you cast a spell that deals damage of the type associated with your draconic ancestry, you can add your Charisma modifier to one damage roll of that spell.

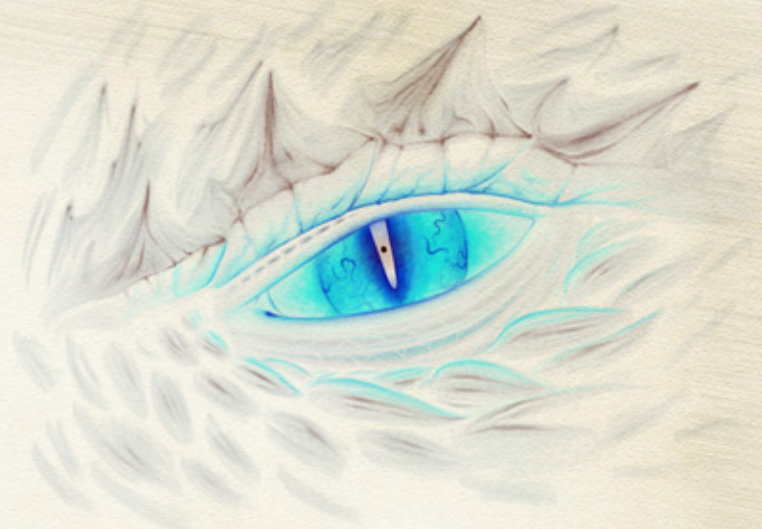
DRAGON WINGS

Starting at 14th level, you can use a bonus action to sprout a pair of dragon wings from your back, granting you a flying speed equal to your walking speed. The wings last until you're incapacitated, you die, or you dismiss them as a bonus action. You can't manifest your wings while wearing armor, unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

DRACONIC PRESENCE

At 18th level, you gain immunity to the damage type associated with your draconic ancestry. In addition, as an action, you can exude the terrifying presence of your dragon ancestor for 1 minute. For the duration, at the start of each of your turns, each hostile creature within 60 feet of you that can see or hear you must make a Wisdom saving throw against your spell save DC.

On a failure, the creature becomes frightened of you for the duration of this effect. As an action, an affected creature can make a Wisdom check against your spell save DC to steel its resolve and end the effect on itself. If a creature's saving throw or ability check is successful or the effect otherwise ends for it, that creature is immune to this effect for the rest of the duration. Once you use this feature, you can't do so again until you finish a short or long rest.





SEASONAL SORCERY

Your innate magic is derived from the natural flow of the seasons. Sorcerers blessed with this primal gift can often trace their birth to the height of a seasonal event—the autumnal or vernal equinox, or the winter or summer solstice—or to the influence of powerful fey magic.

Some seasonal sorcerers remain aligned with a particular season for their entire lives, while others ritually shift their form with the changing of the seasons themselves. Still, some may change merely on a whim or according to their emotional state on any given day.

ONE WITH NATURE

Starting at 1st level, the cycle of the seasons flows through your veins, granting you an innate understanding of the natural world. You gain proficiency in the Nature skill, and you learn the *druidcraft* cantrip, which doesn't count against the number of sorcerer cantrips you know.

SEASONAL SPELLS

At 1st level, choose a season to which you are attuned: autumn, winter, spring, or summer. You prepare additional spells—called your seasonal spells—from the spells available to you in your season's associated spell list (see the tables to the right). The number of additional spells you can prepare is equal to your proficiency bonus.

You can cast your prepared seasonal spells as normal by expending a spell slot, or—when you later gain the Font of Magic feature—you can also cast them at their lowest level by spending a number of sorcery points equal to the spell's level.

You gain access to additional spells you can prepare as your seasonal spells when you reach 3rd, 5th, 7th, and 9th

Autumn

Sorcerer Level Spells

| | |
|-----|---|
| 1st | <i>feather fall, spare the dying</i> |
| 3rd | <i>gentle repose, gust of wind</i> |
| 5th | <i>create food and water, wind wall</i> |
| 7th | <i>blight, death ward</i> |
| 9th | <i>antilife shell, raise dead</i> |

Winter

Sorcerer Level Spells

| | |
|-----|---|
| 1st | <i>ray of frost, sanctuary</i> |
| 3rd | <i>moonbeam, power word survive^S</i> |
| 5th | <i>sleet storm, slow</i> |
| 7th | <i>freedom of movement, ice storm</i> |
| 9th | <i>cone of cold, hold monster</i> |

Spring

Sorcerer Level Spells

| | |
|-----|--|
| 1st | <i>entangle, shillelagh</i> |
| 3rd | <i>lesser restoration, spike growth</i> |
| 5th | <i>plant growth, speak with plants</i> |
| 7th | <i>conjure woodland beings, giant insect</i> |
| 9th | <i>awaken, greater restoration</i> |

Summer

Sorcerer Level Spells

| | |
|-----|-------------------------------------|
| 1st | <i>burning hands, produce flame</i> |
| 3rd | <i>continual flame, heat metal</i> |
| 5th | <i>daylight, fireball</i> |
| 7th | <i>fire shield, wall of fire</i> |
| 9th | <i>flame strike, hallow</i> |

level in this class. If a seasonal spell you have prepared doesn't appear on the sorcerer spell list, it nonetheless counts as a sorcerer spell for you. You can change which seasonal spells you have prepared, as well as which season you are attuned to, whenever you finish a long rest.

ECOLOGICAL EMBODIMENT

Starting at 6th level, the power of your attuned season swells within you, granting you its associated benefits.

Autumn. As an action, you can extend your hand to magically unleash a concentrated burst of air at a target within 30 feet of you that is Huge or smaller. A creature that succeeds on a Strength saving throw against your spell save DC is unaffected, as is an object that is being worn or carried. An affected target is pushed a number of feet away from you up to $5 \times$ your proficiency bonus. In addition, whenever you cause a target to be knocked prone or pushed away from you—whether with this feature, an attack, a spell, or any other effect—the target takes bludgeoning damage equal to your Charisma modifier (minimum of 1).

Winter. You have resistance to cold damage. In addition, whenever you see a creature within 60 feet of you move at least 10 feet, you can spend 1 sorcery point as a reaction to momentarily coat the ground beneath it in slick ice. The target must succeed on a Dexterity saving throw against your spell save DC or fall prone.

Spring. Whenever you cast one of your seasonal spells of 1st-level or higher, you regain hit points equal to your Charisma modifier (minimum of 1) and you gain advantage on the next saving throw you make before the end of your next turn. You can also spend 1 sorcery point at the same time to channel this renewing, positive energy into one other creature of your choice that you can see within 30 feet of you, granting it the same benefits.

Summer. You gain resistance to fire damage. In addition, you have the *produce flame* cantrip prepared, and it doesn't count against the number of seasonal spells you can prepare each day. When you cast *produce flame*, you can conjure a second flame in your other hand, enhancing the spell in the following ways:

- The flames shed bright light in a 30-foot radius and dim light for an additional 30 feet.
- For the duration, attacking with the flames doesn't cause the spell to end, as a new flame appears in your hand immediately after the attack.
- When you cast this spell, or as an action on a later turn, you can hurl one of the flames at a target within 120 feet of you, or you can simultaneously hurl both flames at the target. Regardless, you only make one ranged spell attack. On a hit, the target takes the spell's normal damage if you hurled one flame, or it takes the spell's normal damage plus extra damage equal to your Charisma modifier if you hurled both.

SEASON'S ZENITH

When you reach 14th level, your sorcerous magic flares with the intensity of the peak of your season.

Blessing of the Equinox (Autumn/Spring). Whenever you finish a short or long rest, you can either grant a number of temporary hit points equal to twice your sorcerer level + your Charisma modifier (if you're attuned to Autumn) or restore a total number of hit points equal to the same amount (if you're attuned to Spring). These hit points are divided as you choose among any number of creatures you can see within 30 feet of you. A creature that receives any of these hit points is also cured of any diseases, as well as effects reducing its hit point maximum.

Blessing of the Solstice (Winter/Summer). Whenever a creature you can see within 30 feet of you takes cold or fire damage, you can use your reaction to consume some of that energy, reducing the damage the target takes by an amount equal to half your sorcerer level. In addition, once on each of your turns when you make an attack or cast a spell that deals cold damage (if you're attuned to Winter) or fire damage (if you're attuned to Summer), you can add your proficiency bonus to one damage roll of that attack or spell.

AVATAR OF THE FOUR SEASONS

Starting at 18th level, whenever you finish a long rest, you can prepare each of your seasonal spells from any season's spell list, though you must still designate one season to which you are attuned. As a bonus action, you can spend 5 sorcery points to magically transform into a dazzling fusion of all four seasons. For 1 minute, you gain the benefits of every season's Ecological Embodiment feature, and once per turn, you can cast a 1st- or 2nd-level spell from any season's spell list at its lowest level without expending a spell slot or sorcery points.

WARLOCK

OTHERWORLDLY PATRONS

The following options are available to warlocks when they gain the Otherworldly Patron feature at 1st level.

THE DIVINE BEAST

Your patron is an exceptionally good and powerful entity from the Beastlands. The creature you have made a pact with may resemble an enormous and glorious specimen of a more mundane beast from the Material Plane. Some examples of such demigod-like celestial beasts include the hal-yun (wolf), the jentigu (tiger), the kojaku (gorilla), the leqiri (elk), the reynin (eagle), and the ryshari (lion).

EXPANDED SPELL LIST

The Divine Beast lets you choose from an expanded spell list when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Divine Beast Expanded Spells

| Spell Level | Spell |
|-------------|---|
| 1st | <i>animal friendship, longstrider</i> |
| 2nd | <i>locate animals or plants, pass without trace</i> |
| 3rd | <i>mass healing word, plant growth</i> |
| 4th | <i>dominate beast, hallucinatory terrain</i> |
| 5th | <i>awaken, commune with nature</i> |

PATRON BEAST

At 1st level, you can beseech your patron to send a young bestial companion to your aid. Choose one of the following animals as your patron beast: ape, bear, dog, eagle, elk, fox, horse, komodo dragon, lion, rhinoceros, tiger, turtle, or wolf. You can change the form your patron beast takes whenever you gain a level in this class.

As a bonus action, you can summon your patron beast in an unoccupied space you can see within 30 feet of you. The following rules apply to your patron beast:

- Its creature type is celestial and it is the same size as you—for example, if you are Small, so is your patron beast. It lacks proper training to serve as a mount.





PATRON BEAST CREATURES

The beasts listed in the Patron Beast feature are intended as examples of the most common celestial beasts. With your GM's approval, you can choose any other beast you deem to be appropriate as your patron beast.

See pages 136–142 for example Divine Beast patrons, including monster statistics and lore.



- It has an AC equal to 10 + your proficiency bonus + your Charisma modifier and a number of hit points equal to your Charisma modifier + five times your warlock level. When you finish a short rest, you can expend 1 of your hit dice to restore it to its hit point maximum.
- It has a walking speed of 30 feet, with one exception: an eagle has a walking speed of 10 feet and a flying speed of 30 feet, but its fledgling wings can't sustain it in flying more than 10 feet off the ground.
- It has the same ability scores as you, but you can switch its Charisma score with its Strength score, or with its Dexterity score if it is an eagle.
- It shares your skill and saving throw proficiencies and can understand your languages, but it is unable to speak.
- It doesn't have any special senses, such as darkvision, or any special traits, such as pack tactics.
- It has one or more natural melee weapons, such as claws, fangs, horns, or a tail, as appropriate for its form. When it makes a melee weapon attack with one of its natural weapons, it uses your proficiency bonus for the attack roll, and deals 1d8 bludgeoning, piercing, or slashing damage, as appropriate, on a hit. An eagle adds its Dexterity modifier, rather than its Strength modifier to the damage roll.
- It obeys any verbal commands that you issue to it. On your turn, you can command it where to move (no action required by you). As an action, you can command it to take the Attack, Dash, Disengage, Help, Hide, Ready, or Search action. If you don't issue a command, it takes the Dodge action.
- Starting at 5th level, it can attack twice, instead of once, whenever you command it to take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 17th level in this class.
- As an action, you can temporarily dismiss it back to your patron's side. While dismissed, you can resummon it as a bonus action as normal.
- If it is reduced to 0 hit points, it disappears and can't be summoned again until you finish a long rest or until you expend a warlock spell slot to resummon it as an action. If you resummon it by expending a spell slot more than 1 hour after it disappeared, it gains one level of exhaustion.

If you later gain the Pact of the Chain feature, your patron beast counts as a familiar for you for the purpose of applying any benefits from your Pact of the Chain invocations. In addition, you can communicate with and issue orders to your patron beast telepathically, as long as it is on the same plane of existence as you.

TAMED AND TRAINED

Starting at 6th level, your patron beast's natural weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. In addition, it gains two traits of your choice from the list below. You can change one or both of the chosen traits whenever you gain a level in this class.

Adaptive Camouflage. It can attempt to hide even when it is only lightly obscured by foliage, heavy rain, falling snow, mist, or other natural phenomena.

Amphibious. It gains a swimming speed equal to its walking speed and it can breathe air and water.

Beast Speech. It is always under the effects of the *speak with animals* spell.

Darkvision. It can see in dim light within 60 feet of it as if it were bright light, and in darkness as if it were dim light. It can't discern color in darkness, only shades of gray.

Keen Senses. It has advantage on Wisdom (Perception) checks.

Nature Stride. Moving through nonmagical difficult terrain costs it no extra movement. It can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

Riding Discipline (No flying speed). It grows one size larger—from Medium to Large, for example—and has gained the necessary training to serve as a mount.

Running Leap. Its long jump is up to 30 feet and its high jump is up to 15 feet when it has a 10-foot running start.

Soaring Flight (Requires flying speed). Its flight becomes unrestricted.

Strapping. It gains a climbing speed equal to its walking speed and it counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

BLESSING OF THE BEAST

At 10th level, your bond with your patron beast grants you a supernatural ability to protect it from harm. If your patron beast drops to 0 hit points, you can use your reaction to make a DC 10 Charisma saving throw. If you succeed, it drops to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a long rest, the DC resets to 10.

In addition, your patron beast has developed an innate ability to aid you and your allies in return. As an action, you can command your patron beast to touch another creature, releasing a surge of healing energy. The target magically regains hit points equal to 2d8 + your Charisma modifier and is cured of all diseases and poisons affecting it. You can use this ability three times, and you regain all expended uses when you finish a long rest.

DIVINE TRANSFIGURATION

At 14th level, you learn to harness the deific energy of your patron through the companion it has entrusted to you. As a bonus action, you can fill your patron beast with an overwhelming surge of holy power. For 1 minute or until you lose your concentration (as if concentrating on a spell), your patron beast sheds bright light in a 15-foot radius and dim light for an additional 15 feet. Any magical darkness that overlaps the light shed by this effect is dispelled.

For the duration, your patron beast has advantage on all its attack rolls. On a hit with one of its natural weapons, it deals an extra 1d8 radiant damage. Once you use this feature, you can't use it again until you finish a long rest.

THE ELDER ELEMENTAL (AIR)

The Elder Elementals are beings of cataclysmic power that wield promises of utter devastation. Your pact with an Elder Elemental has granted you an affinity for the howling storms of the sky.

EXPANDED SPELL LISTS

The Elder Elementals let you choose from an expanded spell list when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Elder Elemental Expanded Spells

| Spell Level | Spell |
|-------------|--|
| 1st | <i>Aldricor's elemental rebuke</i> ^{\$} |
| 2nd | <i>protection from poison</i> |
| 3rd | <i>protection from energy</i> |
| 4th | <i>conjure minor elementals</i> |
| 5th | <i>Talya's energy field</i> ^{\$} |

In addition, your Air Elemental patron lets you choose from an additional expanded spell list when you learn a warlock spell. The following spells are also added to the warlock spell list for you.

Air Elemental Expanded Spells

| Spell Level | Spell |
|-------------|-----------------------------|
| 1st | <i>feather fall</i> |
| 2nd | <i>gust of wind</i> |
| 3rd | <i>call lightning</i> |
| 4th | <i>greater invisibility</i> |
| 5th | <i>cloudkill</i> |

ELEMENTAL APTITUDE

Starting at 1st level, whenever you deal force damage to a creature, you can choose to deal lightning or thunder damage instead of the force damage.

ELDER FLARE

At 1st level, you learn to harness the elemental power of your patron. As a bonus action, you can create a small storm cloud above one creature you can see within 60 feet of you. The cloud moves with the creature, remaining centered on it, and lasts for 1 minute. The effect ends early if you use this feature again or if the target dies, you die, or you are incapacitated. For the duration, you gain the following benefits:

- Whenever you deal lightning or thunder damage to the target, the cloud emits a flash of energy causing the target to take extra damage of the same type equal to your proficiency bonus.
- When you score a critical hit against the target, strong winds and heavy rain begin buffeting its space. The target has disadvantage on the next attack roll it makes before the end of its next turn.
- As a bonus action, you can cause the cloud to temporarily descend, forming a light fog over the target. Until the start of your next turn, the target's space is lightly obscured, giving it disadvantage on Wisdom (Perception) checks that rely on sight.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

PRIMORDIAL ERUPTION

Starting at 6th level, you learn to infuse your spells with an eruption of elemental energy. Whenever you cast a spell using a warlock spell slot, you can choose one target of the spell, centering the eruption on that creature.

Each creature of your choice that you can see within 10 feet of the target is subjected to a crippling electrical shock and can't take reactions until the end of your next turn.



ASPECT OF THE SKIES

At 10th level, your form begins to manifest features characteristic of your patron, granting you the following benefits:

- When you use your Primordial Eruption feature, you gain a flying speed of 30 feet until the end of your next turn.
- You gain resistance to lightning or thunder damage (your choice when you gain this feature) as well as poison damage, and you have advantage on saving throws against being poisoned.
- When you are hit by an attack that deals nonmagical bludgeoning, piercing, or slashing damage, you can use your reaction to gain resistance to that damage type against the attack. Once you use this ability, you can't use it again until you finish a short or long rest or you cast a spell of 1st level or higher that deals lightning or thunder damage.

IMPROVED ELDER FLARE

Starting at 14th level, your Elder Flare becomes more potent, granting additional benefits. Immediately after you deal lightning or thunder damage to the target of your Elder Flare on your turn, you can dismiss the cloud as a bonus action, causing it to burst in an arcing flurry of tempestuous energy. The energy flashes down at the target of your Elder Flare and then chains to as many as two other creatures, both of which must be within 30 feet of the original target.

Each target must make a Dexterity saving throw against your warlock spell save DC. On a failed save, the target takes 4d8 lightning damage, and it is stunned until the start of your next turn. On a successful save, the target takes half as much damage and isn't stunned.

THE ELDER ELEMENTAL (EARTH)

The Elder Elementals are beings of cataclysmic power that wield promises of utter devastation. You exude the hulking, stony presence of an Elder Earth Elemental.

EXPANDED SPELL LISTS

The Elder Elementals let you choose from an expanded spell list when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Elder Elemental Expanded Spells

| Spell Level | Spell |
|-------------|--|
| 1st | <i>Aldricor's elemental rebuke</i> ^{\$} |
| 2nd | <i>protection from poison</i> |
| 3rd | <i>protection from energy</i> |
| 4th | <i>conjure minor elementals</i> |
| 5th | <i>Talya's energy field</i> ^{\$} |

In addition, your Earth Elemental patron lets you choose from an additional expanded spell list when you learn a warlock spell. The following spells are also added to the warlock spell list for you.

Earth Elemental Expanded Spells

| Spell Level | Spell |
|-------------|--------------------------------------|
| 1st | <i>thunderwave</i> |
| 2nd | <i>pillar of earth</i> ^{\$} |
| 3rd | <i>meld into stone</i> |
| 4th | <i>stoneskin</i> |
| 5th | <i>wall of stone</i> |

ELEMENTAL APTITUDE

Starting at 1st level, whenever you deal force damage to a creature, you can choose to deal bludgeoning or thunder damage instead of the force damage.

ELDER FLARE

At 1st level, your skin becomes supernaturally tough and durable. Your AC can't be less than 15, regardless of what kind of armor you are wearing. Using a shield doesn't add to this benefit. The AC increases when you reach certain levels in this class, increasing to 16 at 5th level, 17 at 10th level, and 18 at 15th level.

In addition, you gain the ability to harness the elemental power of your patron. As a bonus action, you can surge with earthen energies, magically transforming your flesh into a hardened and rocky state for 1 minute. For the duration, you gain the following benefits:

- Your minimum AC granted by this feature increases by 2.
- You have advantage on saving throws made against effects that would push you, pull you, or knock you prone.
- When you roll a 1 on a damage die for an attack that deals bludgeoning damage, you can reroll the die and must use the new roll, even if it is another 1.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

PRIMORDIAL ERUPTION

Starting at 6th level, you learn to infuse your spells with an eruption of elemental energy. Whenever you cast a spell using a warlock spell slot, you begin sending shockwaves through the ground in a 30-foot-radius circle around you. Each creature of your choice in the area that is concentrating on a spell or other effect must make a successful Constitution saving throw against your spell save DC or lose concentration.

These shockwaves persist until the end of your next turn. For the duration, the area is difficult terrain for creatures other than you.

ASPECT OF THE EARTH

At 10th level, your form begins to permanently manifest features characteristic of your patron, granting you the following benefits:

- When you use your Primordial Eruption feature, you gain tremorsense within the area of your shockwaves for the duration.
- You gain resistance to poison damage and you have advantage on saving throws against being paralyzed, petrified, poisoned, or stunned.
- When you are hit by an attack that deals nonmagical bludgeoning, piercing, or slashing damage, you can use your reaction to gain resistance to that damage type against the attack. Once you use this ability, you can't use it again until you finish a short or long rest or until you cast a spell of 1st level or higher that deals bludgeoning or thunder damage.

IMPROVED ELDER FLARE

Starting at 14th level, your Elder Flare becomes more potent, granting additional benefits. While transformed by your Elder Flare feature, you deal double damage to objects and structures, and you count as one size larger when determining the size of creature you can grapple or shove.

In addition, as a bonus action on your turn while you are transformed, you can draw on the revitalizing energy of your patron. When you do so, you regain a number of hit points equal to your warlock level + your Charisma modifier. Once you use this ability, you can't use it again for the rest of this transformation.

THE ELDER ELEMENTAL (FIRE)

The Elder Elementals are beings of cataclysmic power that wield promises of utter devastation. You are driven by the undying passion of an Elder Fire Elemental to unleash a blazing inferno upon your foes.

EXPANDED SPELL LISTS

The Elder Elementals let you choose from an expanded spell list when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Elder Elemental Expanded Spells

| Spell Level | Spell |
|-------------|---|
| 1st | <i>Aldricor's elemental rebuke</i> ^S |
| 2nd | <i>protection from poison</i> |
| 3rd | <i>protection from energy</i> |
| 4th | <i>conjure minor elementals</i> |
| 5th | <i>Talya's energy field</i> ^S |

In addition, your Fire Elemental patron lets you choose from an additional expanded spell list when you learn a

warlock spell. The following spells are also added to the warlock spell list for you.

Fire Elemental Expanded Spells

| Spell Level | Spell |
|-------------|----------------------|
| 1st | <i>burning hands</i> |
| 2nd | <i>scorching ray</i> |
| 3rd | <i>fireball</i> |
| 4th | <i>fire shield</i> |
| 5th | <i>flame strike</i> |

ELEMENTAL APTITUDE

Starting at 1st level, whenever you deal force damage to a creature, you can choose to deal fire damage instead of the force damage.

ELDER FLARE

At 1st level, you gain the ability to harness the elemental power of your patron. Immediately after you deal fire damage to a hostile creature on your turn with an attack or a spell, you can use your bonus action to cause one target of the attack or spell that you can see within 60 feet of you to magically ignite. The target takes 1d6 fire damage and begins burning for 1 minute. The effect ends early if you use this feature again or if the target dies, you die, or the flames are extinguished by magical means. The fire damage increases when you reach certain levels in this class, increasing to 2d6 at 5th level, 3d6 at 10th level, and 4d6 at 15th level.

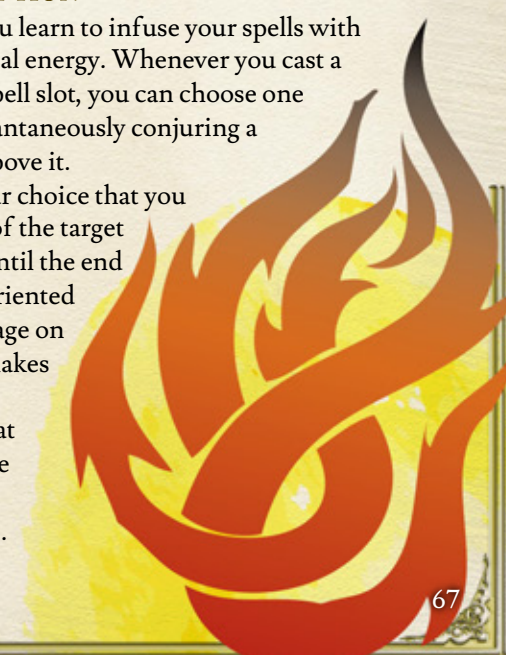
For the duration, the target sheds bright light in a 20-foot radius and dim light for an additional 20 feet, and it takes fire damage equal to your Charisma modifier (minimum of 1 damage) at the start of each of its turns. In addition, damage the target takes ignores resistance to fire damage, including the initial damage dealt by this feature.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

PRIMORDIAL ERUPTION

Starting at 6th level, you learn to infuse your spells with an eruption of elemental energy. Whenever you cast a spell using a warlock spell slot, you can choose one target of the spell, instantaneously conjuring a blazing flash of light above it.

Each creature of your choice that you can see within 10 feet of the target becomes disoriented until the end of its next turn. A disoriented creature has disadvantage on the next attack roll it makes as well as on Wisdom (Perception) checks that rely on sight. A creature that can't be blinded is immune to this feature.



ASPECT OF THE INFERNO

At 10th level, your form begins to manifest features characteristic of your patron, granting you the following benefits:

- All damage you deal ignores resistance to fire damage, and while a creature is burning from your Elder Flare feature, if it has immunity to fire damage, it still takes half damage whenever you deal fire damage to it.
- You gain resistance to fire and poison damage and you have advantage on saving throws against being poisoned.
- When you are hit by an attack that deals nonmagical bludgeoning, piercing, or slashing damage, you can use your reaction to gain resistance to that damage type against the attack. Once you use this ability, you can't use it again until you finish a short or long rest or you cast a spell of 1st level or higher that deals fire damage.

IMPROVED ELDER FLARE

Starting at 14th level, your Elder Flare becomes more potent, granting additional benefits. When you cause a creature to ignite with your Elder Flare feature, you can choose to simultaneously envelop yourself in unquenchable flames. For 1 minute, you gain the following benefits:

- You have immunity to fire damage.
- Wings of radiant flame burst from your back, granting you a flying speed of 60 feet, and you don't provoke opportunity attacks when you fly out of a creature's reach.
- Any creature that touches you or hits you with a melee attack while within 5 feet of you takes fire damage equal to your Charisma modifier (minimum of 1 damage).
- If you are reduced to 0 hit points, you unleash a massive conflagration. Each creature within 60 feet of you must make a Dexterity saving throw against your warlock spell save DC, taking 4d10 fire damage on a failed save, or half as much on a successful one. You then rise back to your feet with 1 hit point and a number of temporary hit points equal to twice your warlock level, and all benefits of this feature end.

Once you use this feature, you can't use it again until you finish a long rest.

THE ELDER ELEMENTAL (WATER)

The Elder Elementals are beings of cataclysmic power that wield promises of utter devastation. Your pact with an Elder Water Elemental emboldens you with the strength of the sea and tides.

EXPANDED SPELL LISTS

The Elder Elementals let you choose from an expanded spell list when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Elder Elemental Expanded Spells

| Spell Level | Spell |
|-------------|---|
| 1st | <i>Aldricor's elemental rebuke</i> ^S |
| 2nd | <i>protection from poison</i> |
| 3rd | <i>protection from energy</i> |
| 4th | <i>conjure minor elementals</i> |
| 5th | <i>Talya's energy field</i> ^S |

In addition, your Water Elemental patron lets you choose from an additional expanded spell list when you learn a warlock spell. The following spells are also added to the warlock spell list for you.

Water Elemental Expanded Spells

| Spell Level | Spell |
|-------------|--------------------------------|
| 1st | <i>create or destroy water</i> |
| 2nd | <i>acid arrow</i> |
| 3rd | <i>slow</i> |
| 4th | <i>control water</i> |
| 5th | <i>greater restoration</i> |

ELEMENTAL APTITUDE

Starting at 1st level, whenever you deal force damage to a creature, you can choose to deal acid or bludgeoning damage instead of the force damage.

ELDER FLARE

At 1st level, you gain proficiency with shields as well as all martial melee weapons with the finesse property, and whips have the light property for you. In addition, you learn to harness the elemental power of your patron.

As a bonus action, you can transform one melee weapon you are holding that has the finesse property into a serpentine water whip. This magical weapon has the finesse, light, and reach properties. The whip lasts for 1 minute or until you use this feature again. You can use this feature a number of times equal to your Charisma modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

If the weapon you transformed has any magical properties, it retains those benefits in this form. For example, if you transform a *+1 shortsword*, the whip also has a +1 bonus to attack and damage rolls. If you let go of the whip, it immediately turns into a puddle of water. Thereafter, while the effect persists, you can use a bonus action to reform the whip in your hand.

On a hit, the whip deals 2d4 slashing damage, and if



your target is a Large or smaller creature, you can immediately use your bonus action to attempt to perform a special maneuver—either grappling it with the whip or tripping it. The target must make a successful Strength or Dexterity saving throw (its choice) against a DC of 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). On a failure, the target is grappled or knocked prone. A creature grappled in this way can use its action to try to escape by making a Strength (Athletics) or Dexterity (Acrobatics) check against the same DC.

While grappled in this way, a creature takes acid damage equal to your Charisma modifier (minimum of 1) at the start of each of its turns. Until the grapple ends, you can't make attacks with the whip, but you can replace any attack you would make as part of the Attack action to deal the acid damage to the creature again.

If you later gain the Pact of the Blade feature, the water whip counts as a pact weapon for you for the purpose of applying any benefits from your Pact of the Blade invocations. Using this feature does not dismiss your current pact weapon or break your bond to a magic weapon that you have transformed into your pact weapon.

PRIMORDIAL ERUPTION

Starting at 6th level, you learn to infuse your spells with an eruption of elemental energy. Whenever you cast a spell using a warlock spell slot, you can expel a surging blast of water around yourself.

Each creature of your choice that you can see within 10 feet of you must succeed on a Strength saving throw against your warlock spell save DC or be knocked prone.

ASPECT OF THE DEEP

At 10th level, your form begins to manifest features characteristic of your patron, granting you the following benefits:

- You gain a swimming speed of 30 feet. If you already have a swimming speed, it instead increases by 15 feet.
- You gain resistance to acid and poison damage and you have advantage on saving throws against being poisoned.
- When you are hit by an attack that deals nonmagical bludgeoning, piercing, or slashing damage, you can use your reaction to gain resistance to that damage type against the attack. Once you use this ability, you can't use it again until you finish a short or long rest or you cast a spell of 1st level or higher that deals acid or bludgeoning damage.

IMPROVED ELDER FLARE

Starting at 14th level, your Elder Flare becomes more potent, granting additional benefits. Your water whip now deals 2d8 slashing damage on a hit, and any attack roll you make with it is a critical hit on a roll of 19 or 20.

In addition, when a creature grappled by your water whip is targeted by an attack or makes a Strength or Dexterity saving throw, you can use your reaction to give the attacker advantage on its attack roll or impose disadvantage on the target's saving throw.



WIZARD

ARCANE TRADITIONS

The following options are available to wizards when they gain the Arcane Tradition feature at 2nd level.

SPELLBINDING

Spellbinders have an undying thirst for magical knowledge. After studying tirelessly to gather a sufficient understanding of the various wizard traditions, these wizards move on to researching the spells of all disciplines, be they arcane or divine.

Their spellbook functions as a secondary branch of their intellect, allowing them to cause some spells they have studied to manifest incarnate each day by mere force of will. These spells are a living strand of their consciousness that faintly vibrate and pulse on the pages of their tome, as if with a heartbeat of their own.

CONVERGENT TOME

At 2nd level, you learn a powerful ritual that magically binds your mind and your spellbook. You perform the ritual over the course of 1 hour, which can be done during a short rest. You must be touching the spellbook throughout the ritual, at the conclusion of which the bond is forged and the spellbook becomes an extension of your mind.

As long as you are on the same plane of existence as your bonded spellbook and it remains intact, you gain the following benefits:

- As an action, you can instantly summon the spellbook into your hand.
- When you take psychic damage, you can use your reaction to halve that damage against you.
- Being incapacitated does not automatically break your concentration on a spell. Instead, when you become incapacitated, you can make an Intelligence check to attempt to maintain your concentration via your spellbook. You must also repeat the check at the start of each of your turns while you remain incapacitated. The DC equals 13 + the level of the spell you are concentrating on.

If your bonded spellbook is destroyed, you lose these benefits and immediately take psychic damage equal to $3 \times$ your wizard level, as the bond is forcibly severed. You can only have one bonded spellbook. Performing the ritual again breaks your bond to the first spellbook.

ARCANE IMPRINT

When you choose this tradition at 2nd level, you gain proficiency in the Arcana skill, if you don't already have it, and your proficiency bonus is doubled for any Intelligence (Arcana) checks you make to identify a spell or recall lore about spells or magical traditions.

You can draw on your vast knowledge of all disciplines of magic to cause a spell to manifest itself in your bonded spellbook. When you do so, the spell appears to live and breathe with you—an extension of your life essence.



Whenever you finish a long rest, choose one 1st-level spell from any class's spell list to magically imprint itself in your spellbook. The spell remains for up to 24 hours or until you die. The chosen spell counts as a wizard spell for you, but doesn't count against your number of spells prepared.

While the spell remains in your spellbook, you can cast it at its lowest level once, expending a spell slot as normal. When you do so, the spell is cast out and vanishes from your spellbook, making it unable to be cast in this way again.

When you reach certain levels in this class, you can cause an additional spell to manifest itself in your spellbook in the same way: one 2nd-level spell at 5th level, one 3rd-level spell at 10th level, one 4th-level spell at 15th level, and one 5th-level spell at 20th level. Each spell can only be cast at its lowest level once, expending a spell slot as normal, before vanishing from your spellbook.

Due to their transient nature, none of these manifested spells can be cast as a ritual or selected for use with the Spell Mastery or Signature Spells features.

INTERDISCIPLINARY CANTRIPS

At 6th level, choose two cantrips of your choice from any class's spell list to manifest in your bonded spellbook. While your spellbook is on your person, you can cast those cantrips at will. If they don't appear on the wizard spell list, they are nonetheless wizard spells for you.

When you gain a level in this class, you can choose one of those cantrips and replace it with another cantrip from any class's spell list.

MINDBOUND

When you reach 10th level, your mind becomes an unwavering fortress of support for the spells you cast. While your spellbook is on your person, you can add your Intelligence modifier to any Constitution saving throws you make to maintain concentration on a spell.

In addition, whenever a creature would successfully interrupt a spell you are casting or end a spell you are concentrating on, such as via *counterspell* or *dispel magic*, you can make an Intelligence saving throw. The DC of the saving throw equals $15 +$ the level of the spell you are casting or concentrating on (DC 15 if the spell is a cantrip). On a success, you overcome the attempt and continue casting your spell or concentrating as normal.

DYNAMIC MANIFESTATION

Starting at 14th level, when you finish a short rest, you can choose one of the spells manifested in your spellbook from your Arcane Imprint feature that you have not yet cast and replace it with another spell of the same level from any class's spell list.

In addition, when you use your Arcane Recovery feature, you can cause one spell you already cast that day from your Arcane Imprint feature to return, manifesting itself in your spellbook once more.

ELDRITCH LORE

Wizards of the Eldritch Lore tradition dedicate their lives to studying the mysteries of realms beyond this reality. They willfully wade into inky black seas of unspeakable horrors in search of forgotten secrets.

Many find these wizards to be increasingly eccentric, aloof, or even standoffish as they delve deeper and deeper into their esoteric studies, but there is one fact that all agree upon—it is undeniably easier on one’s sanity to have such a wizard as an ally than to be on the receiving end of their otherworldly ire.

FORBIDDEN SCHOLAR

Starting at 2nd level, whenever you gain a level in this class, one of the spells of 1st level or higher that you add to your spellbook can be chosen from the warlock spell list. You can also copy a warlock spell you find into your spellbook as normal. A spell added in this way that doesn’t appear on the wizard spell list is nonetheless a wizard spell for you.

In addition, you learn to speak and understand Deep Speech. If you already know Deep Speech, you instead learn another language of your choice.

OTHERWORLDLY TORMENT

Starting at 2nd level, immediately after you cast a spell of 1st level or higher on your turn, you can use your bonus action to choose one creature that took damage from the spell or failed its saving throw against it, flooding the target’s mind with overwhelming visions of incomprehensible horror. The target must make a Wisdom saving throw against your wizard spell save DC. A target automatically succeeds on this saving throw if it is an aberration or if it can’t be frightened.

On a failed save, the target has disadvantage on ability checks and attack rolls for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

RITUALS OF THE OCCULT

When you reach 6th level, your eldritch research has unearthed a number of strange truths and forsaken abilities some consider to be unnatural. You can perform a dark ritual over the course of 1 hour; this ritual is a strenuous activity and can’t be performed during a short rest.

At the completion of the ritual, you undergo one of the changes of your choice below, gaining the corresponding benefits until you die, you perform the ritual again, or you choose to end the effect when you finish a long rest.

- Your eyes fade to pools of inky black as you sequester part of your mind in the void beyond. You have advantage on Intelligence saving throws, and you can add your Intelligence modifier to any Constitution saving throws you make to maintain concentration.



Illustration by Matt Morrow

- Writhing, black tentacles protrude from your body as you choose. You have proficiency in Strength saving throws, and whenever you make a Strength check or Strength saving throw, you can use your Intelligence modifier, instead of Strength, for the check or save. In addition, whenever you cast a spell with a range of touch, your reach for it extends to 10 feet.
- A number of cold, expressionless eyes are strewn across your body. You can add your Intelligence modifier to your initiative rolls, as well as Wisdom (Perception) checks that rely on sight and Charisma (Intimidation) checks.

UNBOUNDED RESOLVE

When you reach 10th level, your persistent studies of the unfathomable realms beyond have inoculated you against even the most horrific sights, sounds, and magical effects. You are immune to being frightened, and you have advantage on saving throws against spells and effects from aberrations, such as a gibbering moulder’s Gibbering trait.

SHATTERED MIND

At 14th level, you gain resistance to psychic damage. In addition, while a creature is under the effects of your Otherworldly Torment, its speed is reduced to 0 and it takes psychic damage equal to your wizard level at the start of each of its turns until the effect ends.



ADDITIONAL OPTIONS

BACKGROUNDS

The following option is available to players when choosing a background for their character.

JUSTICIAR

You have served your city as a lawmaker or as an advocate or high-level enforcer of the law. Wielding a position of legal authority above mere guards and soldiers, you have brought criminals to justice according to the law or helped the accused prove their innocence; or perhaps you exploited your status for your own political gain or to benefit your allies. Whatever your motivations, you possess a breadth of knowledge of the law rarely seen among adventurers.

Skill Proficiencies: Insight, Persuasion

Languages: Two of your choice

Equipment: A uniform or clothes fitting of your position, an object identifying your authority (e.g. badge, gavel, license), a signet ring, sealing wax, and a purse containing 15 gp

LEGAL OCCUPATION

There are many facets to law, from adjudicating or defending in the courts to creating new laws or enforcing them. Choose your position of legal authority, or roll on the table below.

| d8 Occupation | d8 Occupation |
|----------------------|---------------|
| 1 Attorney | 5 Judge |
| 2 Constable | 6 Legislator |
| 3 Diplomat | 7 Marshal |
| 4 Governor/Sovereign | 8 Warden |

FEATURE: LEGAL FAVOR

Thanks to your position of authority and familiarity with the law, you have a knack for getting yourself and your friends out of legal trouble. Even serious crimes may be met with relatively light punishments due to your wit and influence. In large cities, other justiciars (see example occupations above) are inclined to have a positive view of you and treat you, and those associated with you, with respect and civility.

SUGGESTED CHARACTERISTICS

With a high degree of knowledge of the law and either a moral obligation to uphold it or an insidious desire to bend it in their favor, justiciars wield positions of political or legal power in society. They are often uncomfortable in situations where their authority and influence holds little to no weight, whether it be in an unfamiliar town, in the wilderness, or beyond.

d6 Personality Trait

- 1 I cope with the lawlessness of uncivilized lands by imposing nonsense rules upon the local populace, be they humanoids, beasts, or otherwise.
- 2 My mind is filled with countless laws, and I have stories about every last one of them being broken.
- 3 When presented with an unfamiliar law or cultural practice in a new land, I can't help but share how things are done where I come from.
- 4 I joyously cheer on others, almost annoyingly so, and publically praise their accomplishments.
- 5 I seek out crime or injustice where there isn't any.
- 6 I use my knowledge of the law to help me and my friends circumvent it.

d6 Ideal

- 1 **Impartiality.** Every scenario must be approached completely objectively and centered in truth. (Neutral)
- 2 **Justice.** No one is above the law, and it is my duty to enforce that. (Lawful)
- 3 **Privilege.** Those working within the law have the authority and power to not be subject to it. (Evil)
- 4 **Responsibility.** I have sworn to protect and serve the most vulnerable among us. (Good)
- 5 **Idealism.** The legal system is an effective tool for rehabilitation and is necessary to society. (Lawful)
- 6 **Aspiration.** I seek, first and foremost, to leave this world a better place than how I entered it. (Any)

d6 Bond

- 1 I'm responsible for the incarceration of a powerful crime boss and must always be on alert for the enduring reach of their influence.
- 2 I come from a family of great political power, and I must do my best to uphold the integrity of my family's name.
- 3 Someone who was guilty slipped through my fingers. I will stop at nothing to see them brought to justice.
- 4 I would do anything for my former associates.
- 5 Someone I love was mysteriously murdered. Someday, I will avenge them, even if it means working outside the law.
- 6 I was born into poverty and will ensure the power that has been given to me is used to better the lives of those who are similarly disadvantaged.

d6 Flaw

- 1 I unquestioningly enforce the letter of the law.
- 2 I am quick to assume the guilt of others in positions of power.
- 3 I dispense punishment disproportionately based on my biases.
- 4 I'll turn a blind eye to law and order if the end result advances my goals.
- 5 I don't mind exploiting my status for gifts and favors.
- 6 I made a deal to advance my seat of power, and now I'm indebted to those who helped me.

ELDRITCH INVOCATIONS

The following options are available to warlocks when choosing eldritch invocations. If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites. A level prerequisite refers to your level in the warlock class.

GENERAL INVOCATIONS

The following is a collection of assorted invocations.

BOOK OF OMNISCIENCE

Prerequisite: Pact of the Tome feature

You can add half your proficiency bonus (rounded down) to any Intelligence check you make that doesn't already include your proficiency bonus.

In addition, choose one of the following skills: Arcana, History, Nature, or Religion. Your patron's knowledge of the subject magically fills the pages of your Book of Shadows. You gain proficiency in the chosen skill, and if you spend at least 1 minute reading your book before making an ability check using that skill, you can add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Whenever you finish a long rest, you can entreat your patron to bestow their knowledge on a different subject, changing your skill choice to a different one from the list.

CEREBRAL CODEX

Prerequisite: Pact of the Tome feature

You can cast the *illusory script* spell at will, without expending a spell slot and requiring no components, but only targeting your Book of Shadows. When you cast it in this way, you need not write the words with ink, as they magically appear on the pages of your grimoire as you think them. If you remove the page from your grimoire, the remaining duration of the spell is halved, but the writing and illusion are otherwise unaffected.

RUTHLESS BLADE

(Variant Option: Replaces Thirsting Blade)

Prerequisite: Pact of the Blade feature

You can attack with your pact weapon twice, instead of once, whenever you take the Attack action. In addition, when you take the Attack action, you can forgo one of your attacks to conjure your pact weapon or cause it to take a different form.

SECRETS OF THE CONSPIRATOR

Prerequisite: Pact of the Tome feature

Your patron bestows upon you the arcane secrets of one of its allies. Choose an Otherworldly Patron option available to warlocks. You gain that patron's Expanded Spell List feature if it is a patron other than your own.

In addition, you immediately learn one spell of your

CURSES

Some invocations include a prerequisite of "a spell or warlock feature that curses." A qualifying spell or feature will include language specifying that it curses the target. This includes spells like *malison*^S and *scourge*^S, as well as the Sign of Ill Omen invocation, which allows a warlock to cast *bestow curse*.

choice from the chosen patron's Expanded Spell List that is of a level no higher than your warlock spell slot level. The spell doesn't count against your number of warlock spells known. If you later replace this spell, you must replace it with a spell from the same Expanded Spell List.

SYMBIOTIC HEX

Prerequisite: Pact of the Chain feature, a spell or warlock feature that curses

When a creature is cursed by a spell you cast or by a warlock feature of yours, your familiar also gains the benefits of that spell or feature.

ELEMENTAL INVOCATIONS

The following invocations are related to the elements of air, earth, fire, and water.

ABSORPTIVE BOND

Prerequisite: Pact of the Chain feature

Whenever your familiar takes acid, cold, fire, lightning, or thunder damage, it can use its reaction to take no damage instead. When it does so, you take the damage in place of your familiar.

ARC OF THE TEMPEST

Prerequisite: 12th level

You can cast *chain lightning* once without expending a spell slot or material components. Once you cast it in this way, you can't do so again until you finish a long rest.

ASPECT OF THE HEAVENS

Prerequisite: 15th level, Pact of the Tome feature

You can cast *control weather* without expending a spell slot or material components. Once you cast it in this way, you can't do so again until you finish a long rest.

BEDROCK HIDE

Prerequisite: 3rd level

You can cast *barkskin* once without expending a spell slot or material components. Once you cast it in this way, you can't do so again until you finish a short or long rest. When you use this version of *barkskin*, the target's flesh turns pale brown or gray and becomes dry and cracked for the duration.

CONCUSSIVE CODEX

Prerequisite: Pact of the Tome feature

As an action, you can attempt to slam your Book of Shadows into one creature within 5 feet of you, causing it to boom with a thunderous force that is audible out to 300 feet.

Make a melee spell attack against your target. On a hit, the target takes 4d6 thunder damage and must make a Strength saving throw against your warlock spell save DC. On a failure, the target is pushed 10 feet away from you and knocked prone. Whether you hit or miss, the target can't make opportunity attacks against you for the rest of your turn.

The damage increases when you reach certain levels in this class, increasing to 4d8 at 5th level, 4d10 at 10th level, and 4d12 at 15th level. Once you use this invocation, you can't use it again until you finish a short or long rest.

DESCENT OF THE ZEPHYR

Prerequisite: 3rd level

You can cast *feather fall* at will, without expending a spell slot or material components.

EARTHEN CHAIN

Prerequisite: 9th level, Pact of the Chain feature

Your familiar's AC can't be less than 18. In addition, while you are within 100 feet of your familiar, whenever it makes a Strength or Constitution saving throw, you can use your reaction to add your Charisma modifier to the roll.

ELEMENTAL TETHER

Prerequisite: Pact of the Chain feature

When you cast *find familiar*, in addition to the normal forms you can choose and the special forms granted by your Pact of the Chain feature, you can choose any mephit (see the core rulebooks and pages 189–191 for statistics).

You are immune to your mephit familiar's Death Burst. In addition, while your mephit familiar is within 60 feet of you, you have resistance to poison damage and advantage on saving throws against being poisoned.

ONE WITH THE SEA

You can create harmless sensory effects with water, such as a light mist, and you can cause a 1-foot cube of water to shape itself as you wish for 1 minute. In addition, you can cast *create or destroy water* once without expending a spell slot or material components. You can't do so again until you finish a short or long rest.

Finally, being underwater doesn't impose disadvantage on your weapon attacks, regardless of what kind of weapon you are using, and your ranged weapon attacks don't automatically miss beyond the weapon's normal range.

STONE STEP

Prerequisite: 9th level

You can cast *meld into stone* at will, without expending a spell slot. When you use this version of *meld into stone*, it requires no verbal component.

WRATH OF THE MONSOON

Prerequisite: 7th level

You can cast *control water* once without expending a spell slot or material components. When you use this version of *control water*, objects and structures take double damage from the spell. Once you use this invocation, you can't use it again until you finish a long rest.

FEATS

If your GM allows you to take feats, when you gain the Ability Score Improvement feature, you can forgo that feature to instead choose one of the feat options presented in the core rulebooks or one of the following options. As usual, you must meet any prerequisite specified in a feat to take that feat.

GENERAL FEATS

The following is a collection of assorted feats.

STAIN OF THE DEAD

Consecrated by a deity of death, your hands exude a deathly, necrotic energy.

- Increase your Constitution or Wisdom score by 1, to a maximum of 20.
- Once per turn, when you hit a creature with an unarmed strike, you can deal extra necrotic damage to the target equal to your proficiency bonus.
- When you deal necrotic damage to a creature with an attack or a spell, you can deal extra necrotic damage to it equal to your level. Once you use this ability, you can't do so again until you finish a long rest.

TRACEUR

Prerequisite: Dexterity 13 or higher

You are an adept practitioner of parkour. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You can use your Dexterity, instead of Strength, when determining the distance you can jump and whenever you would make a Strength (Athletics) check that involves jumping.
- You can move along vertical and angled surfaces without falling during the move, but each foot of movement in this way costs 1 extra foot.
- When jumping no farther than your normal jump distance, you can execute even difficult jumping maneuvers (such as jumping off a shield a creature is holding) without having to make an ability check, as long as the surface you're jumping from is at least as wide as half your height.
- When making a long jump, you automatically succeed on any ability checks made to land on your feet in difficult terrain or to clear a low obstacle, such as a hedge or low wall.



TWINBLADE MASTER

You have trained extensively with double-bladed weapons and staves, granting you the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- When you make a melee attack with a twinblade, the weapon's damage die is a d8, instead of a d6.
- While wielding a twinblade or quarterstaff, the weapon is considered to have the finesse property for you.
- While wielding a quarterstaff with two hands, the weapon has the following special property:
When you take the Attack action on your turn and make at least one attack with a quarterstaff, you can make one additional attack with it as a bonus action.

RACIAL FEATS

The following is a collection of feats with a prerequisite based on your race or heritage.

BEASTS' BEST FRIEND

Prerequisite: Human or any half-human heritage

You have a natural affinity for interacting with and befriending animals, both domestic and wild. You gain the following benefits:

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.
- You gain proficiency in one of the following skills: Animal Handling, Nature, or Survival.
- You learn the *animal messenger* spell, which you can cast as a ritual. You also learn the *find steed* spell, which you can cast once without expending a spell slot. You regain the ability to cast *find steed* in this way when you finish a long rest. Charisma is your spellcasting ability for these spells.

DEMONIC FUROR

Prerequisite: Tiefling or other fiendish heritage

The taint of unrelenting abyssal fury lies somewhere in your lineage.

- Increase your Strength score by 1, to a maximum of 20.
- When you are hit by a melee attack, you can use your reaction to make one melee weapon attack with advantage against the attacker. You can use this ability a number of times equal to half your proficiency bonus (rounded down), and you regain all expended uses when you finish a short or long rest.

DRIDER TRANSFORMATION

Prerequisite: Elf (drow) or other dark elf heritage

Doomed to ostracization and an excruciating transformation by your deity, you are cursed with the form and temperament of a drider. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You ignore movement restrictions caused by webbing.

- You learn the *poison spray* cantrip. You also learn the *web* spell, which you can cast once without expending a spell slot. You regain the ability to cast this spell in this way when you finish a long rest. Charisma is your spellcasting ability for this spell.
- You gain a climbing speed equal to your walking speed, and you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.
- You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

You also gain the following side effects:

- You have disadvantage on Charisma checks you make when interacting with elves.
- You must drink another creature's blood at least once every 7 days. For each day beyond the seventh that you go without drinking blood, your hit point maximum is reduced by 1d10; you die if this effect reduces your hit point maximum to 0. Once you drink blood, your hit point maximum is restored to normal the next time you finish a short or long rest.

GIFT OF THE BEHIR

Prerequisite: Kobold Viper

Gifted a rank of authority by a powerful behir, you sprout an additional pair of arms. These additional arms don't allow you to make any more attacks than you can normally make. You gain the following benefits:

- You gain a climbing speed of 30 feet.
- You can wield a versatile or two-handed weapon using only two of your four hands, though you can't adequately wield two weapons in this way simultaneously.
- While wielding a heavy weapon with all four hands, you don't have disadvantage on attack rolls with it as a result of its heavy property.
- Shields require the use of two hands for you.
- On your turn, you can interact with up to two objects or features of the environment for free, during either your move or your action, rather than one.

INTENSIFIED DRAGON'S BREATH

Prerequisite: Dragonborn

Your inner draconic power swells, amplifying the capabilities of your breath weapon. You have a number of uses of your Breath Weapon equal to your proficiency bonus. You regain one expended use of it when you finish a short rest and all expended uses when you finish a long rest.

When you use your Breath Weapon, you can expend an additional use of it to add one of the following benefits; you can add the same benefit multiple times, or different benefits at the same time, by expending additional uses:

- The damage of your Breath Weapon increases by 2d6.
- The DC of your Breath Weapon's saving throw increases by 2.
- The size of your Breath Weapon increases by 5 feet if it is a cone, or it extends by 30 feet if it is a line.



ORCISH AGGRESSION

Prerequisite: Half-Orc or other orcish heritage

You are driven to pursue your foes with unparalleled ferocity.

- While you can see a hostile creature within 60 feet of you, your speed increases by 10 feet.
- As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.
- Whenever you reduce a creature to 0 hit points with a weapon attack, you can use your reaction to move up to half your speed and make another weapon attack.

ORCISH OPERATIVE

Prerequisite: Half-Orc or other orcish heritage

You are an agent of an elite orcish task force, emboldened by orcish gods and specializing in covert missions.

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency in one of the following skills of your choice: Acrobatics, Deception, Investigation, Perception, or Stealth.
- You gain darkvision out to a range of 60 feet. If you already have darkvision from a race or class feature, its range increases by 30 feet.
- You can see through magical darkness as if it was non-magical darkness.

PHANTASMAL PRESENCE

Prerequisite: Ethereal

The influence of the Ethereal Plane is especially strong in you, granting you more potent ghostly abilities.

- You have resistance to cold damage and necrotic damage.
- Whenever you hit a target with an unarmed strike, you can choose to deal necrotic damage instead of bludgeoning damage.

- You learn the *chill touch* cantrip. You also learn the *blink* spell, which you can cast once without expending a spell slot. You regain the ability to cast it in this way when you finish a long rest. Charisma is your spell-casting ability for these spells.

FIGHTING STYLES

Several martial classes share the Fighting Style feature.

FIGHTER & PALADIN STYLES

The following option is available to fighters and paladins when they gain the Fighting Style feature.

SHIELD BASHING

While you are wielding a shield, it is considered a martial melee weapon with which you are proficient, and it deals 1d6 bludgeoning damage on a hit. When you score a critical hit with a shield, the target can't take reactions until the end of your next turn. In addition, if you are wielding a magical shield that grants a bonus to AC in addition to the shield's normal bonus, you can also add that bonus to your attack and damage rolls with the shield.

METAMAGIC

The following option is available to sorcerers whenever they choose Metamagic options.

ENCOMPASSING SPELL

When you cast a spell with an instantaneous duration that has an area of effect, you can cause pockets of the spell to extend beyond its normal area. To do so, you spend a number of sorcery points equal to half the spell's level, rounded up (1 sorcery point if the spell is a cantrip). For each sorcery point spent, choose a 5-foot cube that is within 5 feet of the spell's area. Each of the chosen spaces, as well as any creatures within them, are affected by the spell as if they were in the area of effect.

MAGIC ITEMS

The following magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties.

GENERAL MAGIC ITEMS

The following is a collection of assorted magic items.

BIG HANDGUN

Weapon (heavy crossbow), rare (requires attunement)

This crossbow has 3 charges. While holding it, you can expend 1 charge as a bonus action, speaking the command word ("BANG") to cast the *arcane hand* spell and immediately use the Clenched Fist option. Your target must be within 120 feet of you. When you make this attack, you do so with an attack bonus of +9.

This casting of *arcane hand* does not require your concentration, and the hand disappears immediately after it strikes at your target. The crossbow regains 1d3 expended charges daily at dawn.

BOOTS OF THE STORMSTRIDER

Wondrous item, uncommon

While wearing these boots, you can use your action to sprint forward in a flash, leaving behind a trail of electrical energy in your wake. When you do so, you can move up to 40 feet in a straight line. This movement ignores difficult terrain and doesn't provoke opportunity attacks, and you can move through a space occupied by a hostile creature when you move in this way.

Each creature in your path must make a DC 14 Dexterity saving throw, taking 3d6 lightning damage on a failed save, or half as much damage on a successful one. This property of the boots can't be used again until the next dawn.

BOW OF MAGIC MISSILES

Weapon (any bow), very rare (requires attunement by a creature that is proficient with shortbows or longbows)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, it has 5 charges. While holding it, you can expend 1 charge as an action and draw the bowstring, causing two gleaming arrows of magical force to materialize. You immediately fire each arrow at a creature that you can see within 600 feet. You can direct the arrows at one creature or multiple, and each arrow automatically hits its target, striking simultaneously.

You can choose to expend additional charges as part of the same action to fire one extra arrow per charge expended. Each arrow deals force damage equal to 1d6 + your proficiency bonus. The bow regains 1d4 + 1 expended charges daily at dawn. If you expend the bow's last charge, roll a d20. On a 1, the bow retains its +1 bonus to attack and damage rolls but loses all other properties.

FIREARM

Weapon (light crossbow), uncommon (requires attunement)

While holding this crossbow, you can use your action, speaking the command words ("need a light?") to cast the *burning hands* spell (save DC 13). Once used, this property of the crossbow can't be used again until you finish a short or long rest.

HANDGUN

Weapon (hand crossbow), common (requires attunement)

While holding this crossbow, you can use your action, speaking the command word ("pew-pew") to cast the *mage hand* cantrip.

HOURLASS OF ETERNITY

Wondrous item, common

This seemingly mundane hourglass contains no sand or other powder until you speak its command word and tell it how much time to keep track of. The top of the hourglass then fills with the precise amount of sand necessary to measure the amount of time requested. Its contents disappear once again when its time is completed.

LEGGUARDS OF THE WOLFPACK

Wondrous item, rare (requires attunement)

While wearing these wolf's hide legguards, you can use a bonus action to stomp your legs into the ground, filling yourself with a primal, bestial insight into striking your foes.

Until the end of your turn, you have advantage on your attack rolls against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated. Once used, the legguards can't be used again until you finish a short or long rest.

MINITOUR

Wondrous item, rare

As an action, you can throw this small stone-carved statuette of a minotaur to a point on the ground within 60 feet of you and speak the command word. Upon impact, the statuette transforms as it grows into a full-sized, sentient minotaur (see page 248 for the creature's statistics). If the space where the minotaur would appear is occupied by other creatures or objects, or if there isn't enough space for the minotaur, the statuette doesn't transform.

The minotaur is friendly to you and your companions. It understands your languages and obeys your spoken commands. It can also speak and understand Abyssal. If you issue no commands, the minotaur defends itself but takes no other actions.

The minotaur remains for up to 10 minutes. At the end of the duration, the minotaur reverts to its statuette form. It reverts early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. Once the minotaur reverts to its statuette form, it can't become a minotaur again for 48 hours.

PHANTASMAL FISTS

Wondrous item, rare (requires attunement)

While wearing these handwraps, you can use your action to conjure a massive, translucent hand above a hostile creature you can see within 60 feet. The hand curls into a fist and slams down at your target who must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 6d6 bludgeoning damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

The handwraps can be used twice—once for each hand—and they regain all expended uses daily at dawn.

ROBE OF THE APPRENTICE

Wondrous item, rare (requires attunement by a sorcerer, warlock, or wizard)

This exceptional garment is made from fine cloth of white, gray, or black and adorned with lustrous runes. The robe's color corresponds to the alignment of the archmage who created the item. A white robe was made for good, gray for neutral, and black for evil. You can't attune to a *robe of the apprentice* 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 13 + your Dexterity modifier.
- You can add half your proficiency bonus (rounded down) to any Intelligence, Wisdom, or Charisma saving throw you make that doesn't already include your proficiency bonus.
- Your spell save DC and spell attack bonus each increase by 1.

SPIRIT TOTEM NECKLACE

Wondrous item, very rare (requires attunement)

This necklace has a magical connection to nearby passed animal spirits. While wearing this necklace, when you finish a long rest, roll a d4 to determine which animal spirit manifests its totem (about the size of a gold piece) on the necklace for the day. Until the end of your next long rest, you have resistance to the damage type associated with the spirit as shown in the following table.

| d4 | Animal Spirit | Totem | Damage Resistance |
|----|-------------------------|---------------------|-------------------|
| 1 | Giant Constrictor Snake | Pair of snake fangs | Poison |
| 2 | Giant Elk | Pair of antlers | Bludgeoning |
| 3 | Polar Bear | Fur-covered claw | Cold |
| 4 | Saber-Toothed Tiger | Ivory tusk | Piercing |

In addition, you can use your action to speak the necklace's command word. When you do so, choose a point you can see within 30 feet of you for the spirit to manifest in physical form (see pages 247–249 for the creatures' statistics). Once used, this property of the necklace can't be used again until you finish a long rest.

The summoned creature is considered a fey. It lasts for 10 minutes or until it drops to 0 hit points, and it is friendly to you and your companions. Roll initiative for the summoned creature, 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 it, it defends itself from hostile creatures, but otherwise takes no actions.



STAFF OF THE APPRENTICE

Staff, rare (requires attunement by a sorcerer, warlock, or wizard)

This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it. While you hold it, you gain a +1 bonus to spell attack rolls.

Spells. 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 and spellcasting ability: *alarm* (1 charge), *burning hands* (3rd-level version, 3 charges), *darkvision* (2 charges), *detect magic* (1 charge), *identify* (1 charge), *magic missile* (1 charge per spell level, up to 3rd), *mirror image* (2 charges), *phantom steed* (3 charges), *see invisibility* (2 charges), *sleet storm* (3 charges), *unseen servant* (1 charge).

You can also use an action to cast one of the following spells from the staff without using any charges: *comprehend languages*, *dancing lights*, or *mage hand*.

The staff regains 2d4 + 1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 20, the staff regains 1d4 charges.

Arcane Strike. Once per turn when you hit a target with the staff, you can expend a spell slot of 3rd level or lower to deal an extra 1d6 force damage to the target, plus another 1d6 per level of the spell slot.

STUN GUN

Weapon (dagger), uncommon (requires attunement)

This dagger has 5 charges. When you hit a creature with a weapon attack using this dagger, you can expend 1 charge, speaking the command word (“zap”) to deal an extra 1d8 lightning damage to the target. When you do so, the target can't take reactions until the start of its next turn. You can use this property of the dagger only once per turn. The dagger regains 1d4 + 1 expended charges daily at dawn.

SUBDIMENSIONAL STUDY

Wondrous item, very rare (requires attunement)

This fine black cloth is a *portable hole* (see page 246) that has been modified with powerful abjuration and divination magics to serve as a private study and mental fortress. These benefits end early if your attunement to the *subdimensional study* ends.

Upon placing the unfolded black cloth on or against a solid surface, the *portable hole* opens a portal to an extradimensional room that is 300 feet tall and 30 feet in diameter. The room smells of rich mahogany and is filled with thousands of leather-bound books on shelves spanning from floor to ceiling.

If you spend at least 1 hour of a long rest in the *subdimensional study*, your psyche and the study become perfectly intertwined—the room around you a physical manifestation of your mind itself. For the next 24 hours, you gain the following benefits:

- Any information stored in a book in the *subdimensional study* can be recalled verbatim at a moment's notice.

- You can telepathically communicate with any creature in the *subdimensional study*, even if you are on a different plane of existence.
- You have resistance to psychic damage.
- You have advantage on Intelligence saving throws and can't be charmed.
- You are immune to magic that allows other creatures to read your thoughts or alter your memory, as well as the *feblemind* and *maze* spells.

TOME OF THE APPRENTICE

Wondrous item, rare (requires attunement by a warlock with the Pact of the Tome feature or wizard)

This finely crafted spellbook is bound in the leathery hide of an ottyugh, and powerful wards have been placed upon it by an archmage to make it indestructible by nonmagical means, including fire.

You gain these benefits while attuned to the spellbook:

- As a bonus action, you can summon the spellbook, causing it to instantly appear in your hand, regardless of physical or planar distances.
- You can add half your spellcasting ability modifier (rounded up) to Constitution saving throws you make to maintain concentration on a spell.
- When you cast a spell as a ritual, it only takes 5 minutes longer to cast than normal, rather than 10.

TWIN SUN BLADE

Weapon (twinblade^S), very rare (requires attunement)

This item appears to be a twinblade hilt with a priceless gem in the center. While grasping the hilt, you can use a bonus action to depress the gem, causing a blade of pure radiance to spring into existence from both ends of the hilt, or disappear from both ends. While the blades exist, this magic twinblade has the finesse property.

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 weapon's luminous blades emit bright light in a 20-foot radius and dim light for an additional 20 feet. The light is sunlight. While the blades persist, you can use an action to expand or reduce the radius of bright and dim light by 10 feet each, to a maximum of 40 feet each or a minimum of 10 feet each.

COSMIC DRAGON ITEMS

The following is a list of items thematically related to the cosmic dragons.

BOW-SHOCK BOW

Weapon (any bow), uncommon (requires attunement)

This bow faintly hums, resonating at the pitch corresponding to the plane on which it currently resides, and arrows fired from it leave a trail of light blue dust in their wake. You have a +1 bonus to attack and damage rolls made with this magic weapon.

Once on each of your turns, when you hit a creature with a ranged attack with this weapon, you can cause the arrow to expel a debilitating burst of cosmic debris on impact. Until the start of your next turn, the target's speed is reduced by 10 feet.

DUST OF REVELATION

Wondrous item, uncommon

Found in a small, vacuum-sealed bottle, this lunar powder resembles very fine sand and glows with a faint luminescence. There is enough of it for one use. As an action, you can speak the bottle's command word to release the magical seal as you throw the dust into the air. The dust magically clings to each creature and object within 60 feet of you, including any invisible creatures or creations of magical force, such as the wall created by a *wall of force* spell.

For 1d4 minutes, any affected creature or object can't benefit from being invisible, and any invisible creations of magical force are revealed. A shapechanger in the area instantly reverts to its original form and can't assume a different form for the duration. At the end of the duration, the dust oxidizes as it falls to the ground, and its magic is lost.

NEBULA'S EYE WAND

Wand, rare (requires attunement by a sorcerer, warlock, or wizard)

This elegant wand has been steeped in the energies of a nebula dragon, and its jewels swirl with a dazzling array of colors. While it is on your person, dust, fog, snow, and other particles suspended in the air don't impede your vision.

In addition, the wand has 3 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells (save DC 15) from it: *disguise self* (1 charge), *fog cloud* (1 charge per spell level, up to 3), *gaseous form* (3 charges, targeting only yourself), or *minor illusion* (no charges). The wand regains 1d3 expended charges daily at dawn.

PLANETARY ARMOR

The various types of *planetary armor* were originally designed by a master planetary dragonborn blacksmith to reflect the awe-inspiring properties of the planets. Now most often forged by dragonborn, dwarves, and giants these armors are highly sought after by a multitude of adventurers.

ATMOSPHERIC SHIELD

Armor (shield), common

This durable shield is magically fastened to your arm by a persistent stream of compressed air, and it only weighs 1 pound. Once on each of your turns, you can don or doff the shield for free (no action required).



ARMOR OF THE CRUST

Armor (light), uncommon

While wearing this armor, you can move across or stand on nonsolid or unstable surfaces, such as water, quicksand, or lava, and you ignore difficult terrain made of earth, ice, snow, or water.

ARMOR OF THE MANTLE

Armor (medium, but not hide), rare (requires attunement)

While wearing this armor, you are immune to any spell or effect that would alter your form, such as *polymorph*. In addition, you can speak the armor's command word as an action to cast the *fire shield* spell. Once you have cast *fire shield* in this way, you can't do so again until the next dawn.



ARMOR OF THE CORE

Armor (heavy), very rare (requires attunement)

While wearing this molten metal armor, you have a +1 bonus to AC, any critical hit against you becomes a normal hit, and you have resistance to fire damage. In addition, any hostile creature that touches you or hits you with a melee attack while within 5 feet of you takes 1d6 fire damage, and a creature that is grappling you takes 1d6 fire damage at the start of each of its turns.

SHARD OF MĪKHALÔS

Wondrous item, artifact (requires attunement)

The *Shard of MĪkhalôs* is a fragment of the vestige bequeathed to Khaylûs, the cosmic dragon deity, by their father. The gemstone this shard originates from is woven into the cosmic essence of the Dimensional Dragon themselves, and is what grants them the extraordinary ability to transcend the many realms of existence.

Adjusted Ability Scores. When you attune to the shard, you can choose to increase one, two, or three ability scores of your choice by 1, to a maximum of 24. When you do so, you must also decrease the same number of other ability scores of your choice by 1, to a minimum of 3. This adjustment lasts as long as you are attuned to the shard.

Living Balance. While the shard is on your person, you are always under the effects of the *detect evil and good* and *protection from evil and good* spells. In addition, you can cast the *dispel evil and good* spell from it, requiring only somatic components. If you use the Dismissal option, you do so with an attack bonus of +10. Once you have used this property to cast *dispel evil and good*, you can't do so again until the next dawn.

Multiversal Magic. The shard has 9 charges. You can expend some of its charges on your turn to cast the following spells (save DC 18) from it: *demiplane* (6 charges), *dimension door* (2 charges), *misty step* (no charges), *plane shift* (4 charges to cast on yourself, or 5 charges to cast on another creature; +10 to hit with melee spell attack), *teleport* (5 charges), or *time stop* (7 charges).

Weave of Creation. You have resistance to force damage, and you are unaffected by areas of antimagic, such as that created by the *antimagic field* spell. This includes your ability to cast spells, any active spells or magical effects on you, and any magic items in your possession.

Wormhole. Whenever you are hit by an attack, you can use your reaction to open a rift in space, disappearing as you travel forward in time. You reappear at the end of the turn in the space you left or in the nearest unoccupied space if that space is occupied. Alternatively, you can choose to reappear in the nearest unoccupied space to the attacker.

Random Properties. The *Shard of MĪkhalôs* has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties
- 1 major detrimental property



Destroying the Shard. Destroying the *Shard of MĪkhalôs* requires that it be taken to the Infinite Wastes—separated entirely from all creation and the magic that suffuses the known multiverse. While there, a Great Old One in possession of the shard can flood it with otherworldly energy, ultimately corrupting it to a state beyond our understanding of matter. It is said that a failed attempt to destroy *MĪkhalôs* in this way is what originally caused the cosmic dragon deity's deific gemstone to fracture, creating this shard.

SOLAR HEARTS

Some sun dragons leave behind a solidified core of radiance when they perish. This prized object is known as a *solar heart* and is a perfectly spherical orb. All *solar hearts* can be used as an arcane focus. Additional properties of the *solar heart* depend on the age of the sun dragon when it dies, as detailed below.

YOUNG SOLAR HEART

Wondrous item, uncommon

This 4-inch-diameter sphere of stabilized radiant energy glows and is warm to the touch. It sheds bright light in a 10-foot radius, and dim light for an additional 10 feet. This light is sunlight. After the sun dragon that left behind this *solar heart* has been dead for 30 days, the

sphere becomes inert, no longer shedding its light, and it resembles black onyx. The sphere can still be used as an arcane focus after becoming inert.

ADULT SOLAR HEART

Wondrous item, rare

This vibrant sphere resembling a star ruby glows with intense radiance and is dangerous to handle in the days following the sun dragon's death. The sunlight it sheds and the damage it deals upon touching it vary based on how much time has passed since the sun dragon died, as shown in the Adult Solar Heart Properties table. A creature that touches the sphere can take the damage shown no more than once per round. A thin sheet of lead blocks the sphere from harming a creature and blocks its light.

Adult Solar Heart Properties

| Age | Damage | Light (bright/dim) |
|-----------|------------------------|--------------------|
| 0–2 days | 3d6 fire + 3d6 radiant | 45 ft./45 ft. |
| 3–6 days | 2d6 fire + 2d6 radiant | 30 ft./30 ft. |
| 7–29 days | 1d6 fire + 1d6 radiant | 15 ft./15 ft. |
| 30+ days | — | 10 ft./10 ft. |

The Power of the Sun... (Requires Attunement).

While you are attuned to this *solar heart* and holding it, you gain the following benefits:

- If the *solar heart* is at least 30 days old, you can use a bonus action to cause it to stop or start shedding its light.
- Whenever you deal fire or radiant damage with an attack or a spell, the target takes an extra 1d6 damage of the same type.
- You can use an action to fire a 5-foot-wide, 60-foot-long line of brilliant sunlight from the sphere. Each creature in the line must make a DC 15 Constitution saving throw. On a failed save, a creature takes 6d8 radiant damage and is blinded until the end of your next turn. On a successful save, it takes half as much damage and isn't blinded. Undead and oozes have disadvantage on this saving throw. Once you use this property of the sphere, you can't do so again until the next dawn.

ANCIENT SOLAR HEART

Wondrous item, legendary

When the gate that is torn open upon the dragon's death closes, it collapses into a 6-inch diameter sphere that resembles a black pearl. If the sphere touches an area of light created by a spell of 6th level or lower, the spell that created the light is dispelled.

Black Hole Sun (Requires Attunement). While attuned to this *solar heart*, you have resistance to radiant damage and advantage on saving throws against being blinded. If you have the Sunlight Sensitivity trait, you are unaffected by it. In addition, you are unaffected by spells and magical effects that create sunlight (such as the *sunburst* spell), as well as the *moonbeam* spell, and you are immune to the Solar Flare and Plasma Breath of sun dragons.

As an action while holding the sphere, you can speak its command word—typically the name of the sun dragon that died—causing the sphere to emit an intense gravitational pull. Each hostile creature of your choice within 60 feet of you must make a DC 18 Strength saving throw.

On a failed save, a target takes 4d10 force damage and is pulled up to 30 feet toward you. On a successful save, a target takes half as much damage and isn't pulled. You can also choose to affect friendly creatures in the area at the same time. If the creature is willing, it is pulled up to 30 feet toward you but takes no damage. Once used, this property of the sphere can't be used again until the next dawn.

ANCESTRAL RUNES

Runes are a new category of magic items in addition to those presented in the core rulebooks. These language-based arcane symbols are each from a line of the powerful Ancestral Runes—magic-infused glyphs that vibrantly glow and pulse as if breathing with a life of their own.

The creator of a rune must first inscribe the appropriate symbol upon a surface that is specific to their language before infusing it with the magic required to later transfer the rune to a desirable object. This powerful arcane ritual is a secret tightly held by only the most exalted magic-users. A rune can only be transferred from its original surface to a specific type of object as determined by its creator, such as a weapon or a suit of armor.

Transferring a Rune. A creature can focus on such a rune over the course of a short rest, transferring it to the type of object specified in its description, upon which it then becomes permanently emblazoned, empowering the object with new magical capabilities.

Creatures that can read the language the rune is written in understand the literal meaning of the rune itself (for example, “this rune says *Vanish*”), which may reveal hints about its properties. However, understanding the full capabilities of the rune—including the type of object required for transfer—can typically only be revealed by casting the *identify* spell on the rune, or by studying it over the course of a short rest as normal for magic items. However, a failed transfer attempt has no ill effects and the required object may simply be revealed through trial and error.

The following is a collection of runes, organized by language and presented in alphabetical order.





ABYSSAL RUNES

Demons, like devils, display these runes on their flesh. However, unlike devils, they have been known to willfully allow other creatures to transfer their runes, seeing it as a way to spread chaos and corruption.

The chaotic nature of demons is reflected in their runes. While demons are capable of choosing the most desirable effect from a rune at any given time, other creatures who draw on this power merely activate an effect at random.

BANISH

Rune (Abyssal), very rare (transfers to any spellcasting focus)

As an action, you can activate this rune to cast the *banishment* spell (save DC 16). If the target fails its saving throw and is native to the plane of existence you're on, it is banished to a random plane of existence, instead of a harmless demiplane. Roll a d6 on the table below to determine the destination plane and subsequent effect for the banished target.

| d6 | Plane | Effect |
|----|--------------------------|---|
| 1 | Ethereal Plane | When the target returns, its speed is halved until the end of your next turn. |
| 2 | Elemental Plane of Air | When the target returns, it appears 20 feet above the space it left (or in the nearest unoccupied space if that space is occupied), falling if nothing is holding it aloft. |
| 3 | Elemental Plane of Earth | When the target returns, it takes 2d6 bludgeoning damage and falls prone. In addition, each space within 15 feet of it is difficult terrain until the end of its next turn. |
| 4 | Elemental Plane of Fire | While banished, the target takes 1d6 fire damage at the start of each of its turns. When the target returns, its weapon attacks deal an extra 1d6 fire damage until the end of its next turn. |
| 5 | Elemental Plane of Water | When the target returns, each creature within 15 feet of it must succeed on a DC 16 Strength saving throw or take 3d6 bludgeoning damage and fall prone. The target automatically fails this saving throw. |
| 6 | The Abyss | While banished, the target must succeed on a DC 16 Wisdom saving throw at the start of each of its turns or take 2d6 psychic damage. If it fails this saving throw three or more times, it is under the effect of the <i>confusion</i> spell when it returns, which lasts for 1 minute or until it succeeds on its saving throw against the spell (save DC 16). |

Once activated, this rune can't be used again until it has spent at least 24 hours on the plane on which it was activated.



CARNAGE

Rune (Abyssal), very rare (transfers to any melee weapon)

While holding a weapon that bears this rune, you can activate the rune as a bonus action to become a conduit of destruction for 1 minute. For the duration, whenever you kill a humanoid with the weapon, its corpse explodes. In addition, once on each of your turns when you hit a creature with the weapon, you can choose to roll on the table below, adding the corresponding effect.

| d4 | Effect |
|----|---|
| 1 | The target and each creature within 10 feet of it takes 1d10 fire damage. |
| 2 | The target takes 2d8 necrotic damage, and you gain temporary hit points equal to half the necrotic damage dealt. |
| 3 | The target takes 3d6 lightning damage, which then arcs toward up to three other creatures of your choice within 30 feet of it. These creatures must make a DC 15 Dexterity saving throw, taking the same amount of lightning damage on a failed save, or half as much damage on a successful one. |
| 4 | You can make another attack with the weapon as part of the same action. You have advantage on this attack roll, and the attack scores a critical hit on a roll of 19 or 20. |

Once activated, this rune can't be used again until the next dusk.

DEBILITATE

Rune (Abyssal), very rare (transfers to any melee weapon)

Whenever you roll a 20 on an attack roll with the weapon that bears this rune, the rune's magic flares, devastating the target with a random effect. Roll on the table below to determine the effect added to the hit.

| d4 | Effect |
|----|---|
| 1 | The target must succeed on a DC 15 Strength saving throw or be knocked prone. |
| 2 | The target must succeed on a DC 15 Wisdom saving throw or have its speed reduced to 0 until the end of its next turn. |
| 3 | The target must succeed on a DC 15 Intelligence saving throw or become stunned until the end of its next turn. |
| 4 | The target must succeed on a DC 15 Constitution saving throw or become paralyzed until the end of its next turn. |

DISPLACE

Rune (Abyssal), rare (transfers to any spellcasting focus)

While holding the spellcasting focus that bears this rune, you can use an action to activate the rune and choose one creature you can see within 30 feet of you. An unwilling target must succeed on a DC 15 Charisma saving throw to resist this effect.

If the target is affected, it is randomly teleported to an unoccupied space on the ground or a floor within 60 feet of its current location. To determine the direction the creature is teleported, roll a d8 and assign a direction to each die face. To determine the distance the creature is teleported, roll a d12; the target is teleported a number of feet equal to $5 \times$ the number rolled away from its current location. If an obstruction, such as a wall, is between the target's current location and the space it is being teleported to, it instead teleports to the near side of that obstruction.

Once activated, this rune can't be used again until the next dawn.

DUAL

Rune (Abyssal), rare (transfers to any one-handed melee weapon)

While wielding the weapon that bears this rune, you can use a bonus action to activate the rune, conjuring a weapon of searing flame in your empty hand. When you do so, roll a d20 and consult the table below to determine what type of weapon is created.

| d20 | Weapon | d20 | Weapon |
|-----|--------------|-----|-------------|
| 1 | Club | 11 | Flail |
| 2 | Dagger | 12 | Longsword |
| 3 | Handaxe | 13 | Morningstar |
| 4 | Javelin | 14 | Rapier |
| 5 | Light Hammer | 15 | Scimitar |
| 6 | Mace | 16 | Shortsword |
| 7 | Quarterstaff | 17 | Trident |
| 8 | Sickle | 18 | War Pick |
| 9 | Spear | 19 | Warhammer |
| 10 | Battleaxe | 20 | Whip |

The conjured weapon is magical and lasts for 1 hour or until you dismiss it (no action required). While you wield it, you are proficient with it, and it deals an extra 1d6 fire damage on a hit.

While wielding the conjured weapon and the weapon that bears this rune in each hand, you can engage in two-weapon fighting with the two weapons, even if they don't have the light property. If you drop the conjured weapon or throw it, it temporarily disappears at the end of the turn, but you can use a bonus action on a subsequent turn to cause it to reappear in your hand.

Once activated, this rune can't be used again until the next dawn.

RECOIL

Rune (Abyssal), uncommon (transfers to any armor)

While wearing the armor that bears this rune, you can activate the rune as a reaction when you take damage from a creature that is within 5 feet of you. When you do so, the rune emits a burst of demonic energy that sends the creature reeling. Until the start of the creature's next turn, it can't take reactions. Roll on the table below to determine the additional effect on the target (save DC 13).

d4 Saving Throw Effect

| | | |
|---|--------------|--|
| 1 | Strength | On a failed save, the target is pushed up to 15 feet away from you. |
| 2 | Dexterity | On a failed save, the target is knocked prone. |
| 3 | Constitution | On a failed save, the target must choose whether it gets a move, an action, or a bonus action on its next turn; it gets only one of the three. |
| 4 | Wisdom | On a failed save, the target is frightened until the end of its next turn. While frightened in this way, it is incapacitated and has a speed of 0. |

Once activated, this rune can't be used again until the next dawn.

WALLOP

Rune (Abyssal), uncommon (transfers to any weapon that deals bludgeoning damage)

When you hit a target with the weapon that bears this rune, you can activate the rune to infuse your strike with a powerful burst of magic. The target must make a DC 14 Strength saving throw.

Roll a d6. On a failed save, the target is pushed a number of feet away from you equal to $5 \times$ the number rolled on the d6 and knocked prone. If the pushed target strikes a solid object, such as a wall, it also takes extra bludgeoning damage equal to the number rolled on the d6. On a successful save, the target is pushed 5 feet away from you if you rolled a 4 or higher on the d6, but it suffers no other effects.

Once activated, this rune can't be used again until the next dawn.



CELESTIAL RUNES

Celestials infuse these runes with radiant light, placing them upon holy objects, such as altars and relics of saints.

Celestial runes are sustained directly by the divine magic of the creature that made them, meaning if that creature loses its divine power—in death or otherwise—so too does the rune lose its magic. A creature with the Channel Divinity feature can use its Channel Divinity to cause a one of these runes to regain one expended use of its magic. Once a Celestial rune regains a charge in this way, it can't do so again until the next dawn.

BIND

Rune (Celestial), very rare (transfers to any bracer, gauntlet, glove, or similar armwear)

This rune has 3 charges. As an action, you can expend 1 of its charges and choose one creature you can see that is standing on the ground within 30 feet of you. The target must make a DC 16 Dexterity saving throw, as several chains crackling with divine energy leap out of the ground toward its limbs.

On a failed save, the target becomes restrained by the chains and magically bound to its current space. The chains remain for 1 minute, or until the target or a creature within 5 feet of it uses its action to make a DC 16 Strength check, freeing the target on a success.

While restrained in this way, the target takes 1d8 radiant damage at the start of each of its turns, and it is unable to use its hands to perform any task, such as making a weapon attack or performing the somatic components of a spell. The chains also prevent the target from using any method of extradimensional movement, including teleportation or travel to a different plane of existence.

BOLT

Rune (Celestial), uncommon (transfers to any weapon or spellcasting focus)

This rune has 3 charges. While holding the object that bears this rune, you can use an action to expend 1 or more of its charges to cast the *guiding bolt* spell from it, using a spell attack bonus of +5.

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. On a hit, the mystical light glittering on the target takes the form of shimmering celestial runes, and if the target is a fiend or an undead, it takes an extra 1d6 damage from the spell.

This rune regains 1d3 expended charges daily at dawn.

CALL

Rune (Celestial), rare (transfers to any wind instrument)

This rune has 5 charges. While holding the instrument that bears this rune, you can use an action to expend 1 or more of its charges and blow the instrument. In response, a number of giant eagles equal to the number of charges

spent fly to your location within 10 minutes, unless you are underground or otherwise unable to be reached.

The eagles are friendly to you and your companions, and will help you for up to 4 hours. You can request that the eagles perform simple tasks, such as “fly us across this chasm,” “deliver a message for me,” or “scout out that village and report back”; however, they are under no obligation to do anything that they deem to be dangerous, including aiding you in combat.

This rune regains 1d4 + 1 expended charges every 3 days.

CENSURE

Rune (Celestial), rare (transfers to any armor)

This rune has 3 charges. When you take damage from a creature you can see within 60 feet of you, you can activate the rune as a reaction to call down a searingly bright pillar of divine flame.

The creature that dealt the damage must make a DC 15 Constitution saving throw. On a failed save, the target takes 3d10 radiant damage and is blinded until the start of its next turn. On a successful save, the target takes half as much damage and isn't blinded.

This rune regains all expended charges daily at dawn.

CONSECRATE

Rune (Celestial), uncommon (transfers to any bottle, flask, vial, or similar container)

This rune has 3 charges. While the container that bears this rune is filled with water, you can use an action to expend 1 of the rune's charges to turn the water into holy water.

As an action while the container is filled with this holy water, you can splash its contents onto a creature within 5 feet of you, casting the *spare the dying* cantrip on the creature. Alternatively, you can sprinkle its contents over a 5-foot-radius sphere within 5 feet of you, purifying all nonmagical food and drink in the area, as if by the *purify food and drink* spell.

This rune regains all expended charges daily at dawn.

GUIDANCE

Rune (Celestial), common (transfers to any object that bears a symbol representing a deity or religion, or a cosmic force or concept, such as life or love)

This rune has 3 charges. While wearing or carrying the object that bears this rune, you can use a bonus action to expend 1 or more of its charges to cast the *guidance* cantrip from it. When you do so, the spell has a range of 30 feet instead of touch.

When you cast the spell in this way, you can target a number of creatures equal to the number of charges expended. Each target can benefit from the spell once, and the spell doesn't end until all creatures targeted by it have benefited from the spell.

This rune regains 1d3 expended charges daily at dawn.

HEAL

Rune (Celestial), rarity varies (transfers to any bracers, gauntlets, gloves, or similar armwear)

This rune has a pool of healing power that replenishes daily at dawn. The total number of hit points the rune can restore each day varies based on the rune's rarity: 5 (uncommon), 15 (rare), 30 (very rare), or 50 (legendary).

While wearing the armwear that bears this rune, you can touch a creature and activate the rune as an action, drawing power from the pool. When you do so, you can cause the creature to regain any number of hit points you choose, to a maximum of the amount remaining in the pool. This rune's magic has no effect on undead or constructs.

MEDIC

Rune (Celestial), common or uncommon (transfers to any healer's kit)

The healer's kit that bears this rune regains 1 expended use daily at dawn, as more bandages, salves, and splints magically appear in the kit.

If the rune is of uncommon rarity, the healer's kit instead regains 1d4 + 1 expended uses daily at dawn. In addition, you can activate the rune as a bonus action and expend 3 uses of the kit to tend to a creature. When you do so, the creature magically regains 1 hit point.

MISSILE

Rune (Celestial), rarity varies (transfers to any spellcasting focus)

This rune has a number of charges based on its rarity: 5 (uncommon), 10 (rare), or 20 (very rare or legendary). While holding the object that bears this rune, you can use an action to expend 1 or more of its charges to cast the *magic missile* spell. When you cast it in this way, the spell deals radiant damage, instead of force damage.

For 1 charge, you cast the 1st-level version of the spell. If the rune is of legendary rarity, you can instead cast the 1st- or 2nd-level version of the spell without expending any charges, and the 3rd-level version for 1 charge. You can increase the spell slot level by one for each additional charge you expend, to a maximum of 9 charges.

The rune regains expended charges daily at dawn, based on its rarity: 1d4 + 1 (uncommon), 1d8 + 2 (rare), or 2d8 + 4 (very rare or legendary).

PROTECTION

Rune (Celestial), rare (transfers to any shield)

This rune has 3 charges. While wielding the shield that bears this rune, you can expend 1 or more charges from it as a bonus action to cast the following spells, targeting a creature other than yourself: *protection from energy* (3 charges), *protection from evil and good* (1 charge), *protection from poison* (2 charges), or *shield of faith* (1 charge). If the spell would normally require concentration, it doesn't when cast in this way.

This rune regains 1d3 expended charges daily at dawn.

SCULPT

Rune (Celestial), rare (transfers to any spellcasting focus)

This rune has 5 charges. When you cast a spell that has an area of effect while holding the spellcasting focus that bears this rune, you can expend 1 or more of its charges.

For each charge you expend, you can create a pocket of relative safety around one creature within the spell's area. Each creature in one of these pockets automatically succeeds on its saving throws against the spell, and it takes no damage if it would normally take half damage on a successful save.

The rune regains 1d4 + 1 expended charges daily at dawn.

TRANQUILIZE

Rune (Celestial), uncommon (transfers to any spellcasting focus)

This rune has 5 charges. Whenever damage that you deal with a spell reduces one or more creatures to 0 hit points while you're holding the spellcasting focus that bears this rune, you can choose to knock out any number of those creatures, expending 1 charge from the rune per creature you knock out. A knocked out creature falls unconscious and is stable.

If you see a creature that you knocked out in this way become conscious again while you're holding the spellcasting focus, you can expend 2 of the rune's charges as a reaction to cast the *calm emotions* spell (save DC 13), targeting only that creature. When cast in this way, the spell has a range of 120 feet, and it doesn't require your concentration.

This rune regains 1d4 + 1 expended charges daily at dawn.

VEIL

Rune (Celestial), rare (transfers to any censer)

This rune has 4 charges. While holding the censer that bears this rune, you can use an action to expend 1 charge to cast the *fog cloud* spell, centered on the censer; the sphere of fog moves with the censer, remaining centered on it. While you are more than 5 feet away from the censer, you have disadvantage on Constitution saving throws you make to maintain your concentration on the spell.

When you cast the spell in this way, you can choose to expend an additional 3 charges to cause the sphere of fog to not impede your vision, allowing you to see normally in the spell's area.

The rune regains 1d3 + 1 expended charges daily at dawn.



COMMON RUNES

Powerful magic-users of all kinds can craft these runes, inscribing them on anything from fine vellum to the floor of their private study.

Common runes are unique in their ability to directly interact with the runes of other languages. As such, these runes are most often used to supplement, enhance, or stifle the effects of other runes.

COUNTER

Rune (Common), common or uncommon (transfers to any rod, wand, or other metal or wooden object no more than 2 feet in length)

While wearing the armwear that bears this rune, you can activate the rune as a reaction when you see a creature within 60 feet of you activating a rune. When you do so, you attempt to interrupt the creature in the process of activating its rune.

If the creature is activating a rune that is of a rarity less than or equal to this rune's rarity, the creature's rune fails and has no effect. If it is activating a rune that is of a rarity higher than this rune's rarity, make an Intelligence check. The DC is based on the rarity of the creature's rune: 13 (uncommon), 15 (rare), 17 (very rare), or 19 (legendary or artifact). On a success, the creature's rune fails and has no effect. If this rune causes a rune's activation to fail, that rune still expends its magic as if it were activated.

Once activated, this rune can't be used again until the next dawn.

DETECT

Rune (Common), common or uncommon (transfers to any rod, wand, or other metal or wooden object no more than 2 feet in length)

While holding the object that bears this rune, you can use an action to instantaneously sense the presence of other runes within 30 feet of you. When you do so, you can designate any number of runes you can see in the area to be ignored by this effect. The effect 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.

If this rune is of uncommon rarity, the effect instead lasts for 10 minutes. If you sense a rune while under this effect, you can use your action to see a faint aura around any rune in the area, and you learn what language the rune is written in.

Once activated, this rune can't be used again until the next dawn.

DUPLICATE

Rune (Common), rarity varies (transfer object varies)

Over the course of a short rest, you can touch a rune that has been transferred to an object, using this rune to duplicate its effects. This rune must be of a rarity greater than or equal to that of the other rune.

At the end of the short rest, this rune must be transferred to the type of object specified in the other rune's description, and functions identically to that rune. This rune can't be used to duplicate the effects of another *duplicate* rune.

LANGUAGE

Rune (Common), uncommon (transfers to any object that bears a rune)

Over the course of a short rest, you can touch a rune that has been transferred to an object, using this rune to absorb and magnify the other rune's linguistic properties. At the end of the short rest, this rune transfers to the object alongside the other rune.

While wearing or carrying the object that bears this rune, you can speak, read, and write the language the other rune is written in. If the other rune is ever removed or disabled (such as by a *nullify* or *transfer* rune), this rune ceases to function.

NULLIFY

Rune (Common), rarity varies (transfer object varies)

Over the course of a short rest, you can touch a rune that has been transferred to an object, using this rune to cancel its effects. This rune must be of a rarity greater than or equal to that of the other rune.

At the end of the short rest, this rune transfers to the object, disabling the other rune and causing it to become nothing more than a faint, black mark. If this *nullify* rune is ever removed or disabled (such as by another *nullify* rune), the magic returns to the other rune, allowing its properties to be used once again.

SHROUD

Rune (Common), common or uncommon (transfers to any magic item or object that bears a rune)

Once transferred, the object that bears this rune is covered in obscuring illusion magic. Any runes on the object become invisible, and any outward signs that might physically indicate that the object is magical vanish.

If this rune is of uncommon rarity, the object and its runes also appear nonmagical to spells and magical effects, such as *detect magic*, that detect magical auras.

TRANSFER

Rune (Common), rarity varies (transfer object varies)

Over the course of a short rest, you can touch a rune that has been transferred to an object, using this rune to transfer it to a new object. The new object must be of a type specified in the other rune's description, and this rune must be of a rarity greater than or equal to that of the other rune.

At the end of the short rest, this rune transfers to the new object along with the other rune. As long as this rune remains on the new object, the other rune can't be transferred again by another *transfer* rune.

DEEP SPEECH RUNES

Unlike other languages' runes—which are physically written and transfer to objects—powerful aberrations, such as aboleths, psychically manifest these runes in their mind, where they metaphysically reside until being transferred directly to the brain of another creature.

A creature possessing such a rune can telepathically focus on the mind of another nearby creature over the course of a short rest, transferring it to their brain and granting them new psionic abilities. Alternatively, a creature holding the brain of a dead aberration that bears one of these runes can transfer it by studying the brain for 8 hours without interruption.

Due to the intense mental strain involved, a creature's brain can only contain a number of these runes up to its Intelligence modifier (minimum of 1).

ARCANA

Rune (Deep Speech), rarity varies (transfers to the mind of one sentient creature)

This rune contains a spell slot, as noted in the table below, which determines the rune's rarity. You can activate the rune when you cast a spell you know or have prepared that is of a level less than or equal to the rune's spell slot. When you do so, you expend the rune's spell slot, instead of your own. Once activated, this rune and its spell slot can't be used again until you finish a long rest.

| Spell Slot | Rune Rarity | Spell Slot | Rune Rarity |
|------------|-------------|------------|-------------|
| 1st-Level | Uncommon | 5th-Level | Very Rare |
| 2nd-Level | Uncommon | 6th-Level | Very Rare |
| 3rd-Level | Rare | 7th-Level | Legendary |
| 4th-Level | Rare | 8th-Level | Legendary |

OVERWHELM

Rune (Deep Speech), uncommon (transfers to the mind of one sentient creature)

As an action, you can activate this rune and target one creature you can see within 30 feet of you, flooding its mind with overwhelming sensory experiences (such as strobing lights, loud sounds, or noxious smells). The target must succeed on a DC 13 Wisdom saving throw or fall prone as it roils in discomfort, becoming incapacitated and unable to stand up for 1 minute or until your concentration ends (as if concentrating on a spell). At the end of each of the target's turns, and each time it takes damage, it can repeat the saving throw, ending the effect on itself on a success.

Once activated, this rune can't be used again until you finish a short or long rest.

PROSTHETIC

Rune (Deep Speech), common (transfers to the mind of one sentient creature missing some or all of a body part)

As an action, you can activate this rune to manifest a fully functional body part on yourself (for example, an eye, ear, hand, arm, leg, or tail), which replaces a lost body part. The body part is a semitransparent but tangible creation of magical force, which can be colored as you like, and it functions identically to the part it replaces. The manifested body part remains until you use an action to cause it to vanish or until you die.

SPELL

Rune (Deep Speech), rarity varies (transfers to the mind of one sentient creature)

While this rune is being transferred, you must also be reading a *spell scroll* containing a spell of 1st level or higher that is on your class's spell list. For the transfer to be successful, the rune must be of a rarity at least one step greater than that of the *spell scroll* (a rare rune for an uncommon *spell scroll*, for example). When the transfer is complete, the scroll crumbles to dust and you learn the spell, allowing you to cast it with any spell slots you have.

SPHERE

Rune (Deep Speech), very rare (transfers to the mind of one sentient creature)

As an action, you can activate this rune to cast the *resilient sphere* spell (save DC 16), requiring no components. For the duration, you can use an action on each of your turns to mentally cause the sphere to move up to 20 feet in any direction, or up to 10 feet if the creature or object enclosed in the sphere is Large. When the spell ends, the sphere floats gently to the ground if it is aloft, and then disappears.

Once activated, this rune can't be used again until you finish a long rest.



SUBTLE

Rune (Deep Speech), uncommon (transfers to the mind of one sentient creature)

Whenever you cast a spell, you can activate this rune to cause the spell to psionically manifest. When you cast a spell in this way, it requires no verbal or somatic components, and it requires no material components, unless they indicate a cost or are consumed by the spell.

Once activated, this rune can't be used again until you finish a long rest.

THOUGHTS

Rune (Deep Speech), rare (transfers to the mind of one sentient creature)

As an action, you can activate this rune to cast the *detect thoughts* spell. When you cast the spell in this way, it has a duration of 10 minutes, instead of 1, and you can shift your attention to another creature's thoughts once on each of your turns without using your action. In addition, a creature only knows that you probed into its mind once the spell ends.

Once activated, this rune can't be used again until you finish a long rest.

UNDETECTABLE

Rune (Deep Speech), very rare (transfers to the mind of one sentient creature)

You can't be unwillingly targeted by divination magic or perceived through magical scrying sensors; this benefit also extends to any equipment you are wearing or carrying. In addition, you are immune to effects that would detect or reveal your alignment, creature type, or current emotional state, such as a paladin's Divine Sense or a sprite's Heart Sight.

DRACONIC RUNES

Dragons imbue these symbols upon small objects of monetary value, such as gold pieces, hiding them among their vast hoards while augmenting their wealth.

Draconic runes are infused with an ancient magic that takes longer for most creatures to manipulate. Dragons utilizing these runes can activate them quickly and with ease. Other creatures, however, if they can manage to find such a rune, must spend substantially longer activating the magic that lies within.

CHARM

Rune (Draconic), rare (transfers to any spellcasting focus)

If you speak to a creature alone for at least 1 minute, you can activate this rune to attempt to beguile the creature. To do so, the spellcasting focus that bears this rune must be on your person, and the creature you're speaking to must be able to understand you.

When you activate the rune, the target must succeed on a DC 15 Wisdom saving throw or become charmed by you for 1 hour, until it is attacked or damaged, or until it wit-

nesses an ally being attacked or damaged. If the target succeeds on its saving throw, it has no hint that you tried to charm it.

Once activated, this rune can't be used again until the next dawn.

COMMUNE

Rune (Draconic), very rare (transfers to any circlet, necklace, or other piece of jewelry worn on the head or neck)

Over the course of 1 minute, you can activate this rune to cast the *commune* spell. When you cast the spell in this way, the being you contact can be a deity, divine proxy, or any other entity that possesses a similar degree of knowledge and power, such as an ancient dragon or a warlock patron. If the being you attempt to contact is hostile toward you or not familiar with you, it can choose to deny your attempt at contact, causing the spell to fail.

Once activated, this rune can't be used again until 2 days have passed.

DEAFEN

Rune (Draconic), rare (transfers to any musical instrument)

Over the course of 1 minute, you can play the instrument that bears this rune to activate the rune and cast the *silence* spell. When you cast the spell in this way, the sphere has a radius of 150 feet and it moves with you, remaining centered on you. A creature that enters the sphere for the first time on a turn or starts its turn there is deafened, but it continues to hear your instrument's music telepathically while within the sphere.

Once activated, this rune can't be used again until the next dawn.

DISK

Rune (Draconic), uncommon (transfers to any circular object that is no more than 3 feet in diameter or 1 inch thick, such as a plate or shield)

While holding the object that bears this rune, you can activate the rune over the course of 1 minute to cast the *floating disk* spell. When cast in this way, the object gains the effects of the spell, rather than the spell creating a plane of force. In addition, the spell lasts until you dismiss it as an action or until it is dispelled.

FLESH

Rune (Draconic), rare (transfers to any piece of jewelry)

Over the course of 10 minutes, you can activate this rune to channel restorative magic into a petrified creature you can see within 10 feet of you. Doing so requires your concentration (as if concentrating on a spell). At the end of the 10 minutes, all effects on the target that are causing it to be petrified end.

Once activated, this rune can't be used again until 3 days have passed.



HEDGE

Rune (Draconic), rare or very rare (transfers to any land or water vehicle)

While operating the vehicle that bears this rune, you can activate the rune over the course of 1 minute to cast the *magic circle* spell. When cast in this way, the vehicle gains the effects of the spell, rather than creating a cylinder of magical energy, and if the rune is of very rare rarity, the spell has a duration of 8 hours.

In addition, when a creature is summoned or created by magic within the vehicle while creatures of its type are prevented from leaving, you learn the creature's alignment and true name, and if it has an Intelligence of 4 or higher, you can communicate with it telepathically as if you shared a language, even if it wouldn't normally be able to do so.

Once activated, this rune can't be used again until the next dawn.

MAW

Rune (Draconic), very rare (transfers to any bracer, gauntlet, glove, or similar armwear)

Over the course of 1 minute, you can activate this rune to transform your arm into a terrifyingly lifelike red dragon head. Whenever you take the Attack action while the dragon head remains, you can replace any of your attacks as part of that action with a bite attack using the dragon head, which counts as a melee weapon attack with which you are proficient. If you hit with it, you deal piercing

damage equal to 1d10 + your Strength modifier plus an extra 1d6 fire damage.

You can also use an action to cause the dragon head to exhale a 30-foot cone of fire. When you do so, each creature in the area must make a DC 16 Dexterity saving throw, taking 8d6 fire damage on a failed save, or half as much damage on a successful one. Once you use the dragon head in this way, you can't do so again until 1 minute has passed.

The dragon head remains for up to 1 hour, after which your arm reverts to its normal form. Your arm also reverts if you die, or if you choose to end the transformation early as a bonus action.

Once activated, this rune can't be used again until the next dawn.

RATION

Rune (Draconic), common (transfers to any mess kit or other Tiny container made to hold food)

As an action, you can touch the container that bears this rune to cause a meal to begin magically forming within it. When you activate the rune, you can choose for the meal to be a ration of dry foods (such as jerky, dried fruit, hardtack, and nuts), which forms over the course of 1 minute; or you can choose for it to be a ration of fresh foods (such as baked bread, hot soup, juicy meat, and fresh fruit), which forms over the course of 10 minutes.

This meal provides enough nourishment to sustain a creature for one day, and it vanishes if it isn't consumed within 12 hours (if it's dry food) or 1 hour (if it's fresh food).

Once activated, this rune can't be used again until the next dawn.

REINFORCE

Rune (Draconic), rare (+1), very rare (+2), or legendary (+3) (transfers to any piece of clothing or jewelry)

Over the course of 1 minute, you can activate this rune to bolster your innate defenses for 1 hour. For the duration, when you aren't wearing armor, you gain a bonus to AC as determined by the rune's rarity. If you have a feature that grants you a way to calculate your AC while not wearing armor, such as Unarmored Defense, you gain this bonus in addition to that AC calculation.

WINGS

Rune (Draconic), rare (transfers to any cape, cloak, or similar backwear)

Over the course of 1 minute, you can activate this rune to manifest a pair of spectral dragon wings from your back for up to 1 hour. While the wings are present, you have advantage on saving throws against the Frightful Presence of dragons, and you have a flying speed of 60 feet and can hover. This effect ends early if you die, or if you dismiss the wings as a bonus action.

Once activated, this rune can't be used again until the next dawn.

DRUIDIC RUNES

Archdruids can infuse their written Druidic symbols with powerful magic, leaving them as a boon for other druids.

Druidic runes—like all Druidic messages, written and spoken—are secretive and difficult to spot for creatures that don't know the language. While all creatures are capable of activating these magical runes once transferred, only druids can maximize their potential, harnessing a further layer of magic that lies within.

AQUATIC

Rune (Druidic), uncommon (transfers to any mask, necklace, spear, or trident)

As an action, you can activate this rune to magically gain the ability to breathe underwater for 1 hour. A creature that can speak Druidic and activates this rune sprouts gills and grows webbing between its fingers for the duration, gaining the following additional benefits:

- You gain a swimming speed equal to your walking speed.
- Your weapon attacks suffer none of the penalties of underwater combat.
- Damage you deal ignores a creature's resistance to fire damage as a result of being underwater.

BIRDS

Rune (Druidic), uncommon (transfers to any druidic focus, necklace, or staff)

As an action, you can activate this rune to summon a flock of Tiny birds of your choice, as if by the *conjure animals* spell. The flock uses the statistics for a swarm of ravens. When a creature that can speak Druidic activates this rune, it can instead choose to transform into the swarm, as if by the *polymorph* spell.

Once activated, this rune can't be used again until the next dawn.

DISORIENT

Rune (Druidic), rare (transfers to any ranged weapon)

While wielding the weapon that bears this rune, you can activate the rune as a bonus action to cast the *flash bang* spell.

If you can speak Druidic, you can choose for the spell's effects to be invisible and silent; the spell doesn't erupt in a burst of radiant energy and doesn't release a concussive clap. When you do so, the spell deals psychic damage, instead of radiant or thunder damage.

Once activated, this rune can't be used again until the next dawn.

EQUESTRIAN

Rune (Druidic), very rare (transfers to any bit, bridle, reins, saddle, or other item of horse tack)

As an action, you can touch the object that bears this rune to activate it, summoning a fey spirit within 5 feet of you. The spirit takes the form of a Large quasi-real, horselike creature equipped with the object that bears the rune,

duplicating the effect of the *phantom steed* spell. When cast in this way, the spell has a duration of instantaneous and only ends if you use an action to dismiss it, if the steed takes any damage, or if you activate the rune again.

When a creature that can speak Druidic activates the rune, the summoned steed has immunity to nonmagical bludgeoning, piercing, and slashing damage, and whenever it is targeted by an attack or effect while you are mounted on it, you can use your reaction to cause any damage or effects inflicted to transfer to you instead.

HYDROMANCY

Rune (Druidic), very rare (transfers to any cape, cloak, or similar backwear)

As an action, you can activate this rune to cast the *control water* spell. For the duration, you gain a swimming speed equal to your walking speed and can breathe underwater while you're within the area. Once activated, this rune can't be used again until the next dawn.

A creature that can speak Druidic and activates this rune gains the following additional benefits:

- The area of water you choose can be a cube up to 300 feet on a side, rather than 100 feet.
- You can designate a new area of water to affect that is within 300 feet of you as an action on your turn.
- Up to six other creatures of your choice gain the ability to breathe underwater as long as they remain in the area.

PURIFY

Rune (Druidic), common (transfers to any nonmagical bottle, waterskin, or other Tiny container that holds no more than 1 gallon of liquid)

While holding the object that bears this rune, you can use an action to activate the rune, causing the contents of the container to be purified, as if by the *purify food and drink* spell. If you speak Druidic, you can instead activate the rune as an action to cause the empty container to fill with clean water.

Once activated, this rune can't be used again until the next dawn.

ROOTED

Rune (Druidic), rare (transfers to any pair of boots, shoes, or other footwear)

While wearing the footwear that bears this rune, you have advantage on ability checks and saving throws against effects that would push you, pull you, or knock you prone.

If you can speak Druidic, you can activate a special property of this rune as a reaction when you would be pushed, pulled, knocked prone, or otherwise forced to move against your will while on the ground. When you do so, a flurry of vines rise up and momentarily wrap around your feet and legs, preventing the effect from causing you to move in any way. Once activated, this property of the rune can't be used again until the next dawn.

SHILLELAGH

Rune (Druidic), uncommon (transfers to any club or staff that is wholly or partially made of wood)

As a bonus action, you can activate this rune to cast the *shillelagh* spell, targeting the club or staff that bears the rune. When a creature that can speak Druidic activates this rune, the weapon also gains a +1 bonus to any attack and damage rolls made with it for the duration.

SPEAR

Rune (Druidic), uncommon (transfers to any javelin, spear, or trident)

When you take the Attack action while wielding the weapon that bears this rune, you can activate the rune to replace one of your attacks with a special attack. When you do so, you point the tip of the weapon at a target you can see within 120 feet of you, magically launching it at the target. Make a ranged weapon attack against the target using your Dexterity modifier for the attack roll. On a hit, the target takes piercing damage equal to 1d6 plus your Dexterity modifier. Immediately after the attack, the tip of the weapon vanishes and reappears atop the weapon.

For a creature that can speak Druidic, the weapon that bears this rune is considered to have the finesse property.

STRIDE

Rune (Druidic), very rare (transfers to any cape, cloak, or similar backwear)

As an action, you can activate this rune to cast the *tree stride* spell. For the duration, your speed increases by 10 feet and nonmagical difficult terrain costs you no extra movement. Once activated, this rune can't be used again until the next dawn. A creature that can speak Druidic and activates this rune gains the following additional benefits:

- You can cast the spell without any somatic or verbal components.
- The spell doesn't require your concentration and lasts for its full duration or until you choose to end it early as a bonus action.
- As a bonus action on each of your turns, you can choose one other creature you can see within 30 feet of you. Until the start of your next turn, that creature can magically move through any trees you do during this turn, as if by the *tree stride* spell.

STONE

Rune (Druidic), very rare (transfers to any armor that is not made of metal)

While wearing the armor that bears this rune, you can activate the rune as a reaction when your form would be changed into that of a beast, such as by the *polymorph* spell. When you do so, you cast the *stoneskin* spell on yourself. When cast in this way, the spell ends early if your form reverts. If you can speak Druidic, you gain a +2 bonus to your AC while under the effects of this spell.

Once activated, this rune can't be used again until the next dawn.

THORNS

Rune (Druidic), uncommon (transfers to any bag that contains at least 20 caltrops)

When you use an action to spread the caltrops contained within the bag that bears this rune, you can activate the rune to transform the caltrops into hard spikes and poisoned thorns, which deal 2d4 piercing damage and 2d4 poison damage, instead of 1 piercing damage. If you can speak Druidic, the area covered by the caltrops doubles, and a creature has disadvantage on ability checks made to distinguish the area from natural foliage.

Once activated, this rune can't be used again until the next dawn.

WHIP

Rune (Druidic), rare (transfers to any whip, length of rope, or handheld object made entirely of wood, such as a club or quarterstaff)

While holding the object that bears this rune, you can use an action to activate the rune to momentarily transform the object into a thick, thorny vine and make a melee weapon attack with it against a target within 15 feet of you. The vine counts as a simple melee weapon with which you are proficient, and it has the finesse property.

On a hit, the attack deals 1d6 bludgeoning damage and 1d6 piercing damage, and if the target is Huge or smaller, you can pull it up to 10 feet closer to you. The vine reverts to its original object form immediately after the attack.

If you can speak Druidic, you gain the following additional benefits:

- The range of the attacks increases to 30 feet.
- You can use your Wisdom modifier, instead of Strength or Dexterity, for the attack and damage rolls.
- On a hit, you can move the target up to 10 feet in any direction if it is Huge or smaller, but you can't move it more than 60 feet away from you.





DWARVISH RUNES

Though rare among dwarves, those who possess great arcane power can inscribe these runes on solid, natural stone, such as in the tunnels of mountains and on large rockfaces.

Dwarvish runes bear incredibly durable magic, which can sometimes be used several times before exhausting the energy within. Dwarves are known to guard these runes with marked vigilance. However, this protective attitude makes it all the more meaningful when they offer runes as gifts to outsiders they deem to be friends.

ADAMANTINE

Rune (Dwarvish), rare (transfers to any medium or heavy armor, but not hide)

While wearing the armor that bears this rune, you can activate the rune as a bonus action to magically reinforce the armor with adamantine for 10 minutes. For the duration, the armor grants you a +1 bonus to AC, and any critical hit against you becomes a normal hit.

Once activated, roll a d6. On a roll of 3 or lower, this rune can't be used again until the next dawn.

APPRAISE

Rune (Dwarvish), uncommon (transfers to any pair of glasses, goggles, or other eyewear)

While wearing the eyewear that bears this rune, you can activate the rune whenever you make an Intelligence check to discern the monetary value of an object, or whenever you make a Wisdom (Insight) check to determine if someone is trying to scam or swindle you. When you do so, you gain advantage on the roll.

Once activated, roll a d6. On a roll of 2 or lower, this rune can't be used again until the next dawn.

BOOM

Rune (Dwarvish), rare (transfers to any whip or weapon that deals bludgeoning damage)

Once per turn when you hit a target with the weapon that bears this rune, you can activate the rune to cause the weapon to release a burst of sonic energy, dealing an extra 3d8 thunder damage to the target. Additionally, if the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Once activated, roll a d6. On a roll of 2 or lower, this rune can't be used again until the next dawn.

COMPREHENSION

Rune (Dwarvish), uncommon (transfers to any spellcasting focus)

While holding the spellcasting focus that bears this rune, you can activate the rune as an action. For the next 10 minutes or until the rune is activated again, you can understand the literal meaning of one written language of your choice, but you must be touching the surface on which the words are written while reading it. This effect

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

Once activated, roll a d6. On a roll of 2 or lower, this rune can't be used again until the next dawn.

ENDURE

Rune (Dwarvish), rare (transfers to any armor)

When you make a death saving throw, this rune activates. If you roll a 1, you only suffer one failure, instead of two. If you roll a 2–9, you don't gain a success or a failure. If you roll a 10–14, you gain one success, as normal. If you roll a 15 or higher, you treat the roll as a 20.

Once activated, roll a d6. On a roll of 4 or lower, this rune can't be used again until the next dawn.

FORTITUDE

Rune (Dwarvish), legendary (transfers to any armor or article of clothing)

While wearing the object that bears this rune, the rune activates when damage would reduce you to 0 hit points, causing you to drop to 1 hit point instead. The rune also activates if you are subjected to an effect that would kill you instantaneously without dealing damage, negating the effect against you instead.

Once activated, roll a d6. On a roll of 1, this rune can't be used again until the next dawn.

IMBUE

Rune (Dwarvish), rarity varies (transfers to any anvil, forge, or set of smith's tools)

While holding a metal weapon to the object that bears this rune, you can activate the rune over the course of 1 minute, imbuing the weapon with magic for the next hour.

If this rune is of common rarity, the weapon becomes magical for the duration; otherwise, it becomes magical and gains a bonus to its attack and damage rolls for the duration, unless it is a magic weapon that already has a bonus to those rolls. This bonus is based on the rune's rarity: +1 (uncommon), +2 (rare), or +3 (very rare).

Once activated, roll a d6. On a roll of 4 or lower, this rune can't be used again until the next dawn.

LEAP

Rune (Dwarvish), uncommon (transfers to any boots, shoes, or other footwear)

When you jump while wearing the footwear that bears this rune, you can activate the rune (no action required) to make your long jump up to 30 feet and your high jump up to 15 feet for that jump, regardless of whether or not you had a running start. As long as you fall no more than 60 feet from the peak of the jump, you land on your feet and take no falling damage.

Once activated, roll a d6. On a roll of 2 or lower, this rune can't be used again until the next dawn.

OPPORTUNITY

Rune (Dwarvish), uncommon (transfers to any melee weapon)

When you make an opportunity attack with the weapon that bears this rune, you can activate the rune to make a second attack with the weapon against the provoking creature as part of the same reaction.

Once activated, roll a d6. On a roll of 3 or lower, this rune can't be used again until the next dawn.

SMASH

Rune (Dwarvish), uncommon (transfers to any weapon that deals bludgeoning damage)

When you deal damage to an object or structure with the weapon that bears this rune, you can activate the rune to double the damage dealt.

Once activated, roll a d6. On a roll of 2 or lower, this rune can't be used again until the next dawn.

VORPAL

Rune (Dwarvish), legendary (transfers to any magical weapon that deals slashing damage)

When you attack a creature that has at least one head with the weapon that bears this rune and roll a 20 on the attack roll, you can activate the rune to 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's immune to slashing damage, doesn't have a head or need a head, has legendary actions, or the GM decides the creature is too big for its head to be cut off with the weapon. Such a creature instead takes an extra 6d8 slashing damage from the hit.

Once activated, roll a d6. On a roll of 3 or lower, this rune can't be used again until the next dawn.

ELVISH RUNES

Elves most often bestow these runes upon the surface of a lasting material, such as the sacred halls of a temple or the trunk of a magically reinforced tree.

Just as elves naturally grow in wisdom and power as they age, so too do their runes grow based on the experience of the wielder. Elves often receive these runes as gifts at major life events, such as coming of age. Though they are hesitant to release such a rune to those with a shorter lifespan, many are known connoisseurs and collectors, bartering with their own runes to acquire rare runes from other languages.

DARKEN

Rune (Elvish), rare (transfers to any helmet, glasses, or other object worn on the head)

While wearing the object that bears this rune, you can use an action to activate the rune, shedding magical darkness in a 5-foot-radius sphere centered on the object for 1 minute. While the darkness remains, you can see through it as if it were nonmagical darkness.

- Starting at 5th level, the sphere's radius increases to 10 feet.
- Starting at 11th level, the sphere's radius increases to 20 feet.
- Starting at 17th level, the sphere's radius increases to 30 feet.

Once activated, this rune can't be used again until the next dawn.

FAVOR

Rune (Elvish), uncommon (transfers to any circlet, necklace, or other jewelry worn on the head or neck)

While wearing the jewelry that bears this rune, you can activate the rune when you make an ability check, attack roll, or saving throw. When you do so, you gain a bonus to the roll equal to half your level (rounded up). You can wait until after you roll the d20 before deciding to activate the rune, but must decide before the GM says whether the roll succeeds or fails.

Once activated, this rune can't be used again until the next dawn.

GLOW

Rune (Elvish), rare (transfers to any ranged weapon)

As a bonus action, you can activate this rune to cause the weapon to vibrantly glow a color of your choice for 1 minute. While glowing, the weapon sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

In addition, once per turn when you hit a target with an attack with the glowing weapon, you can cause the target to shed dim light in a 5-foot radius until the end of your next turn. While shedding this light, the target can't benefit from being invisible.

- Starting at 5th level, when you cause a target to shed dim light, it also takes 1d6 radiant damage.
- Starting at 11th level, once before your weapon stops glowing, you can cast the *branding smite* spell from the weapon.
- Starting at 17th level, when you cause a target to shed dim light, it takes 2d6 radiant damage, instead of 1d6.

Once activated, this rune can't be used again until the next dawn.

NECROCIDE

Rune (Elvish), rare (transfers to any spellcasting focus)

As an action, you can activate this rune to unleash a wave of energy that is toxic to nearby undead. When you do so, each undead within 30 feet of you must make a DC 13 Constitution saving throw. On a failed save, if the target is of challenge rating 1/2 or lower, it is instantly destroyed; otherwise, it takes 2d6 necrotic damage. This damage ignores resistance and immunity, and a creature that has total cover from you is not affected.

- Starting at 5th level, the save DC increases to 15.

- Starting at 11th level, if the target fails its saving throw, it's destroyed if it is of challenge rating 1 or lower; otherwise, it takes 3d6 necrotic damage.
- Starting at 17th level, if the target fails its saving throw, it's destroyed if it is of challenge rating 2 or lower; otherwise, it takes 4d6 necrotic damage.

Once activated, this rune can't be used again until the next dawn.

PIPER

Rune (Elvish), uncommon (transfers to any handheld wooden object that is no more than 6 feet in length, such as a flute, a quarterstaff, or a wand)

While holding the object that bears this rune, you can use an action to activate the rune to cast the *animal friendship* spell. Once activated, this rune can't be used again until the next dawn.

- Starting at 5th level, the spell is cast as a 3rd-level spell, and it has a range of 40 feet.
- Starting at 11th level, the spell is cast as a 5th-level spell, and it has a range of 50 feet.
- Starting at 17th level, the spell is cast as a 7th-level spell, and it has a range of 60 feet.

RADIANCE

Rune (Elvish), rare (transfers to any spellcasting focus)

As an action, you can activate this rune to unleash a wave of radiance that repels those who abhor powerful light. Until the end of your next turn, the spellcasting focus that bears the rune sheds bright light in a 30-foot radius and dim light for an additional 30 feet. This light is sunlight.

When you activate the rune, each creature within 60 feet of you that is either undead or has the Sunlight Sensitivity or Sunlight Hypersensitivity trait must make a DC 13 Constitution saving throw. Creatures within 30 feet of you make this saving throw with disadvantage, and creatures that are immune to effects that turn undead automatically succeed.

On a failed save, a target must immediately use its reaction, if available, to move as far as its speed allows away from you. If it is still within 60 feet of you at the start of its next turn, it must spend its turn trying to move as far away from you as it can, using its action to Dash or escape from an effect that is preventing its movement, if necessary.

- Starting at 5th level, the DC for the Constitution saving throw increases to 15.
- Starting at 11th level, a target also takes 4d6 radiant damage on a failed save, or half as much damage on a successful one.
- Starting at 17th level, a target that fails its saving throw is also blinded until the end of its next turn.

Once activated, this rune can't be used again until the next dawn.

REINCARNATE

Rune (Elvish), very rare (transfers to any diamond worth at least 1,000 gp)

While holding the diamond that bears this rune, you can activate the rune as an action to cast the *reincarnate* spell. When you cast the spell in this way, the diamond isn't consumed, and you can roll the d100 on the GM's behalf.

- Starting at 11th level, you can reroll the d100 once, and you must use the new result.
- Starting at 17th level, you can reroll the d100 twice, and you can choose from any of the three results.

Once activated, this rune can't be used again until it has spent 3 nights under the light of the moon.

RESTFUL

Rune (Elvish), uncommon (transfers to any bedroll, blanket, undergarment, or other object used for sleep)

Whenever you finish a long rest while using or wearing the object that bears this rune, you regain 1 additional Hit Die.

- Starting at 5th level, you instead regain 2 additional Hit Dice when you finish the long rest.
- Starting at 11th level, you instead regain 3 additional Hit Dice when you finish the long rest.
- Starting at 17th level, you instead regain 4 additional Hit Dice when you finish the long rest.

RESTORE

Rune (Elvish), rare (transfers to any bracer, gauntlet, glove, or similar armwear)

As an action, you can activate this rune to cast the *lesser restoration* spell. Depending on the level of the creature that activates the rune, casting the spell in this way grants the following additional benefits:

- Starting at 5th level, the target also regains hit points equal to your level.
- Starting at 11th level, the condition you end as part of the spell can also be either charmed or frightened.
- Starting at 17th level, the spell ends all diseases and conditions afflicting the target that it is capable of ending.

STONE

Rune (Elvish), common (transfers to any musical instrument)

The musical instrument that bears this rune magically always plays in tune. In addition, while playing the instrument, you can cause it to boom up to three times as loud as normal, as if by the *thaumaturgy* spell.

- Starting at 5th level, you can cause it to boom up to five times as loud as normal.
- Starting at 11th level, you can cause it to boom up to ten times as loud as normal.
- Starting at 17th level, you can cause it to boom up to twenty times as loud as normal.



GIANT RUNES

Giants imbue these large runes upon massive rocks and stone slabs found in their respective domains.

Giant runes each have a built-in ward that prevents the rune from being transferred or activated by a creature that is unfit or unworthy. While this concept began as a way for giants to exert supremacy over those lower in their own hierarchy, it has extended to ensure only those who possess respectable talents can use their runes, even if they fall into the wrong hands.

A giant capable of creating one of these runes is also able to alter, reduce, or altogether remove such a ward.

BOULDER

Rune (Giant), uncommon (transfers to any sling bullet, pebble, or similar fist-sized rock)

You can only activate this rune if you have proficiency in the Athletics skill. When you make an attack with the object that bears this rune—either by throwing it or hurling it with a sling—you can activate the rune to cause the object to magically enlarge into a Huge boulder midair. You are considered proficient with this attack, and you can use either your Strength or Dexterity modifier (your choice) for its attack and damage rolls.

On a hit, the magical boulder deals 2d10 bludgeoning damage to the target, adding your ability modifier to the damage roll as normal. Hit or miss, the target and each creature within 5 feet of it must succeed on a DC 13 Dexterity saving throw or take 1d10 bludgeoning damage.

Immediately after the attack, the object reverts to its normal form and teleports back to your empty hand or the container you drew it from (your choice). Once activated, this rune can't be used again until the next dawn.

ENLARGE

Rune (Giant), very rare (transfers to any melee weapon)

You can only activate this rune if you have a Strength score of 19 or higher. While holding the weapon that bears this rune, you can activate the rune as a bonus action to cause the weapon to double in size for 1 minute. This effect ends early if you let go of the weapon.

For the duration, the weapon gains the heavy property if it doesn't already have it (but is otherwise magically able to be wielded with ease), and the weapon's base damage dice are doubled. This benefit doesn't apply to any additional damage the weapon deals, such as from a paladin's Divine Smite or the fire damage from a *flame tongue*.

Once activated, this rune can't be used again until 4 hours have passed.

GRATIS

Rune (Giant), rarity varies (transfers to any spellcasting focus)

You can only activate this rune if your spellcasting ability score is greater than or equal to a certain number based on the rune's rarity, as noted in the following table.

| Rune Rarity | Minimum Ability Score | Value of Component Ignored |
|-------------|-----------------------|----------------------------|
| Uncommon | 15 | 25 gp or less |
| Rare | 17 | 100 gp or less |
| Very Rare | 19 | 300 gp or less |
| Legendary | 21 | 1000 gp or less |

While holding the spellcasting focus that bears this rune, if you cast a spell that has a material component with a cost below the gp value corresponding to its rarity, you can activate the rune to ignore that material component for this casting of the spell. If the spell's description requires the object typically used as the material component in order for the spell to function (such as the *magic jar* spell), the rune creates a transient replica of the object made of shimmering force that lasts for the duration of the spell.

Once activated, this rune can't be used again until 2 days have passed.

HURL

Rune (Giant), uncommon (transfers to any thrown weapon)

You can only benefit from this rune if you have a Strength score of 17 or higher. When you throw the weapon that bears this rune, the normal and long ranges of the weapon are doubled.

NATURE

Rune (Giant), common (transfers to any non-metallic ring, such as one made of leather, rope, or wood)

You can only activate this rune if you have proficiency in the Nature or Survival skill, or if you have proficiency with the herbalism kit. While wearing the ring that bears this rune, you can activate the rune as a bonus action to cast the *druidcraft* cantrip.

READY

Rune (Giant), uncommon (transfers to any weapon)

You can only benefit from this rune if you have a feature that allows you to make multiple attacks as part of the Attack action, such as Extra Attack or the Thirsting Blade invocation. When you take the Ready action to ready an attack, you can attack twice with the weapon that bears this rune, instead of once, when your reaction is triggered.

REVITALIZE

Rune (Giant), very rare (transfers to any worn object made of bone or hide, such as leather armor, a fur cloak, or a shark tooth necklace)

You can only activate this rune if you have a Constitution score of 15 or higher. While wearing the object that bears this rune, you can activate the rune as an action to decrease your exhaustion level by 1.

Once activated, this rune can't be used again until the next dawn.

REVIVE

Rune (Giant), very rare (transfers to any pair of bracers, gauntlets, gloves, or similar armwear)

You can only activate this rune if you have a good alignment. While wearing the armwear that bears this rune, you can activate the rune to cast the *raise dead* spell, requiring no material components. When you cast the spell in this way, the target doesn't take any penalty to its attack rolls, saving throws, or ability checks as a result of coming back from the dead.

Once activated, this rune can't be used again until 7 days have passed.

SUNDER

Rune (Giant), rare (transfers to any adamantite or magical melee weapon)

You can only activate this rune if you have a Strength score of 17 or higher. When you score a critical hit with the weapon that bears this rune, and the target is wearing armor or wielding a shield, you can activate the rune to sunder the target's armor or shield (your choice). You can also activate the rune when you hit a suit of armor or shield with the weapon, and the target object isn't being worn or carried.

When you do so, the armor or shield takes a permanent and cumulative -2 penalty to the AC it offers. If the object is magical, it is immune to this effect. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed by this effect.

Once activated, this rune can't be used again until the next dawn.

WONDERWALL

Rune (Giant), legendary (transfers to any lute, lyre, or other string instrument)

You can only activate this rune if you are proficient with the instrument it's been transferred to. While holding the instrument that bears this rune, you can activate the rune as an action to begin a captivating performance. When you do so, you speak its command phrase ("Anyway, here's Wonderwall.") and cast the *prismatic wall* spell (save DC 17).

On your subsequent turns, you must use your action to continue your performance, or the spell ends. Creatures you designate to be unharmed by the wall must sing along or lose that benefit. In addition, when a creature fails its saving throw against one of the spell's effects, it can use its reaction to choose another willing creature it can see within 30 feet of it ("You're gonna be the one that saves me."). That creature immediately makes the same saving throw, which replaces the original result, possibly changing the outcome.

Once activated, this rune can't be used again until the next dawn.

GNOMISH RUNES

Gnomes of exceptional arcane prowess magically imbue these runes upon well-used surfaces in their workspace, including tables, books, and shelves, as they prepare the rune for transfer.

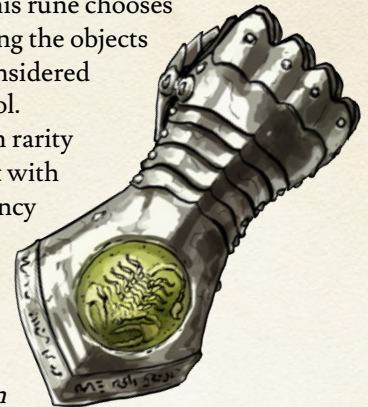
Gnomish runes most often permanently infuse their power within an object—ready to be used at any time, rather than expending their magic each day after just one or a few uses. Because of this, these master arcane tinkers are actually a common source of many simple and well-known magic items, such as *+1 weapons* and *armor, carpets of flying*, and *immovable rods*.

ADEPT

Rune (Gnomish), common or uncommon (transfers to any gauntlets, gloves, or similar handwear)

The creature who transfers this rune chooses one type of tool. While wearing the objects that bear the rune, you are considered proficient with the chosen tool.

If the rune is of uncommon rarity and you are already proficient with the chosen tool, your proficiency bonus is doubled for any ability check you make that uses the tool.



COMPETENCY

Rune (Gnomish), uncommon (transfers to any weapon or armor)

While wearing the armor or holding the weapon or shield that bears this rune, you are considered proficient with it even if you lack proficiency with that type of armor or weapon.

FOCUS

Rune (Gnomish), common (transfers to any grimoire, prayer book, spellbook, or other book that is magical or contains written spells)

While holding the book that bears this rune, you can use the book as a spellcasting focus. In addition, the book is indestructible by non-magical means (including mundane fire), and it magically remains dry while underwater.

FORBIDDANCE

Rune (Gnomish), legendary (transfers to the floors, walls, and ceilings of any area that is no larger than 40,000 square feet)

Over the course of 24 hours, you can transfer this rune, repeatedly tracing it around the area you want to be affected by it. When the transfer is complete, the area gains the effects of the *forbiddance* spell, which lasts until it is rendered inert by a *wish* spell or by casting *dispel magic* targeting this effect every day for 30 days and using a spell slot of 6th level or higher. The rune can also be

rendered inert by another rune of comparable power (such as a legendary *nullify* rune).

When you transfer the rune, you can cause the effect to damage any creature type of your choice except humanoids, instead of only the ones listed in the spell. This effect deals force damage instead of radiant or necrotic damage.

FORCE

Rune (Gnomish), uncommon (transfers to any axe, hammer, or sword)

The blade or head of the weapon this rune is transferred to becomes translucent and glows with arcane energy, which is harmless to the wielder. The weapon deals force damage instead of its normal damage type, and it sheds dim light in a 10-foot radius. In addition, the weapon's weight is halved, and if it has the heavy property, Small creatures don't have disadvantage on attack rolls with it.

As a bonus action, you can cause the blade or head of the weapon to withdraw into its handle and stop shedding its light, or you can cause it to re-emerge and shed its light once more.

INDESTRUCTIBLE

Rune (Gnomish), very rare (transfers to any object or portion of a structure no longer than 60 feet in any dimension)

The object or structure this rune is transferred to becomes magically warded against damage. Unless the rune is removed or disabled (such as by a *nullify* rune), the object or portion of structure bearing this rune can't be destroyed or broken by any means short of a *wish* spell.

If a specific use of a magic item would normally destroy it (such as from expending its last charge), it instead merely loses its magic, but is not destroyed.

KICK

Rune (Gnomish), uncommon (transfers to any boots or other footwear)

Whenever you make an unarmed strike to kick a creature with the footwear that bears this rune, the rune's magic flares. On a hit, the target is pushed up to 5 feet away from you if it is no more than one size larger than you.

MAGE

Rune (Gnomish), rarity varies (transfers to any wand of the war mage or other magic item that grants a bonus to your spell attack rolls but not to the saving throw DCs of your spells)

This rune must be of a rarity greater than or equal to that of the magic item to which it is being transferred, or the transfer attempt fails.

While holding the magic item that bears this rune, you gain a bonus to the saving throw DCs of your spells. The bonus is equal to the bonus that the magic item grants to your spell attack rolls.

PRISTINE

Rune (Gnomish), common (transfers to any armor, clothing, weapon, or other object that is designed to be worn or carried)

The object that bears this rune is impeccably clean and can't become soiled by nonmagical means, as it repels all mundane contaminants, such as blood, dirt, and oil.

RECLAIM

Rune (Gnomish), rarity varies (transfers to any ammunition)

After firing the ammunition that bears this rune, you can use a bonus action within the next minute to cause it to teleport back into your empty hand or the container you drew it from (your choice).

If the rune was transferred to a piece of magical ammunition, and it is of a rarity at least one step greater than the ammunition, it reinforces the ammunition's magic. If the ammunition would normally become nonmagical after hitting a target, it instead remains magical, but its magical properties are suppressed until the next dawn.

GOBLIN RUNES

Though relatively unusual, goblinoid magic-users carve these runes from trophies acquired in battle—such as teeth, skulls, and pilfered valuables—before infusing them with magic.

Goblin runes typically revolve around sneaking, as well as quickly and efficiently activating the rune's magic in a pinch. When a goblinoid activates one of these runes, they can choose to cause its effects to extend to another goblinoid within 10 feet of them.

ALERT

Rune (Goblin), uncommon (transfers to any headwear or eyewear, such as a helmet, headband, or glasses)

If you are surprised at the beginning of combat while wearing the object that bears this rune, the rune's magic activates when you roll initiative, unless you are incapacitated by something other than nonmagical sleep. Once activated, you can take a reaction before your first turn as normal, and on your first turn you still get a move, an action, or a bonus action; you get only one of the three.

ATTACK

Rune (Goblin), legendary (transfers to any weapon)

Once on each of your turns, when you make an attack with the weapon that bears this rune as part of your action or bonus action, you can make one additional attack with that weapon as part of the same action.



ESCAPE

Rune (Goblin), uncommon (transfers to any armor or footwear)

Whenever you take the Dash action or use your action to escape a grapple and succeed, you can choose to activate this rune (no action required). When you do so, until the end of your turn, your movement doesn't provoke opportunity attacks and difficult terrain costs you no extra movement.

Once activated, this rune can't be used again until the next dawn.

HEALING

Rune (Goblin), uncommon (transfers to any bottle, flask, vial, or similar container)

While holding the container that bears this rune, you can activate the rune as part of the action used to drink or administer a magical potion from the container. If the potion causes a creature to regain hit points, any dice rolled to determine the number of hit points regained are treated as having rolled their maximum value.

Once activated, this rune can't be used again until the next dawn.

HEAVY

Rune (Goblin), uncommon (transfers to any heavy weapon)

A Small creature wielding the weapon that bears this rune doesn't have disadvantage on attack rolls with it as a result of its heavy property. In addition, when you score a critical hit with an attack with the weapon, you can activate the rune to roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit. Once activated, this property of the rune can't be used again for 1 hour.

REACTIVE

Rune (Goblin), uncommon or very rare (transfers to any bracers, gauntlets, gloves, or similar armwear)

While wearing the armwear that bears this rune, if a trigger would allow you to take a reaction, but you have already used your reaction this round, you can activate this rune to take a second reaction. Once activated, this rune can't be used again until the next dawn.

Alternatively, if this rune is of very rare rarity, it automatically activates whenever you roll initiative. Once within the next minute, if a trigger would allow you to take a reaction, but you have already used your reaction this round, you can take a second reaction.

RELOAD

Rune (Goblin), uncommon (transfers to any weapon with the loading property)

Immediately after you make a ranged attack with the weapon that bears this rune as part of the Attack action, you can activate the rune to cause another piece of ammunition to teleport into the loaded position in the weapon. You can only activate this rune once on each of your turns, and the ammunition must be stored in a con-

tainer on your person (such as a crossbow bolt case) or this effect fails.

If you would normally be able to make another attack as part of this action (such as via the Extra Attack feature), you can make that attack with the magically loaded ammunition, despite the normal limitations of the weapon's loading property.

SEARCH

Rune (Goblin), uncommon (transfers to any pair of glasses, goggles, or other eyewear)

While wearing the eyewear that bears this rune, you can activate the rune as a bonus action to make an Intelligence (Investigation) or Wisdom (Perception) check. Whenever you take the Search action in combat, you gain a +2 bonus to your ability check if you haven't moved since the end of your last turn.

VANISH

Rune (Goblin), uncommon (transfers to any cape, cloak, or similar backwear)

Whenever you take damage from a hostile creature, you can activate this rune as a reaction to become invisible and immediately move up to your speed. While invisible in this way, anything you are wearing or carrying is also invisible, your steps make no sound, and you leave behind no tracks or other traces of your passage. This invisibility lasts until the start of your next turn.

Once activated, this rune can't be used again until the next dawn.

HALFLING RUNES

Ambitious, magically inclined halflings display these runes on their hearth, ready to be transferred at a moment's notice should the opportunity for adventure arise.

Halfling runes are activated via physical contact, conferring the effects of the runic magic stored inside to the target. When a halfling uses one of these runes on a hostile creature, they can nimbly slip away without provoking an opportunity attack, as the target recoils from an extra burst of arcane energy.

CONCEAL

Rune (Halfling), uncommon (transfers to any Medium or smaller object that can be worn or carried)

While wearing or carrying the object that bears this rune, you can touch the rune as an action to activate it, causing the object to become invisible. The object remains invisible until you use an action to activate the rune again, or until you are no longer wearing or carrying the object.

CONFUSE

Rune (Halfling), rare (transfers to any glass, mirror, or other handheld object with a reflective surface)

As an action, you can touch a creature with the object that bears this rune to activate the rune and cast the *confusion* spell (save DC 15), targeting only that creature. A creature that can't see automatically succeeds on this saving throw.

Once activated, this rune can't be used again until the next dawn.

DEMATERIALIZIZE

Rune (Halfling), very rare (transfers to any spellcasting focus)

While holding the spellcasting focus that bears this rune, you can use an action to activate the rune and touch the spellcasting focus to a nonmagical object or a creation of magical force, such as the wall created by *wall of force*. If the target is Huge or smaller, it shatters into fragments of arcane energy and is destroyed. If the target is Gargantuan, this effect destroys a 15-foot-cube portion of it. A magic item is unaffected by this effect.

Once activated, this rune can't be used again until the next dawn.

DOMINATION

Rune (Halfling), very rare or legendary (transfers to any ring)

As an action, you can touch a creature and activate this rune to cast *dominate person* (very rare) or *dominate monster* (legendary) on the target (save DC 16). If you or creatures that are friendly to you are fighting the target, it doesn't have advantage on the saving throw if you are hidden from it when you activate the rune.

While dominated in this way, spectral runes visibly encircle the target's neck, wrists, and ankles, or otherwise hover around it if it doesn't have suitable body parts.

Once activated, this rune can't be used again until the next dawn.

HIGHLIGHT

Rune (Halfling), uncommon (transfers to any helmet, glasses, or other object worn on the head)

While wearing the object that bears this rune, you can use an action to touch a creature and activate the rune, casting the *faerie fire* spell (save DC 13) targeting only that creature. When cast in this way, the spell doesn't require your concentration, but the target can repeat the saving throw at the end of each of its turns, ending the spell on a success.

Once activated, this rune can't be used again until the next dawn.

IDENTIFY

Rune (Halfling), uncommon (transfers to any spellcasting focus)

While holding the spellcasting focus that bears this rune, you can touch it to an object and activate the rune. If the object is a magic item, you learn its properties, as if by the *identify* spell. Once activated, this rune can't be used again until the next dawn.

KINDLE

Rune (Halfling), common (transfers to any bracers, gauntlets, gloves, or similar armwear)

As an action, you can touch a candle, lamp, torch, or small campfire and activate this rune, causing the target to ignite. When lit in this way, the target magically burns for twice as long as normal.

LOCK

Rune (Halfling), rare (transfers to any lock or manacles)

As an action, you can touch the lock or manacles that bear this rune, activating the rune to cause the object to become magically locked, as if by the *arcane lock* spell. An object locked in this way remains under this effect for up to 24 hours, or until you use an action while touching the object to end the effect early. The effect can still be dispelled or suppressed as normal.

Once activated, this rune can't be used again until the next dawn.

RESEARCH

Rune (Halfling), rare (transfers to any magnifying glass, eyewear, or other held or worn device used to enhance vision)

While wearing or carrying the object that bears this rune, you can activate the rune as an action and touch a book, scroll, or other object or surface on which information has been written. While you maintain contact with the object or surface, you magically learn the details of the written information—as if you had read it while under the effect of a *comprehend languages* spell—at a rate of 50 words per second (approximately 10 pages per minute).

If the object being touched has a spell recorded on it, the time you must spend to copy a spell from it into a spellbook is halved.

UNLOCK

Rune (Halfling), rare (transfers to any key or lockpick)

As an action, you can insert the key or lockpick that bears this rune into a lock (for example, on a door, box, chest, set of manacles, or padlock), activating the rune to magically unlock the target, as if by the *knock* spell. When activated, instead of a loud knock, the lock emanates with a short click that is audible out to 30 feet.

Once activated, this rune can't be used again until the next dawn.

WHISPERER

Rune (Halfling), uncommon (transfers to any circlet, earring, necklace, or other jewelry worn on the head or neck)

As an action, you can touch a beast or monstrosity with an Intelligence of 5 or lower and activate this rune. When you do so, you gain the ability to magically comprehend and verbally communicate with the target for 10 minutes, as if by the *speak with animals* spell.

Once activated, this rune can't be used again until the next dawn.

INFERNAL RUNES

Devils ritualistically carve these symbols into their skin, scarring their flesh in an outward display of power.

Infernal runes are notoriously dangerous, and almost invariably bear a curse. Devils utilizing these runes don't need to transfer them to an object to harness their energy, and they are unaffected by their runes' curses. Other creatures, however, if they can manage to steal a devil's rune (typically after slaying it or trapping it), must employ extreme caution when availing themselves of the power these devastating runes bestow.

ACUTY

Rune (Infernal), rare (transfers to any weapon)

The creature who transfers this rune to a weapon chooses either Intelligence, Wisdom, or Charisma. When you make an attack with the weapon, you can use the chosen ability, instead of Strength or Dexterity, for the attack and damage rolls.

Curse. When you score a critical hit with the weapon, you take psychic damage equal to the ability modifier you used for the attack.

DARKVISION

Rune (Infernal), uncommon (transfers to any pair of glasses, goggles, or other eyewear)

While wearing the eyewear that bears this rune, you have darkvision out to a range of 60 feet; if you already have darkvision from another source, its range increases by 30 feet. In addition, you can see normally in darkness, both magical and non-magical, to a distance equal to the range of your darkvision.

Curse. Once you put on the eyewear that bears this rune, you become cursed, giving you disadvantage on saving throws against being blinded as well as Wisdom (Perception) checks that rely on sight while you're in bright light. Even if you remove the eyewear, this curse remains until you finish a short or long rest while no longer wearing the eyewear.

FURY

Rune (Infernal), rarity varies (transfers to any weapon)

As a bonus action, you can activate this rune to cause the weapon that bears the rune to begin pulsing with infernal rage. While pulsing in this way, damage dealt by the weapon ignores resistance to fire damage, and whenever you hit a target with an attack using the weapon, the target takes extra fire damage based on the rune's rarity: 2 damage (uncommon), 4 damage (rare), or 6 damage (very rare).

This effect lasts for 1 minute, and it ends early if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. Once activated, this rune can't be used again until the next dawn.

Curse. If you miss with an attack with the weapon while it's pulsing, you take fire damage corresponding to the rune's rarity instead.

GLUTTONY

Rune (Infernal), rare (transfers to any mask, necklace, or other object worn on the head or neck)

When you regain hit points or gain temporary hit points while wearing the object that bears this rune, you can activate the rune as a reaction. When you do so, you treat any dice rolled to determine the hit points you gain as having rolled their maximum value for you. Once activated, this rune can't be used again until 1 hour has passed.

Curse. Once you activate this rune, you must consume a full day's rations within 1 hour, or you suffer one level of exhaustion. This food doesn't count toward the normal amount of food you must consume each day.

MARK

Rune (Infernal), very rare (transfers to any melee weapon)

When you hit a creature with the weapon that bears this rune, you can activate the rune as a bonus action to cause an infernal mark to sear into the target's body. While the target is marked in this way, fire damage against it ignores resistance to fire damage. In addition, the first time the target takes damage each turn, the mark flares, causing the target to take an extra 1d6 fire damage.

The mark lasts for 1 minute or until the target dies. Once activated, this rune can't be used again until the next dawn.

Curse. While a target is marked by this rune, you have disadvantage on any attack roll that isn't against the target, and when you deal damage to a creature other than the target, that creature has resistance to the damage you dealt.

RESIST

Rune (Infernal), very rare (transfers to any armor or upper body garment)

While wearing the armor or garment that bears this rune, you have advantage on saving throws against spells and other magical effects.

Curse. While wearing the armor or garment that bears this rune, if you make a saving throw with advantage and roll a 1 on either die, you automatically fail the save.

SHELTER

Rune (Infernal), rare (transfers to any Tiny object made of wood, stone, or other similar material used to build structures)

While holding the object that bears this rune, you can activate the rune as an action to cast the *tiny hut* spell. When cast in this way, instead of the spell creating a dome of force, the object transforms into a 15-foot-cube hut, centered on you, which takes on the properties of the spell, except the hut is opaque from the inside as well as the outside. Once activated, this rune can't be used again until the next dawn.

Curse. A creature that spends a long rest within the shelter is plagued by sweats and chills throughout its sleep and recovers no Hit Dice upon finishing the rest. The creature otherwise gains all the normal benefits of finishing a long rest.



ORCISH RUNES

The orcs' rune creation ritual is intensive and gruesome, requiring a master orc shaman to sacrifice a living creature while carving the rune into its flesh.

Orcish runes are transient by nature and must be transferred within mere days of their creation. This has led orcs who are talented with the arcane to create various types of magical objects, including totems and ceremonial staves, that can store these runes for future use or even activate the runes directly.

ANTIMAGIC

Rune (Orcish), legendary (transfers to any orb, staff, or other spellcasting focus)

While holding the object that bears this rune, you can activate the rune as an action to cast the *antimagic field* spell. When you cast the spell in this way, you can choose to cast it as normal, or you can choose to expand the sphere's radius, reducing the spell's duration.

You can expand the sphere to a 20-foot radius, causing the spell to have a duration of 1 minute, or you can expand it to a 60-foot radius, causing the spell to last until the start of your next turn.

Once activated, this rune can't be used again until the next dawn.

BEND

Rune (Orcish), very rare (transfers to any armor or shield)

While wearing the armor or wielding the shield that bears this rune, you can activate the rune as a reaction when you would make a saving throw to resist the effects of a spell or other effect that has an area of effect (such as a dragon's breath weapon). When you do so, you create an instantaneous pocket of protective energy that bends the effect around you and each creature within 5 feet of you. Each creature in the pocket automatically succeeds on its first saving throw against the effect and takes no damage if it would normally take half damage on a successful save.

Once activated, this rune can't be used again until the next dawn.

COVER

Rune (Orcish), rare (transfers to any shield)

While holding the shield that bears this rune, you can activate the rune as an action to surround yourself with a 10-foot-radius aura of spectral shields for 1 minute. For the duration, you and your allies in the aura have half cover from attacks and effects originating from outside the aura. This effect ends early if you are no longer holding the shield.

Once activated, this rune can't be used again until the next dawn.

INTIMIDATE

Rune (Orcish), uncommon (transfers to any weapon)

While holding the weapon that bears this rune, you can activate the rune as a bonus action to magically emit a

frightful aura for the next minute. For the duration, you and friendly creatures within 10 feet of you have advantage on Charisma (Intimidation) checks, as well as saving throws made against being frightened.

Once activated, this rune can't be used again until the next dawn.

RECALL

Rune (Orcish), rare (transfers to any spellcasting focus)

While holding the object that bears this rune, you can activate the rune as an action to emit an aura in a 10-foot-radius circle on the ground around the object. This aura moves with the object, remaining centered on it, and lasts for 1 minute, functioning as a beacon for teleportation magic. If you let go of the object, the effect ends.

For the duration, you can use a bonus action on each of your turns to teleport a willing creature you can see within 30 feet of you to an unoccupied space within the aura. In addition, as long as the aura persists, whenever a friendly creature that can see the aura casts a spell or uses an effect that lets it teleport, it can choose to teleport to an unoccupied space within the aura, even if the aura is outside the range of the spell or effect.

Once activated, this rune can't be used again until the next dawn.

STEADFAST

Rune (Orcish), rare (transfers to any metal armor, including items such as boots, gauntlets, or a helmet)

While wearing the armor that bears this rune, you can activate the rune as a bonus action to emanate an aura of unyielding resolve for 1 minute or until you die or are unconscious. For the duration, each creature of your choice within 30 feet of you can't be frightened, and while the creature isn't charmed, it can't be forced to move by an effect that would require it to use its movement, action, or reaction (such as by the *command* spell or a gibbering moulder's *Gibbering* trait).

Once activated, this rune can't be used again until the next dawn.

STORM

Rune (Orcish), rare (transfers to any banner, glaive, javelin, spear, or other polearm)

While holding the object that bears this rune, you can activate the rune as an action to cast the *call lightning* spell. When you cast it in this way, the spell has a duration of 1 minute, rather than 10 minutes, and you can designate any number of creatures you can see to be unaffected by it.

The storm cloud created by this version of the spell is only a 30-foot radius cylinder, rather than 60, and it moves with you, remaining centered on you. In addition, you have advantage on Constitution saving throws made to maintain concentration on the spell as long as you are holding the object that bears the rune.

Once activated, this rune can't be used again until the next dawn.

TRAPS

Rune (Orcish), rare (transfers to any handheld object)

While holding the object that bears this rune, you can activate the rune as an action to cast the *find traps* spell. When you cast the spell in this way, it has a range of 30 feet, its duration increases to 10 minutes, and it requires your concentration for the duration. In addition, if you sense any traps in this way, you can use your action to see a faint, glowing aura around any traps within range.

Once activated, this rune can't be used again until the next dawn.

PRIMORDIAL RUNES

When intelligent elementals create these runes, they take shape as free-floating, magically bound concentrations of their respective element.

Due to the nature of the Primordial language and its four dialects, these runes always come in variant forms for each element, sometimes vastly altering the effects of the rune. Powerful elemental creatures are capable of converting these runes to another Primordial dialect, making it possible to shift the rune's effect even after it has been transferred.

BLAST

Rune (Primordial), rare (transfers to any bracers, gauntlets, gloves, or similar armwear)

While wearing the armwear that bears this rune, you can activate the rune as an action to cast *burning hands* as a 4th-level spell (save DC 15). Whenever you cast the spell in this way, you can choose for it to deal acid, cold, fire, lightning, or thunder damage.

Once activated, this rune can't be used again until the next dawn.

BOND

Rune (Primordial), legendary (transfers to any weapon)

The creature who transfers this rune chooses either acid, cold, fire, lightning, or thunder damage, causing the weapon that bears this rune to unceasingly pulse with energy of that type. Any creature holding the weapon takes 2d8 damage of the chosen type at the start of each of its turns; this damage ignores resistance. If a creature holds the weapon for 1 minute without interruption, that creature forges a bond with the rune and becomes immune to this effect. If another creature bonds with the rune, the previous bond is broken.

When the bonded wielder hits a target with an attack with the weapon, the target takes an extra 2d8 damage of the rune's chosen type. In addition, damage the weapon deals of that type ignores resistance.

ERUPT

Rune (Primordial), very rare (transfers to any boots, shoes, or other footwear)

While wearing the footwear that bears this rune, you can activate the rune as a bonus action to teleport to an unoccupied space you can see within 120 feet of you.



When you do so, choose one of the following damage types: acid, cold, fire, lightning, or thunder. Each creature other than you that is within 10 feet of the space you teleport to must make a DC 16 Constitution saving throw, taking 8d6 damage of the chosen type on a failed save, or half as much damage on a successful one.

Once activated, this rune can't be used again until the next dawn.

FORMLESS

Rune (Primordial), common (transfers to any armor or upper body garment)

While wearing the object that bears this rune, you can activate the rune as an action on your turn to change your form based on the dialect the rune is written in. When you do so, until the end of your turn, your body transforms into a swirling, amorphous mass of water (Aquan), gas (Auran), fire (Ignan), or sand (Terran).

While in this form, you gain the effects of the *gaseous form* spell, which doesn't require your concentration. At the end of your turn, you revert to your normal form, falling if you are in the air and nothing else is holding you aloft.

Once activated, this rune can't be used again until the next dawn.

LASH

Rune (Primordial), rare (transfers to any weapon)

When this rune is transferred, choose one of the following damage types: acid, cold, fire, lightning, or thunder. Whenever you hit a target with an attack with the weapon that bears this rune, the target takes an extra 1d6 damage of that type.

While holding the weapon, you can use a bonus action to change the damage type to a different one from the list above. Once the rune's damage type has been changed in this way, it can't be changed again for 8 hours.

STRIKE

Rune (Primordial), uncommon (transfers to any robe, tabard, or other cloth garment)

While wearing the garment that bears this rune, you can activate the rune as a bonus action and choose one of the following damage types: acid, cold, fire, lightning, or thunder. When you do so, your fists, feet, or any other natural weapons of your choice (such as horns or talons), erupt with energy corresponding to the chosen damage type, which lasts for 1 minute. For the duration, whenever you hit a target with an unarmed strike or one of your natural weapons, the attack deals an extra 1d4 damage of the chosen type.

Once activated, this rune can't be used again until the next dawn.

TRANSMUTE

Rune (Primordial), uncommon (transfers to any spell scroll or spellbook)

Over the course of a short rest, you can transfer this rune to a spell that is written on a spell scroll or in a spellbook. The scroll or spellbook must be within your reach throughout the short rest, at the conclusion of which you touch the surface the spell is written on causing this rune to become emblazoned upon it. The spell must deal a type of damage from the following list or the transfer fails: acid, cold, fire, lightning, or thunder.

Choose another damage type from the list. The spell is magically transmuted, causing it to deal the chosen damage type when cast instead of its normal type. If this rune is transferred to a spell scroll and the spell is later copied into a spellbook, the rune transfers with the spell before the scroll is destroyed.

SYLVAN RUNES

These elusive runes are known to only be visible to the naked eye when in the presence of a fey creature, and are otherwise only discernible with magical aid, such as the detect magic or see invisibility spells.

Sylvan runes are highly sought after for their ability to multiply, transferring to several objects at once for creatures to share their benefits. Fey creatures utilizing these runes can transfer them to twice as many objects as normal, sometimes leading other creatures to seek out and bargain with fey for their services.

BLESSED

Rune (Sylvan), uncommon (transfers to any three articles of clothing or other worn objects)

While wearing an object that bears this rune, you can activate the rune as an action to cast the *bless* spell, targeting only yourself and the creatures that are wearing the other objects this rune was transferred to. When cast in this way, the spell's range increases to 60 feet.

Once activated, no object that bears this rune can activate it again until the next dawn.

FALL

Rune (Sylvan), uncommon (transfers to any three capes, cloaks, or similar backwear)

When a creature falls while wearing an object that bears this rune, it can activate the rune as a reaction to cast the *feather fall* spell, targeting only itself and other creatures within range that are wearing an object that bears this rune. When cast in this way, the backwear detaches from each affected creature and transforms into a large leaf, which gently guides the creature's descent. When the spell ends, the leaf transforms back into its original form and reattaches itself to the creature's back.

Each object can activate this rune once, and once used, that object can't activate the rune again until the next dawn.

RITUAL

Rune (Sylvan), rare (transfers to three spellcasting focuses)

While the three spellcasting focuses that bear this rune are being held by different creatures within 30 feet of each other, the casting time is halved for any spell cast as a ritual by one of the creatures. Each of the creatures not casting the spell must spend its action each turn assisting in the ritual and must maintain its concentration while it does so, as if also casting the spell.

SIGHT

Rune (Sylvan), uncommon (transfers to two pieces of headwear)

As an action, you can activate this rune to see through the eyes of a creature wearing another object this rune was transferred to. If the creature is on a different plane of existence than you, the effect fails, and it ends early if the creature travels to one while this effect is active. You continue to see through the creature's eyes until either you or the creature are no longer wearing the object that bears the rune, or until your concentration ends (as if concentrating on a spell).

While perceiving through another creature in this way, it is aware of this effect, and you gain the benefits of any special senses possessed by that creature, though you are blinded to your own surroundings.



SIMULTANEOUS

Rune (Sylvan), very rare (transfers to two spellcasting focuses)

The spellcasting focuses this rune is transferred to are bound by powerful fey magic. While you are holding one of the bound focuses, its magic flares when another creature within 60 feet of you casts a spell using its action or bonus action while holding another bound focus. When your focus flares in this way, you can use your reaction to activate the rune and cast a spell at the same time as the other creature. The spell must be 3rd level or lower, and it must have a casting time of 1 action or 1 bonus action.

Each of the bound focuses can activate the rune once, and once used, that focus can't activate the rune again until the next dawn.

STEED

Rune (Sylvan), rarity varies (transfers to one suit of armor and one suit of barding)

While wearing the armor that bears this rune, you gain a special connection to the creature that is wearing the barding this rune was also transferred to. The creature must be a Medium or larger beast or monstrosity, it must have an appropriate anatomy to serve as a mount, and it must have a challenge rating of 1 or lower (uncommon), 2 or lower (rare), or 4 or lower (very rare).

While wearing the barding, the creature gains the benefits of the *find steed* spell. If the creature drops to 0 hit points, it doesn't disappear, but your connection via this rune is severed until the creature becomes conscious again or until a new creature dons the barding.

SYNCHRONIZE

Rune (Sylvan), uncommon (transfers to two identical pieces of jewelry)

When you roll initiative at the start of combat, you can activate this rune and choose a willing creature you can see that is wearing another object this rune was transferred to. When you do so, you gain one of the following benefits of your choice:

- If you aren't surprised, and the target is, you can choose for the target to also not be surprised.
- You can choose to make your initiative roll match that of the target.
- You can immediately use your reaction to move up to your speed toward the target.

TANDEM

Rune (Sylvan), uncommon (transfers to two pairs of boots, shoes, or other footwear)

While wearing the footwear that bears this rune, if a creature you can see moves at least 5 feet while wearing another set of footwear this rune was also transferred to, you can activate the rune as a reaction to move up to your

speed toward that creature. This movement is unaffected by difficult terrain for you.

Each set of footwear can activate the rune once, and once used, that set of footwear can't activate the rune again until the next dawn.

TELEPATHY

Rune (Sylvan), rare or very rare (transfers to two identical pieces of jewelry)

While wearing the jewelry that bears this rune, you can speak telepathically with the creature wearing the other piece of jewelry the rune was transferred to. This effect fails if no creature is wearing the other piece of jewelry, or if the creature wearing the jewelry is more than 1,000 feet away from you or doesn't share a language with you.

If this rune is of very rare rarity, you can communicate telepathically with the creature wearing the other piece of jewelry across any distance (even to other planes of existence). In addition, your communications can be words, images, sounds, or other sensory messages, and the other creature need not share a language with you to receive your messages, though it gains no special ability to understand words you speak to it telepathically.

THIEVES' CANT RUNES

Thieves' guilds often preemptively hide these runes in discreet locations, such as back alleys, sewers, or abandoned buildings. Thieves' Cant runes almost always serve a purpose of aiding in escaping sticky situations or remaining unnoticed during covert operations. A creature who doesn't understand Thieves' Cant will often miss these symbols or ignore them as nothing more than insignificant scribbles. Conversely, one that does understand Thieves' Cant can transfer these runes in as little as 1 minute, rather than the hour it normally takes.

BEAM

Rune (Thieves' Cant), very rare (transfers to any bracers, gauntlets, gloves, or other armwear)

While wearing the armwear that bears this rune, you can use an action to activate the rune and point your arm in a direction you choose, creating a 5-foot-wide, 120-foot-long line of force, which extends from you in that direction. Each object in that line is pushed 5 feet to the left or right side of the line (your choice for each). Any creature in the line is also pushed to a side if it fails a DC 16 Strength saving throw; a creature can choose to fail this saving throw if it wishes.

You then fly to the other end of the line or to the farthest unoccupied space in the line before reaching an obstruction, if there are any. When you fly in this way, you can bring along one willing creature of your size or smaller that you are touching. If you are aloft when you reach your destination, you and any creature traveling with you immediately float to the ground, taking no falling damage and landing on your feet.

Once activated, this rune can't be used again until the next dawn.

CLIMB

Rune (Thieves' Cant), uncommon (transfers to any rope)

While holding one end of the rope that bears this rune, you can use an action to activate the rune. When you do so, the other end of the rope moves up to 60 feet toward a point you choose, and then becomes magically fixed there.

Until you activate the rune again or use an action to end the effect, that end of the rope doesn't move, even if it is defying gravity. While this effect is active, the rope can hold up to 1,000 pounds. More weight causes the effect to end and the rope to fall. A creature can use an action to pull on the rope and make a DC 20 Strength check, ending the effect on a success.

DISGUISE

Rune (Thieves' Cant), uncommon (transfers to any mask fashioned in the likeness of a humanoid or beast)

While wearing the mask that bears this rune, you can activate the rune as an action to cast the *disguise self* spell. When you cast the spell in this way, you take on the appearance of the humanoid or beast after which the mask is fashioned. The spell ends if the mask is removed.

ENCAGE

Rune (Thieves' Cant), rare (transfers to any net)

You don't have disadvantage on your attack rolls with the net that bears this rune as a result of attacking at long range with it. When you restrain a creature with the net, you can activate the rune to cause it to hum with a magical ward for 10 minutes or until the creature is freed. For the duration, the DC for the Strength check to free the restrained creature increases to 20, the net's AC increases to 20, and the net is immune to nonmagical damage.

In addition, if the creature tries to use teleportation or interplanar travel to escape the net, it must first make a DC 15 Charisma saving throw. On a success, the creature can use that magic to escape the net. On a failure, the creature can't escape the net and wastes the use of the spell or effect. This ward also extends into the Ethereal Plane, blocking ethereal travel.

Once activated, this rune can't be used again until the next dawn.

FLY

Rune (Thieves' Cant), rare (transfers to any handheld object that is at least 3 feet long)

While holding the object that bears this rune, you can activate the rune as an action to grant the object a flying speed of 40 feet. Until you choose to end the effect as a bonus action, the object can be ridden by standing or sitting on it, and it can carry up to 500 pounds. While riding the object, you can mentally command it to move in any direction you wish, and you have advantage on ability checks and saving throws made to avoid falling off of it.

As a bonus action while riding the object, you can increase its flying speed to 60 feet for 10 minutes. While its speed is increased in this way, you can't fall off of it

unless you are incapacitated. Once you use this property of the rune, it can't be used again until the next dawn.

FREEDOM

Rune (Thieves' Cant), uncommon (transfers to any worn object made of leather, such as armor, a belt, or bracers)

While wearing the object that bears this rune, you can activate the rune as a bonus action to automatically escape from nonmagical restraints, such as manacles or a creature that has you grappled. Alternatively, whenever you fail an ability check or saving throw against being paralyzed or restrained, you can activate this rune to reroll the check or save, and you must use the new roll.

Once activated, this rune can't be used again until the next dawn.

HIDEAWAY

Rune (Thieves' Cant), rare (transfers to any rope that is up to 60 feet long)

While holding the rope that bears this rune, you can activate the rune as an action to cast the *rope trick* spell. When cast in this way, the spell can be active for up to 1 hour, all at once or in shorter intervals, with each time you cast the spell using a minimum of 1 minute from the duration.

When you exit the extradimensional space created by the spell, you and any creatures that were in it with you can float to the ground at a rate of 60 feet per round, landing on your feet, and can do so stealthily, gaining a +5 bonus to any Dexterity (Stealth) checks made to fall or land unnoticed.

The rune regains all expended time from the duration daily at dawn.

QUICK

Rune (Thieves' Cant), uncommon or rare (transfers to any boots or other footwear)

While wearing the footwear that bears this rune, you can activate the rune as a bonus action to gain a burst of speed for 10 minutes. For the duration, your walking speed increases by 10 feet. If the rune is of rare rarity, your walking speed instead increases by 30 feet and opportunity attacks against you are made with disadvantage.

Once activated, this rune can't be used again until the next dawn.

SPIDER

Rune (Thieves' Cant), uncommon (transfers to any bracers, gauntlets, gloves, or similar armwear)

While wearing the armwear that bears this rune, you have a climbing speed of 30 feet. In addition, as an action, you can activate the rune to gain the effects of the *spider climb* spell (no concentration required). You can have this property activated for up to 1 hour, all at once or in several shorter stints, each one using a minimum of 1 minute from the duration. The rune regains all expended use of this property daily at dawn.



STEALTH

Rune (Thieves' Cant), uncommon (transfers to any article of clothing)

While wearing the clothing that bears this rune, you can activate the rune as an action to cast the *pass without trace* spell. When you cast the spell in this way, it doesn't require your concentration, but only you (not creatures within 30 feet of you) gain the benefits of the spell.

Once activated, this rune can't be used again until the next dawn.

SWIFT

Rune (Thieves' Cant), uncommon (transfers to any boots or other footwear)

While wearing the footwear that bears this rune, you can activate the rune when you take the Attack action to sprint around in a flash. When you do so, you can move up to half your speed before each attack and after the last attack you make as part of this action, without expending any movement. This movement doesn't provoke opportunity attacks and is unaffected by difficult terrain.

Once activated, this rune can't be used again until the next dawn.

THIEVERY

Rune (Thieves' Cant), common (transfers to any Tiny metal object, such as a button, hairpin, or ring)

As an action, you can touch the object that bears this rune to activate it, transforming the object into any other object normally included in a set of thieves' tools (such as a lockpick or a pair of scissors). While transformed, the object can be used as if you were using a normal set of thieves' tools. Activating the rune again reverts the object to its original form.

UNDERCOMMON RUNES

Drow, duergar, and other creatures who speak Undercommon inscribe these runes on the walls of their cavernous homes, sure to not allow them to fall into the hands of their foes.

Due to the sensory-deadening nature of their dark, underground home, Undercommon runes are primarily designed to enhance a creature's perception and grant a supernatural awareness of one's surroundings. A creature with darkvision carrying an object that bears one of these runes can see normally in nonmagical darkness.

ACUTE

Rune (Undercommon), uncommon (transfers to any pair of glasses, goggles, or other eyewear)

While wearing the eyewear that bears this rune, you can activate the rune as a bonus action. While active, you have advantage on ability checks made to inspect an object or surface that is small or highly detailed, as if with a magnifying glass. In addition, you can survey distant objects and creatures up to 1 mile away as if you were no more than 100 feet from the target, as if with a spyglass. This effect lasts for 1 minute, or until you are no longer wearing the eyewear.

EAVESDROP

Rune (Undercommon), uncommon (transfers to any earring, helmet, or other object worn on the head)

As an action, you can activate this rune and choose a space you can see within 500 feet of you. For the next 10 minutes, or until you end the effect as an action, you can hear as if you were in that space.

Once activated, this rune can't be used again until the next dusk.

FAMILIAR

Rune (Undercommon), uncommon (transfers to any Small or Tiny box, crate, or similar container that can open and safely support an animal)

While holding the container that bears this rune, you can activate the rune as an action to cast the *find familiar* spell, conjuring the beast inside the container. If the beast you choose is larger than the container, or if the container doesn't have the proper air or liquid for the creature to breathe, the spell fails.

A familiar conjured in this way gains darkvision out to a range of 60 feet if it doesn't have it already, and you can communicate with it telepathically if it is within 1,000 feet of you, rather than only 100 feet. In addition, you can choose to only see or hear through its senses, rather than both, allowing you to hear or see with your own senses respective of your choice.

Once activated, this rune can't be used again until the next dawn.



FISHEYE

Rune (Undercommon), common (transfers to any pair of glasses, goggles, or other eyewear)

While wearing the eyewear that bears this rune, you can activate the rune as a bonus action. While active, you can see through water as if it were air (regardless of the water's clarity), suffering none of the drawbacks of underwater visibility. This effect lasts for 1 hour, or until you are no longer wearing the eyewear.

GUIDELIGHT

Rune (Undercommon), uncommon (transfers to any candle, lamp, torch, or other object that sheds light)

While holding the object that bears this rune, you can use a bonus action to activate the rune, causing any light shed by the object to only be visible to you; this light doesn't illuminate magical darkness. This effect lasts until you use a bonus action to end it, or until you are no longer holding the object.

LOCATE

Rune (Undercommon), rare (transfers to any compass, map, or set of navigator's tools)

While holding the object that bears this rune, you can activate the rune to cast the *locate animals or plants*, *locate creature*, or *locate object* spell. When you cast a spell in this way, you can sense the direction of a target out to a range of 1 mile, regardless of how far the spell normally reaches.

Once activated, this rune can't be used again until the next dusk.

LUMINOSITY

Rune (Undercommon), rare (transfers to any candle, lamp, torch, or other object that sheds light)

While holding the object that bears this rune, you can use a bonus action to activate the rune, infusing the object with piercing magical radiance. For 10 minutes, any dim light shed by the object is considered bright light, and all light the object sheds is unaffected by magical darkness (such as that created by the *darkness* spell), allowing it to illuminate the area as normal. Once activated, this rune can't be used again until the next dawn.

RECONNAISSANCE

Rune (Undercommon), rare (transfers to any bracer, gauntlet, glove, or similar armwear)

Over the course of 10 minutes, you can activate this rune while touching the ground, a wall, or a similar nonmagical surface. When you do so, you magically learn the following information about the area within 30 feet of the point you're touching:

- Approximately how many creatures have passed through the area within the last 24 hours
- How long ago they passed through the area

- Their sizes
- Their creature types
- Which direction they were traveling
- Their travel pace

You may also learn other similar information, at the GM's discretion. Once activated, this rune can't be used again until the next dusk.

SILENCE

Rune (Undercommon), rare (transfers to any ranged weapon)

While holding the weapon that bears this rune, you can activate the rune as a bonus action to infuse the weapon with debilitating magic. The next time you hit a creature with a ranged attack using the weapon before the end of your next turn, the target must make a DC 15 Constitution saving throw. On a failed save, the target is silenced for 1 minute, preventing it from speaking or performing the verbal components of spells. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Once activated, this rune can't be used again until the next dusk.

SUBTERRANEAN

Rune (Undercommon), uncommon (transfers to any candle, lamp, torch, or other object that sheds light)

While holding the object that bears this rune, you can use an action to activate the rune. When you do so, the distances out to which the object sheds bright and dim light are magically doubled for 4 hours.

In addition, you instantaneously learn how far underground you currently are and the general direction to the nearest staircase or other path toward the surface within 1,000 feet of you (if any). Once within the next 4 hours, you can use an action to learn this information again. Doing so immediately reduces the light the object sheds back to its normal state, ending the effect.

Once activated, this rune can't be used again until the next dusk.

TRAIL

Rune (Undercommon), common (transfers to any boots or other footwear)

While wearing the footwear that bears this rune, you can use an action to activate it. When you do so, you begin magically leaving an invisible trail of your footsteps wherever you walk for the next 4 hours or until you use an action to end the effect. You and creatures that can see invisible objects (such as creatures benefiting from *see invisibility* or *true seeing*) see these footsteps as luminous, intangible markings on the ground, which are visible even in darkness.

When the effect ends, the trail of footsteps vanishes. Once activated, this rune can't be used again until the next dusk.

OPTIONAL CLASS FEATURES

The following options are organized by level and are available to their respective classes when a character reaches the level indicated in that class.

OPTIONAL RANGER FEATURES

At the GM's discretion, rangers can choose the following option, which replaces the Spells Known of 1st Level and Higher section of their Spellcasting feature.

PREPARED RANGER

2nd-level ranger feature

Versatile and always ready for the challenges ahead, you prepare your spells like druids and other divine casters.

Preparing and Casting Spells. You prepare the list of ranger spells that are available for you to cast, choosing from the ranger spell list. When you do so, choose a number of ranger spells equal to your Wisdom modifier + half your ranger level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of ranger spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Archetype Spells. Some Ranger Archetypes have a list of associated spells, which you gain access to at the levels specified in the feature's table. Once you gain access to an archetype spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

OPTIONAL ROGUE FEATURES

At the GM's discretion, rogues gain the following options as part of the Sneak Attack feature starting at 1st level.

TACTICAL STRIKES

1st-level rogue feature

You learn two strikes of your choice from the options below, and you learn another strike at 5th, 9th, 13th, and 17th level. Whenever you gain a level in this class you can choose one of the strikes you know and replace it with another strike that you could learn at that level.

If a strike has a level listed next to it, you must have at least that many levels in this class to learn that strike. You can learn the strike at the same time you meet its prerequisite.

Arcane Strike (5th level). When you use your Sneak Attack, you can forgo 2d6 of the damage to imbue your attack with a surge of magical energy. All remaining Sneak Attack damage becomes one of the following types of your choice: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

Break Strike. When you use your Sneak Attack, you can forgo 1d6 of the damage to loosen the target's grip on a creature it is grappling. The grappled creature can immediately use its reaction to make a Strength (Athletics) or Dexterity (Acrobatics) check with advantage contested by the target's Strength (Athletics) check, freeing itself on a success.

Crippling Strike (5th level). When you use your Sneak Attack against a creature that is Large or smaller, you can forgo 3d6 of the damage to knock the creature prone.

Dazing Strike (3rd level). When you use your Sneak Attack, you can forgo 2d6 of the damage to disorient the target, causing it to have disadvantage on the next attack roll it makes before the end of its next turn.

Death Strike (17th level). When you score a critical hit and use your Sneak Attack, you can forgo all of the Sneak Attack damage, attempting to precisely target a vital organ or otherwise deadly point on the creature's body. The creature must make a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). On a failed save, the creature is reduced to 0 hit points.

Demoralizing Strike (5th level). When you use your Sneak Attack, you can forgo 3d6 of the damage to assault the target's morale with debilitating words of influence. The effect fails if the creature can't hear you or if the two of you don't share a language. Whenever the creature makes an Intelligence, Wisdom, or Charisma saving throw before the end of your next turn, it must roll a d6 and subtract the number rolled from the save.

Evasive Strike (9th level). When you use your Sneak Attack, you can forgo 5d6 of the damage, focusing your efforts on defending yourself against the target instead. Until the end of your next turn, the target has disadvantage on attack rolls against you.

Fleeing Strike (5th level). When you use your Sneak Attack, you can forgo 3d6 of the damage to impair the target's ability to reflexively strike at foes. The target can't make opportunity attacks until the start of your next turn.

Hindering Strike (3rd level). When you use your Sneak Attack, you can forgo 2d6 of the damage to reduce the target's speed by 10 feet until the end of its next turn.

Impact Strike (3rd level). When you use your Sneak Attack against a creature that is no more than one size larger than you, you can forgo 2d6 of the damage to push the creature up to 10 feet away from you in a straight line.

Interrogation Strike (3rd level). When you use your Sneak Attack, you can forgo 2d6 of the damage to intimidate the creature. If you or one of your allies makes a Charisma (Intimidation) check against the creature within the next minute, the check is made with advantage.

Loot Strike (3rd level). When you use your Sneak Attack, you can forgo 2d6 of the damage to cause the creature to drop one object it is wearing or carrying. The object can be no larger than 1 foot in any dimension, such as a coin purse or a dagger. The object lands at its feet.





Pinning Strike (11th level). When you use your Sneak Attack, you can forgo 6d6 of the damage to pin the target to a surface within 5 feet of it, causing the target to become restrained by the weapon or ammunition used for the attack. If you perform this strike with a melee weapon, the weapon itself pins the creature to the surface and can't be used again until it is removed. The target or a creature within 5 feet of it can make a DC 15 Strength check to remove the weapon or ammunition, ending this effect on a success.

Studying Strike. When you use your Sneak Attack against a creature, you can forgo 2d6 of the damage to make a Wisdom (Perception) or Intelligence (Investigation) check as part of the same action.

OPTIONAL SORCERER FEATURES

At the GM's discretion, sorcerers gain the following options as part of the Spellcasting feature at 1st level and the Font of Magic feature at 2nd level.

SORCEROUS ESSENCE

1st-level sorcerer feature

You can draw upon the magical essence that courses through your veins, causing your eyes to emit an arcane

glow as you channel the power of your spells. You don't need to use a spellcasting focus for your sorcerer spells, allowing you to ignore the material components specified for the spell, unless the component indicates a cost or is consumed by the spell.

REINFORCED FOCUS

2nd-level sorcerer feature

When you fail a Constitution saving throw made to maintain concentration on a spell, you can spend 1 sorcery point to reroll the save, and you must use the new roll.

OPTIONAL RULES

The following options are adjustments to various game rules that a GM can choose to implement at their table.

DAMAGE RESISTANCE

The standard rule regarding damage resistance dictates that a creature or an object gains no benefit from having multiple sources of resistance to the same damage type. At the GM's discretion, the following optional rule can be implemented instead.

Stacking Resistance. If a creature or object has multiple instances of resistance that affect the same damage type, damage it takes of that type is reduced by 5 for each source of resistance after the first. This damage reduction is applied after the resistance.

For example, if a gold dragonborn is wearing a *ring of fire resistance* and an effect deals 30 fire damage to it, that damage would first be halved to 15, and then reduced by another 5, causing the dragonborn to take a total of 10 fire damage.

MULTICLASSING

Below are two optional rules related to multiclassing.

ABILITY SCORE PREREQUISITES

The standard rule regarding ability score prerequisites for multiclassing assumes a conventional build and ability score distribution for the class you are multiclassing into or out of. At the GM's discretion, you can also use the following alternative Ability Score Minimums, as noted in the table below.

Unconventional Multiclassing Prerequisites

| Class | Ability Score Minimum |
|-----------|------------------------------|
| Barbarian | Dexterity 13 |
| Monk | Strength 13 and Wisdom 13 |
| Paladin | Dexterity 13 and Charisma 13 |
| Ranger | Strength 13 and Wisdom 13 |
| Rogue | Strength 13 |

EXTRA ATTACK

The standard rule regarding multiclassing into two or more classes that grant the Extra Attack feature dictates that you gain no benefit from that feature each time you gain it beyond the first. At the GM's discretion, the optional rule below can be implemented instead.

Martial Multiclassing. Each time you gain the Extra Attack class feature after the first, you can instead choose a Fighting Style option of your choice from the fighter class. If you already have a style, the one you choose must be different.

SPECIAL WEAPONS

The following items are rare, though mundane, exotic weapons, often found most prevalently in certain cultures throughout the world. See Appendix B for each weapon's gp value, damage, weight, and properties.

ARMBLADE

An armblade is a short, dagger-like weapon designed to attach to either the top, side, or bottom of one's forearm.

Special. It takes 1 action to draw an armblade (affixing it to your arm) or to stow it (removing it from your arm). While wielding an armblade, the hand on that arm is considered to be a free hand, allowing you to perform dexter-

terous acts such as holding and manipulating objects, drawing and firing ammunition, and performing the somatic components of spells. That hand can't, however, wield a shield or make an attack with another weapon it is holding.

ATLATL

An atlatl is a handheld tool used to hurl specially crafted spears with a force nearly equivalent to that of a longbow.

Special. When you make a ranged weapon attack with an atlatl, the atlatl dart is considered a thrown melee weapon, and you use your Strength, instead of Dexterity, for the attack and damage rolls.

DRAGON-CLAW SICKLE

The dragon-claw sickle is the pride of many dragonborn clans, each smith adding their own flair and identifying marks to their design. With three narrow, hooked blades—truly as sharp as the claws of the most terrifying dragons—the precision required to craft such a weapon and retain its signature balanced, lightweight composition is a secret perfected by remarkably few non-draconic metalworkers.

These distinguished weapons are considered to be equal in rarity to an uncommon magic item and are typically crafted and sold in pairs.

Special. When you score a critical hit with this weapon against a creature that isn't an undead or a construct, you tear open a grievous wound, causing the target to take another 2d4 slashing damage at the end of its next turn.

KNUCKLEDUSTERS

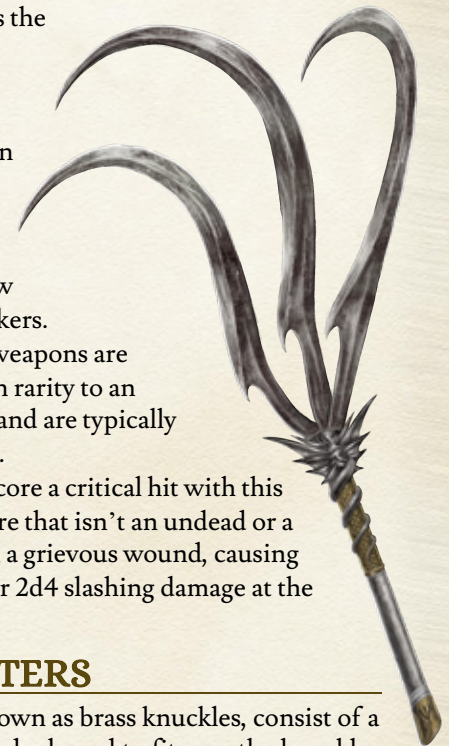
Knuckledusters, also known as brass knuckles, consist of a series of thick metal bands shaped to fit over the knuckles of one's hand, concentrating the force of a punch into a more powerful blow.

Special. A hand that is wearing knuckledusters is considered to be a free hand, allowing you to perform dexterous tasks and wield weapons and shields as normal. An attack using knuckledusters is considered an unarmed strike. When you make an attack with the knuckledusters, you can use either the knuckledusters' damage die or your normal unarmed strike damage.

TWINBLADE

A twinblade is a double-bladed weapon with two swords extending in opposite directions from a central hilt.

Special. When you take the Attack action on your turn and make at least one attack with a twinblade, you can make one additional attack with it as a bonus action.





SPELLS

ALDRICOR'S ELEMENTAL REBUKE

1st-level evocation (Druid, Sorcerer, Warlock)

Casting Time: 1 reaction, which you take when you take acid, cold, fire, lightning, or thunder damage

Range: 60 feet

Components: S

Duration: Instantaneous

You manipulate some of the incoming elemental energy, harnessing its power in your hand. The damage you take from the triggering damage type is cut in half as you hurl the energy back at the creature that damaged you. The creature must make a Dexterity saving throw, taking 1d8 damage of the triggering type on a failed save, or half as much damage on a successful one.

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

ANTI-BLIGHT

7th-level transmutation (Druid)

Casting Time: 1 action or 8 hours

Range: 150 feet

Components: V, S

Duration: Instantaneous

This spell fortifies and revitalizes the land in 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 300-foot radius centered on that point become thick and overgrown, are immune to all damage, and are imbued with limited sentience and animation. These effects last for 8 hours. For the duration, the area is difficult terrain, and a hostile creature that starts its turn within 5 feet of a plant affected by this spell must succeed on a Strength saving throw or be restrained by the overgrowth. A creature restrained by the plants can use its action to make a Strength check against your spell save DC, freeing itself on a success.

If you cast this spell over 8 hours, you bless the land with natural divinity. The ground in a half-mile radius centered on a point within range becomes consecrated, reviving any normal plants that have died, withered, or rotted within the last 30 days in the area, and causing all plants in the area to become hearty and healthy, bearing fruit, blossoming flowers, and growing vegetables in accordance with their natures. In addition, for the next 48 hours, *blight* spells and other necromancy spells of 3rd level or lower that would deal damage in the area automatically fail, and creatures with the plant type are immune to necrotic damage and have advantage on all ability checks and saving throws while within the area.



ANTIMORPH

4th-level abjuration (Bard, Druid, Sorcerer, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (plucked butterfly wings)

Duration: Concentration, up to 10 minutes

You cause a creature or an object you can see within range to be flooded with energy that is debilitating to transmutation magic and similar effects. The target must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. Unless the saving throw succeeds by 5 or more, you learn if the target is a shapeshifter, in a beast shape, under the effects of an *alter self*, *polymorph*, or other transmutation spell of 4th level or lower, or otherwise having its form altered by a similar effect.

On a failed save, the target is forced to return to its normal form if its form is being altered. For the duration, the target's form can't be altered, willingly or unwillingly, by any spell or effect.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature or object for each slot level above 4th, and unless the target's saving throw succeeds by 5 or more, you learn if it is under the effects of a transmutation spell of a level up to the spell slot used to cast this spell.

ARCANE INVESTITURE

7th-level abjuration (Wizard)

Casting Time: 1 action

Range: Self

Components: V, S, M (a spellbook or *spell scroll* worth at least 1 gp)

Duration: Concentration, up to 10 minutes

Arcane energy streams out of the object used in the casting of the spell, wreathing you in swirls of magical force. For the duration, you gain the following benefits:

- You gain a flying speed of 60 feet and can hover.
- You gain a +2 bonus to AC and saving throws against spells, and you have resistance to force damage.
- You sense the presence of magic within 120 feet of you. If you sense magic in this way, you can use your bonus 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.
- You can pass through any barrier that is a creation of magical force (such as from a *forcecage* or *wall of force*), and you take only half damage from a *prismatic wall*, *wall of fire*, or similar spell.
- When you cast a spell that deals damage, it deals an extra 1d8 force damage.

ARM ORE

5th-level transmutation (Druid, Ranger, Sorcerer)

Casting Time: 1 action

Range: Self

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

Duration: 10 minutes

You draw ores from the earth and shape them into a suit of natural armor. You can end the spell early as a bonus action. Until the spell ends, you gain the following benefits:

- You gain 25 temporary hit points. If any of these temporary hit points remain when the spell ends, they are lost.
- Your AC can't be less than 17, regardless of what kind of armor you're wearing.
- Your size doubles in all dimensions, and your weight is multiplied by eight. This growth increases your size by one category—from Medium to Large, for example. If there isn't enough room for you to double your size, you attain the maximum possible size in the space available.
- You can add your spellcasting ability modifier to any Strength checks or Strength saving throws you make.
- As an action, you can make two melee spell attacks using the stony appendages of your earthen armor, which have a reach of 10 feet. On a hit with one of the appendages, the target takes bludgeoning damage equal to 2d10 + your spellcasting ability modifier. This damage is doubled if the target is an object or structure.

BALLISTIC RETURN

1st-level transmutation (Bard, Ranger, Sorcerer, Wizard)

Casting Time: 1 reaction, which you take when a creature you can see within 30 feet of you makes a ranged weapon attack

Range: 30 feet

Components: V, S

Duration: Instantaneous

You shape a circle of runic power directly in the path of the weapon used for the triggering attack. On a hit, the target takes an extra 1d6 force damage from the attack. Hit or miss, the missile used for the attack teleports back to the attacker if it isn't destroyed by the attack. If the weapon used for the attack has the loading property, the attacker can choose for the weapon to reload with the missile, allowing the attacker to bypass the normal limitations of the weapon's loading property. Otherwise, the missile appears in the attacker's free hand or at its feet.

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

BESTIAL STRIKE

2nd-level conjuration (Ranger)

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this spell ends, you infuse your strike with primal magic, conjuring a beast of shimmering force to pounce on the target. The target takes an extra 2d6 force damage and must make a Strength saving throw, immediately ending the spell on a success. A Gargantuan creature automatically succeeds on this saving throw.

On a failed save, the target is knocked prone and restrained by the beast until the spell ends, or until the target otherwise leaves its space, such as via teleportation. As an action, the target or a creature within 5 feet of it can make a Strength or Dexterity check (its choice) against your spell save DC, freeing the target and ending the spell on a success.

You determine the conjured beast's appearance, which is a creation of magical force, rather than a creature, and doesn't have its own turns. Until the spell ends, you can use a bonus action on each of your turns to make a melee spell attack against the restrained target. On a hit, the target takes force damage equal to 2d6 plus your spellcasting ability modifier.

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

BOLTING BLITZ

Evocation cantrip (Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Self (30-foot line)

Components: V

Duration: Instantaneous

You expel a surge of electrical energy as you burst toward a creature you can see within 30 feet of you and attempt to shove the target. This movement doesn't provoke opportunity attacks, and you can choose to use your spellcasting ability, instead of Strength, for your Strength (Athletics) check. If your speed is 0 or you are otherwise unable to willingly move when you cast this spell, the spell fails.

On a success, you can choose to either knock the target prone or push it 5 feet away from you, as normal. Whether you succeed or fail, you then teleport back to the space where you began your move in a flash of electricity.

Starting at 5th level, this spell can also deal damage to the target, which increases when you reach certain levels. At 5th level, the target takes 1d8 lightning damage if you successfully shove it. This damage roll increases by 1d8 at 11th level (2d8 damage) and again at 17th level (3d8 damage).

DIVINE VIGOR

1st-level transmutation (Cleric, Paladin)

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You draw forth pure, holy power to bolster your physical form. For the duration, when you fail a Strength, Dexterity, or Constitution ability check or saving throw, you can use your reaction to reroll the check or save, and you must use the new roll.

In addition, once before the spell ends, when you make a weapon attack, you can add your spellcasting ability modifier to the attack and damage rolls of that attack.

ELONGATE

1st-level transmutation (Bard, Druid, Ranger, Sorcerer, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (an animal tendon)

Duration: 10 minutes

You touch a creature, causing its bones and limbs to become unnaturally elastic. For the duration, the target's reach is 5 feet greater than normal when it makes a melee attack on its turn. The target can also touch, pick up, or otherwise interact with objects and surfaces up to 5 feet farther away from itself than normal.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the target's reach and the distance to which it can interact with objects and surfaces increases by an additional 5 feet for every two slot levels above 1st.



ETHEREAL SMITE

4th-level evocation (Paladin)

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit with a weapon attack before this spell ends, the weapon draws wisps of energy from the Border Ethereal as you strike. The attack deals an extra 4d6 force damage to the target, and you vanish from your current plane of existence and appear in the Ethereal Plane. (The spell instead ends immediately after the attack if you were already on that plane.)

When the spell ends, 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).

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.

FLASH BANG

4th-level evocation (Paladin, Ranger)

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a ranged weapon attack during this spell's duration, a dazzling burst of radiant energy erupts on impact, simultaneously releasing a concussive clap that is audible out to 300 feet.

The attack deals an extra 2d8 radiant damage and 2d8 thunder damage to the target and disorients nearby creatures. The target of the attack and each creature within 5 feet of it must make a Constitution saving throw; creatures that are surprised have disadvantage on this save. On a failure, a creature becomes blinded and deafened until the start of your next turn.

FORCE ARMOR

4th-level abjuration (Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

You touch a willing creature and cause an emanating, magical force to surround it. Until the spell ends, the target gains resistance to force damage and its AC can't be less than 20. In addition, whenever a creature deals damage to the target, that creature takes force damage equal to your spellcasting ability modifier. A creature can take this damage no more than once per turn.

GREATER DIMENSION DOOR

6th-level conjuration (Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 1 mile

Components: V

Duration: Instantaneous

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 "600 feet straight downward" or "upward to the northwest at a 45-degree angle, half a mile."

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 any size or up to five willing creatures of your size or smaller; a creature you bring with you can only be carrying gear up to its carrying capacity. A 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.

GREATER IDENTIFY

5th-level divination (ritual; Bard, Wizard)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (an opal worth at least 1,000 gp and a giant owl feather)

Duration: Instantaneous

You choose one object or surface that you must touch throughout the casting of the spell. You learn the following details about it:

- 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 object or surface, what they are, and their specific effects. If the target was created by a spell, deity, or other powerful entity (such as an archdevil), you learn what or who created it.

- You learn if the object or surface is cursed, and if so, what the curse is.
- You learn the history of the object or surface over the course of the past 10 years. If the target is an object, you learn where it has been; who (if anyone) has attuned to it, any significant lore associated with it, any names it's been called by, and other details at the GM's discretion. If the target is a surface, you learn if it was constructed magically, what spells (if any) have targeted that surface, the names of any creatures with legendary actions that have touched the surface, and other details at the GM's discretion.

If you instead touch a creature or corpse throughout the casting, you learn what spells (if any) are currently affecting it, as well as its history over the course of the past 10 years with regards to any magic items it has attuned to, any spells or magical effects that killed it, whether it has channeled arcane or divine magic, and other details at the GM's discretion.

At Higher Levels. If you cast this spell using a spell slot of 7th or 8th level, you learn the target's history over the course of the past 100 years. If you use a 9th-level spell slot, you learn the target's history over the course of its entire existence.

INFLECT GUILT

1st-level enchantment (Bard, Cleric, Paladin)

Casting Time: 1 action or 10 minutes

Range: Touch

Components: V, S

Duration: 1 round (if cast using 1 action) or 8 hours (if cast over 10 minutes)

You place a hand on a creature within range and whisper unsettling words that provoke guilt. If you cast this spell using 1 action, the target must make a Wisdom saving throw. On a failed save, the target takes 2d4 psychic damage and becomes incapacitated until the start of your next turn as it contemplates its guilt. On a successful save, the target takes half as much damage and isn't incapacitated.

To cast this spell over 10 minutes, you must remain within range of the target for the entire casting time or the spell is wasted. When you cast the spell in this way, the target becomes charmed by you and is overwhelmed with guilt. It remains charmed for 8 hours or until it spends at least 1 minute apologizing or expressing its guilt to a suitable party. When the effect ends, the target knows it was charmed but not that the effect originated from you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the psychic damage dealt to the target increases by 2d4 for each slot level above 1st (if cast using 1 action). If cast over 10 minutes, the casting time of the spell decreases by 1 minute for each slot level above 1st.

LIFE SIPHON

1st-level necromancy (Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a live leech)

Duration: Instantaneous

You unleash a beam of necromantic energy at a creature that you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 necrotic damage, and you gain temporary hit points equal to half the necrotic damage dealt.

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

MALISON

1st-level enchantment (Warlock)

Casting Time: 1 bonus action

Range: 90 feet

Components: V, S, M (a fingernail from an undead)

Duration: Concentration, up to 1 hour

You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. In addition, for the duration, all Wisdom (Medicine) checks on the target are made with disadvantage, and whenever the target regains hit points or gains temporary hit points, the amount of hit points gained is reduced by your spellcasting ability modifier.

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 curse a new creature.

A *remove curse* cast on the target ends this spell early.

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

PARITY

1st-level abjuration (Bard, Cleric, Paladin)

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S, M (a pair of lodestones)

Duration: Concentration, up to 1 minute

Choose up to three willing creatures within range. When one of those creatures you can see fails an ability check or saving throw, you can use your reaction and choose another creature affected by this spell to make the same check or save. The chosen creature's result replaces the original result, possibly changing the outcome. The spell then ends.

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

PILLAR OF EARTH

2nd-level transmutation (Druid, Ranger)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 10 minutes

You cause a pillar of stone, crystal, or petrified wood to burst from a 5-foot square on a surface that you can see within range (such as the ground, a wall, or a ceiling). You can make the pillar extend up to 30 feet away from the targeted surface, and you can target a surface under a creature or object if it is Medium or smaller. If the pillar is created under a creature, that creature can choose to make a Dexterity saving throw. On a successful save, the creature is pushed to the nearest unoccupied space next to the pillar.

As a bonus action, you can touch the pillar to cause it to extend or retract by up to 30 feet (to a maximum of 120 feet). If the pillar is prevented from extending because of a wall, ceiling, or other obstacle, the pillar stops short of the obstacle, and if there is a Medium creature at the end of the pillar, it is considered to be squeezing between the pillar and the obstacle. The pillar has ample handholds (such as small rocks, grooves, or branches), allowing creatures to climb or crawl along it without needing to make an ability check.

The pillar has AC 15 and 30 hit points, and it is immune to poison and psychic damage. If the pillar is reduced to 0 hit points, the spell ends early. When the spell ends, the pillar retracts back to its original surface, along with any creatures on it, and then vanishes.

POWER WORD BIND

5th-level enchantment (Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a word of power that causes the hands, feet, and body of a creature you can see within range to be magically restrained, as if bound by invisible rope. If the target has 50 hit points or fewer, it is restrained. Otherwise, the spell has no effect.

The restrained target can use its action to attempt to escape by making a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC. On a success, this restraining effect ends.

POWER WORD EVISCERATE

3rd-level transmutation (Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a word of power that causes a flurry of deep lacerations to cover the body of one creature you can see within range, as if slashed by an invisible sword. The target immediately takes 3d8 slashing damage. At the start of each of the target's turns, it must make a Constitution saving throw, taking 1d8 slashing damage on a failed save.

The target or a creature within 5 feet of it can take an action to attempt to stanch the wounds by making a Wisdom (Medicine) check against your spell save DC. On a failure, the DC for this check is reduced by 1 (to a minimum of DC 10). On a success, the effects of this spell end. These effects also end if the target receives magical healing, or if it drops to 0 hit points or dies.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the initial damage increases by 1d8 for each slot level above 3rd.

POWER WORD IGNITE

7th-level evocation (Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a word of power that causes one creature you can see within range to spontaneously combust in hellish flames. If the target has 200 hit points or fewer, it immediately takes 8d6 fire damage and begins to burn. Otherwise, the spell has no effect.

While burning, the target sheds bright light in a 30-foot radius and dim light for an additional 30 feet, and it takes 2d6 fire damage at the start of each of its turns. All damage dealt by this spell ignores resistance and immunity to fire damage. The target can make a Dexterity saving throw at the end of each of its turns. On a success, this effect ends.

The magical flames created by this spell can't be extinguished by nonmagical means. If damage from this spell kills a target, the target is turned to ash.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the damage (initial and recurring) increases by 1d6 for each slot level above 7th.

POWER WORD MUTE

5th-level enchantment (Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a word of power, magically silencing one creature you can see within range. If the target has 150 hit points or fewer, it becomes unable to speak or perform verbal components of spells.

A target affected by this spell can make a Constitution saving throw at the end of each of its turns. On a successful save, the effect ends.

POWER WORD PETRIFY

8th-level transmutation (Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a word of power that causes the body of one creature you can see within range to stiffen and start to become rocky and cracked. If the target has less than 75 hit points, it begins to turn to stone and is restrained.

The restrained target must make a Constitution saving throw at the end of its next turn. On a success, the effects of this spell end. On a failure, the target is petrified until the effect is removed, such as by the *greater restoration* spell or similar magic. If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

POWER WORD PULVERIZE

7th-level transmutation (Bard, Sorcerer, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a word of power that decimates an object or creation of magical force that you can see within range. If the target is Huge or smaller, it is completely destroyed, leaving behind only trace fragments or dust. If the target is Gargantuan, this spell destroys a 15-foot-cube portion of it. A magic item is subject to the effects of this spell only if it is of common rarity.

At Higher Levels. When you cast this spell with an 8th-level spell slot, a magic item is subject to the effects of this spell if its rarity is uncommon or lower. When you cast it with a 9th-level spell slot, a magic item is subject to the effects of this spell if its rarity is rare or lower.

POWER WORD RISE

1st-level transmutation (Bard, Sorcerer, Wizard)

Casting Time: 1 reaction, which you take when a creature you can see within 60 feet of you is knocked prone

Range: 60 feet

Components: V

Duration: 1 round

You speak a word of power that immediately causes a prone creature you can see within range to be lifted back to its feet. In addition, until the start of the target's next turn, it can't be knocked prone.

POWER WORD SLUMBER

4th-level enchantment (Bard, Sorcerer, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 1 hour

You speak a word of power that lulls one creature you can see within range into a deep magical sleep. If the target has 100 hit points or fewer, it falls unconscious for the duration. Otherwise, the spell has no effect. The effects of this spell end early if the unconscious target takes damage or if another creature uses an action to shake it awake.

POWER WORD SURVIVE

2nd-level abjuration (Bard, Wizard)

Casting Time: 1 reaction, which you take when a creature you can see within 60 feet of you is reduced to 0 hit points

Range: 60 feet

Components: V

Duration: 1 round

You speak a word of power that protects one creature you can see within range, warding it against death.

The target immediately becomes stable. Until the end of the target's next turn, it doesn't stop being stable if it takes damage. A target under the effects of this spell can still be killed if it takes an amount of damage that equals or exceeds its hit point maximum. The effects of this spell end early if the target regains any hit points.

PRIMAL STRIKE

2nd-level evocation (Druid, Ranger)

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Drawing natural energy from the terrain beneath you, your weapon becomes wreathed in primal magic. Refer to the table below. The next time you hit a creature with a weapon attack before this spell ends, the attack deals an extra 3d6 damage of the associated type, and you regain hit points equal to half the extra damage dealt.

| Terrain | Damage Type |
|-------------|-------------|
| Arctic | Cold |
| Coast | Lightning |
| Desert | Fire |
| Forest | Poison |
| Grassland | Thunder |
| Mountain | Radiant |
| Swamp | Acid |
| Underground | Necrotic |
| Urban | Psychic |

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

PROJECT LANDSCAPE

3rd-level divination (Druid, Ranger)

Casting Time: 1 minute

Range: Self

Components: V, S, M (a natural component of your current environment—such as a handful of dirt, water from a nearby pond, or a small rock—which is consumed by the spell)

Duration: Concentration, up to 10 minutes

An illusory, visual representation of the area around you, no larger than a 6-inch-diameter hemisphere, springs into existence in your palm. The illusion is a real-time projection of the surrounding area. For example, you can see creatures moving in the open, water running, and the current weather progressing. The GM may require a Intelligence (Investigation) or Wisdom (Perception) check to discern details within the illusion. The representation doesn't extend into caves or other underground settings, and it automatically fails if you cast it in such a location.

The illusion can represent an area as small as 300 feet in diameter or as large as 1 mile, but you always remain at the center of the illusion. For the duration of the spell, you can use an action to alter the size of the representation, scaling the features of the illusion to be larger or smaller as the representation zooms in or out.

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



PROJECT PLANAR MAP

8th-level divination (Bard, Warlock, Wizard)

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a forked, platinum rod worth at least 2,500 gp, attuned to a particular plane of existence)

Duration: Concentration, up to 10 minutes

You focus on the plane of existence attuned to the material component of this spell, scrying the plane on a massive yet detailed scale, which can strain or even break your mind. When you cast this spell, make a DC 15 Intelligence saving throw. On a failed save, you take 10d10 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 create an illusory replica of the targeted plane within a 30-foot cube centered on a point within range for the duration. The illusion replicates the plane as it was for the minute during which you cast this spell, displaying every creature, object, and environment on the plane and their exact movements, actions, sounds, and smells over the time period, repeating the minute over and over unless you use a bonus action to stop the playback or specify a narrower window (such as displaying only 5 seconds, starting 45 seconds into the original playback).

When the replica appears, you can choose for it to be perceivable by only you or by other creatures of your choice, and it replicates the plane from a wide angle, lacking detail to show the entirety. While it remains, you can use a bonus action to focus on particular locations within the plane, manipulating the replica to zoom into the location as if you had cast the *scrying* spell on that location. You can specify a location in general terms, such as the City of Brass on the Elemental Plane of Fire, or more specifically, such as the Street of Steel, looking toward the Gate of Ashes. When you do so, the replica instantly updates to replicate the area in finer detail (at the GM's discretion), restarting the playback at 0 seconds.

SCOURGE

2nd-level transmutation (Warlock)

Casting Time: 1 bonus action

Range: 90 feet

Components: V, S, M (a cat's tail)

Duration: Concentration, up to 1 hour

You place a curse on a creature that you can see within range and simultaneously designate another creature you can see as the beneficiary of this curse. Until the spell ends, the beneficiary deals an extra 1d6 damage to the cursed target whenever it hits the target with a weapon attack. In addition, the cursed target provokes opportunity attacks from the beneficiary even if it takes the Disengage action before leaving the beneficiary's reach.

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 curse a new creature. The original beneficiary remains the beneficiary of the curse for the duration of the spell.

A *remove curse* cast on the target ends this spell early.

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

SOARING VINES

3rd-level transmutation (Druid, Ranger)

Casting Time: 1 action; or 1 reaction, which you take when you are falling and are within 30 feet of plants or a solid surface

Range: Self

Components: V, S, M (a limb, root, vine, or other length of plant material)

Duration: Concentration, up to 1 hour

Vines magically sprout from a solid surface (such as the ground or a wall) or plants within 30 feet of you and wrap themselves securely around your torso, leaving your arms and legs unhindered. The vines shift with you, growing and retracting as you move from plant to plant or along the ground or other surface, and if any of the vines are destroyed, they are immediately and seamlessly replaced by more vines. If you cast this spell as a reaction, the vines catch you where you are, stopping your fall, and you take no falling damage.

For the duration, as long as you are within 30 feet of a solid surface or plants, you have a flying speed of 40 feet, which can't be reduced by nonmagical means. In addition, you can't be knocked prone, and you have advantage on saving throws made against effects that would push you or pull you. When the spell ends, the vines gently lower you back to the ground if you are still aloft.

SONIC STONE

5th-level conjuration (Sorcerer, Wizard)

Casting Time: 1 action

Range: Self (120-foot line)

Components: V, S, M (a pebble)

Duration: Instantaneous

You conjure a massive boulder and hurl it in a 5-foot-wide line in a direction you choose. The line can be any length you choose up to 120 feet long. Each creature in the line must make a Strength saving throw. On a failed save, a creature takes 3d10 bludgeoning damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

At the end of the line, the boulder explodes with a concussive burst. Each creature within 20 feet of the boulder when it explodes must make a Constitution saving throw. On a failed save, a creature takes 4d8 thunder damage and is pushed 10 feet away from the explosion. On a successful save, the creature takes half as much damage and isn't pushed.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the thunder damage increases by 1d8 for each slot level above 5th.

SPEAK WITH STONE

3rd-level transmutation (Bard, Druid, Ranger)

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: 10 minutes

Choose a stone object or surface within 30 feet of you that is no larger than a 30-foot cube. You imbue the target with limited sentience and animation, giving it the ability to communicate with you. You can question the stone about events that occurred within 60 feet of it within the past day, gaining information about creatures that have passed, weather, and other circumstances.

When you cast the spell, you can also turn difficult terrain caused by earth or stone within range into ordinary terrain, which lasts for the duration. Or you can turn ordinary terrain where earth or stone are present within range into difficult terrain, which lasts for the duration, causing fissures and unstable ground to hinder pursuers, for example.

For the duration, you can speak and understand Terrain. This spell also makes you aware of any creatures within range that are merged with stone by the *meld into stone* spell, and at your command, you can cause the stone to harmlessly expel such a creature, ending that spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the size of the object or surface you can target and the amount of time into the past you can ask questions regarding increases, as shown in the table below.

| Spell Slot Level | Size | Time |
|------------------|-------------------|------------|
| 4th | 100-foot cube | 1 week |
| 5th | 250-foot cube | 1 month |
| 6th | 500-foot cube | 1 year |
| 7th | 1000-foot cube | 10 years |
| 8th | 10,000-foot cube | 100 years |
| 9th | 100,000-foot cube | No maximum |

STAR SPLINTER

4th-level evocation (Druid, Sorcerer, Wizard)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of a meteorite)

Duration: Instantaneous

You hurl an orb of radiant energy at one creature you can see within range, causing it to erupt in a brilliant flash of light. The target must make a Constitution saving throw. On a failed save, it takes 3d12 radiant damage and is blinded until the end of your next turn. On a successful save, it takes half as much damage and isn't blinded by this spell.

Fragments of raw, cosmic energy are then launched from the eruption. Make a ranged spell attack against the target and up to three other creatures of your choice within 30 feet of it. On a hit, a creature takes 2d6 force damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the radiant damage increases by 1d12 and you can attack one more creature for each slot level above 4th.

TALYA'S ENERGY FIELD

5th-level evocation (Sorcerer, Wizard)

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S

Duration: Concentration, up to 10 minutes

A 10-foot-radius sphere of energy emanates around you. Choose one of the following damage types: acid, cold, fire, lightning, or thunder. Nonhostile creatures (including you) have resistance to the chosen damage type while in the sphere, and whenever a hostile creature enters the sphere for the first time on a turn or starts its turn there, it takes damage of that type equal to your spellcasting ability modifier. Until the spell ends, the sphere moves with you, centered on you.

In addition, you can use a bonus action on each of your turns to fire a beam of energy from the sphere. The beam extends in a 5-foot-wide, 30-foot-long line from the outer wall of the sphere in a direction you choose. Each creature in the line must make a Dexterity saving throw, taking 2d8 damage of the chosen type on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage from the beam of energy increases by 1d8 for each slot level above 5th.



VOLTAIC SURGE

2nd-level evocation (Druid, Ranger, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Self (15-foot radius)

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

Duration: Instantaneous

You unleash a burst of electrical energy around yourself, causing lightning to arc toward each creature of your choice within range. Each target must make a Dexterity saving throw, taking 2d6 lightning damage on a failed save, or half as much damage on a successful one.

Residual electricity then continues crackling around you. The next time a creature within 5 feet of you hits you with a melee attack before the end of your next turn, that creature takes 1d6 lightning damage, can't make any more attacks for the rest of the turn, and can't take reactions until the start of its next turn. The residual electricity then fades.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage (both initial and later) increases by 1d6 for every slot level above 2nd.

WEAL

3rd-level divination (Bard, Cleric)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose one creature you can see within range. Until the spell ends, the target is granted supreme luck in all its endeavors. Once per turn, when the target makes an ability check, attack roll, or saving throw, it can reroll that check, attack, or save, and use either result. Alternatively, once per turn when the target rolls damage, it can reroll a number of the damage dice up to your spellcasting ability modifier, and use either result.

WING BLADE

3rd-level transmutation (Druid, Ranger, Sorcerer, Wizard)

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a melee weapon that lacks the heavy property worth at least 1 sp)

Duration: Concentration, up to 1 minute

You weave elemental air into the weapon used in the spell's casting, causing a mystical wing to trail from it. Until the spell ends, your attacks with the weapon deal an extra 1d6 force damage on a hit, and it has the finesse and thrown properties (range 20/60) for you. In addition, once per turn when you hit a creature with the weapon, you can immediately fly up to 15 feet without provoking opportunity attacks. Doing so doesn't expend your movement, and you can't fly in this way if your speed is 0.

For the duration, if you aren't holding the weapon (for example, if you threw it), you can use a bonus action to cause the weapon to fly back to your hand, as long as the weapon is within 120 feet of you.

WITCH VIAL

3rd-level evocation (Druid, Warlock)

Casting Time: 1 action

Range: Self

Components: V, S, M (an empty vial worth at least 1 gp)

Duration: Concentration, up to 10 minutes

You draw magical essence into the vial used in the casting of this spell, creating a replenishing pool of either positive or negative energy within the vial (your choice when you cast the spell). Until the spell ends, you can use an action to change the pool from positive to negative energy, or vice versa. If you let go of the vial, the pool vanishes until you are holding the vial again.

For the duration, you can use a bonus action on each of your turns to splash some of the vial's contents onto a creature within 5 feet of you. If the target is unwilling, make a melee spell attack against it, affecting the target on a hit. An affected target experiences the following effect, depending on the pool's type of energy.

Positive. The creature gains temporary hit points equal to 2d6 + your spellcasting ability modifier.

Negative. The creature takes necrotic damage equal to 2d6 + your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the temporary hit points and necrotic damage increase by 1d6 for every two slot levels above 3rd.

Spells by Spell Level

| Spell Level | Spell Name |
|-------------|--|
| Cantrip | <i>bolting blitz</i> |
| 1st | <i>Aldricor's elemental rebuke, ballistic return, divine vigor, elongate, inflict guilt, life siphon, malison, parity, power word rise</i> |
| 2nd | <i>bestial strike, pillar of earth, power word survive, primal strike, scourge, voltaic surge</i> |
| 3rd | <i>power word eviscerate, soaring vines, speak with stone, weal, wing blade, witch vial</i> |
| 4th | <i>antimorph, ethereal smite, flash bang, force armor, power word slumber, project landscape, star splinter</i> |
| 5th | <i>arm ore, greater identify, power word bind, power word mute, sonic stone, Talya's energy field</i> |
| 6th | <i>greater dimension door</i> |
| 7th | <i>anti-blight, arcane investiture, power word ignite, power word pulverize</i> |
| 8th | <i>power word petrify, project planar map</i> |
| 9th | — |



DENNIS SPENCER

MONSTERS

ABERRATIONS

Aberrations are utterly alien beings, most of which originate from the Infinite Wastes—a realm governed by incomprehensible laws of magic and physics that would send most mortal minds spiraling into delusion and hysteria. Many of them have innate magical abilities drawn from the creature's alien mind (in the form of psionics) rather than the mystical forces of the world.

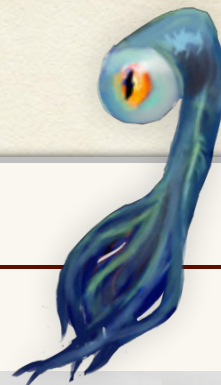
FLYING EYES

Flying eyes are free-floating, sentient eyestalks that have broken loose from aberrations and other beings from the Infinite Wastes—or perhaps some were born into existence alone, never attached to such a monster to begin with. These autonomous aberrations wander through caves and dungeons, scouring the depths for magical energy they can feed on; and very little escapes their unblinking gaze.

Strength in Numbers. Separated from a unified core to aid them in harnessing more devastating effects, flying eyes are only capable of mustering a fleeting stream of antimagic and a few limited eye rays on their own. However, if a flurry of these ocular anomalies are drawn to an especially potent source of magic, they can form a swarm, gaining some unique powers of their own, including the uncanny ability to see through illusions and communicate telepathically with others via their collective consciousness.

Vulturous Minions. Flying eyes are frequently found in service to powerful mages—particularly those that have delved into eldritch knowledge from realms beyond. They also delight in the plentiful sources of magic hoarded by dragons (especially aberrant dragons), as well as other aberrations.

Otherworldly Nature. Flying eyes don't require air, food, drink, or sleep, sustaining themselves entirely off the ambient magical energy they observe.



FLYING EYE

Tiny aberration, chaotic evil

Armor Class 13

Hit Points 7 (2d4 + 2)

Speed 0 ft., fly 30 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|--------|
| 3 (-4) | 16 (+3) | 13 (+1) | 7 (-2) | 14 (+2) | 6 (-2) |

Skills Perception +6, Stealth +5

Condition Immunities exhaustion, prone

Senses darkvision 60 ft., passive Perception 16

Languages understands Deep Speech but can't speak

Challenge 1/2 (100 XP)

False Appearance. While the flying eye remains motionless sitting on a surface, it is indistinguishable from a disembodied eyestalk.

Keen Sight. The flying eye has advantage on Wisdom (Perception) checks that rely on sight.

Limited Telepathy. The flying eye can magically communicate simple images telepathically with any willing creature within 100 feet of it that can understand a language.

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

ACTIONS

Eye Ray. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 4 (1d8) cold, fire, or necrotic damage (flying eye's choice).

Antimagic Gaze (Recharges after a Short or Long Rest). The flying eye chooses one creature it can see within 30 feet of it. If the target can see the flying eye, it must make a DC 12 Charisma saving throw. On a failed save, the target is under the effects of the *antimagic field* spell until the start of the flying eye's next turn or until its concentration ends (as if concentrating on a spell).

FLYING EYE FAMILIARS

At the GM's discretion, warlocks with the Pact of the Chain feature can choose a flying eye as their familiar, in addition to the forms listed in their class.



SWARM OF FLYING EYES

Large swarm of tiny aberrations, chaotic evil

Armor Class 15 (natural armor)

Hit Points 97 (15d8 + 30)

Speed 0 ft., fly 30 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 11 (+0) | 18 (+4) | 14 (+2) | 9 (-1) | 19 (+4) | 12 (+1) |

Saving Throws Int +2, Wis +7, Cha +4

Skills Investigation +2, Perception +10

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 120 ft., passive Perception 20

Languages understands Deep Speech but can't speak, telepathy 120 ft.

Challenge 6 (2,300 XP)

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

Ocular Awareness. The swarm automatically detects visual illusions, and it can't be surprised while it isn't blinded or incapacitated.

Peerless Sight. The swarm has advantage on Wisdom (Perception) checks that rely on sight, and it is immune to any effect that would impose disadvantage on such ability checks.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny eyestalk. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Multiattack. The swarm makes four eye ray attacks, or two eye ray attacks if it has half of its hit points or fewer.

Constrict. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the swarm can't constrict another target.

Eye Ray. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* The swarm chooses one of the following effects:

- **Cold Ray.** The target takes 9 (2d8) cold damage, and its speed is reduced by 10 feet until the start of the swarm's next turn.
- **Fire Ray.** The target takes 11 (2d10) fire damage.
- **Death Ray.** The target takes 9 (2d8) necrotic damage. If this damage reduces the target to 0 hit points, it must succeed on a DC 15 Constitution saving throw or die.

Antimagic Gaze (Recharge 5–6). The swarm glares at one creature it can see within 60 feet of it, absorbing the magical energy around the target and forcing it to make a DC 15 Charisma saving throw. On a failed save, the target and anything it is wearing or carrying is under the effects of the *antimagic field* spell for 1 minute or until the swarm's concentration ends (as if concentrating on a spell). This effect doesn't work against the swarm's own eye rays. Until this effect ends, the swarm can't gaze at another creature.

CELESTIALS: ANGELS

Angels are a race of divine envoys. They are good beings in the service of deities and native to the Upper Planes.

FALLEN ANGELS

A fallen angel is one that has diverted from its divine path of service to its deity. Though angels are innately good, in extreme cases, even they may be susceptible to corruption.

Oftentimes an angel's path toward its fall begins with good intentions. For example, a particularly zealous angel may set out to slay a faction of demons that infiltrated the Material Plane, only to be caught up in the bloodlust and find themselves beginning to kill indiscriminately, or for even the most minor of offenses.

FALLEN ANGEL TEMPLATE

While an angel's departure from divinity doesn't inherently necessitate a full conversion toward evil, almost invariably, it is the corruptive thirst for power that leads an angel astray. When an angel journeys down this forsaken path, its wings may wither and darken or the tips of its feathers may endlessly drip with blood. A fallen angel retains its statistics except as described below.

Alignment. The fallen angel's alignment changes to lawful evil.

Speed. The fallen angel's flying speed is reduced by 30 feet (to a minimum of 30 feet).

Skill Proficiencies. The fallen angel has proficiency in the Deception and Intimidation skills.

Damage Resistance. The fallen angel has resistance to necrotic damage.

Modified Trait: Innate Spellcasting. The fallen angel retains the use of any spells it can cast at will, as well as the *dispel evil and good* spell, if applicable. It loses the use of all other spells.

Modified Trait: Scornful Weapons. The fallen angel retains its Angelic Weapons trait, but its weapons deal extra necrotic damage instead of radiant damage.

Modified Action: Corrupting Touch. If the fallen angel had the Healing Touch action option, it is replaced with a Corrupting Touch, described below. The fallen angel has a number of uses of this action per day equal to the number of uses it had of its Healing Touch action.

The fallen angel touches a creature, and that creature must succeed on a Wisdom saving throw (DC equals 8 + the fallen angel's proficiency bonus + its Charisma modifier) or be magically charmed for 1 hour. The charmed target obeys the fallen angel's spoken or telepathic commands. If the target suffers any harm from the fallen angel or one of its allies, or receives a suicidal command, the target can repeat the saving throw, ending the effect on itself on a success. If a target successfully saves against the effect, or if the effect ends for it, the target is immune to the fallen angel's Corrupting Touch for the next 24 hours.



VARIANT: DEVILSWORN ANGELS

Devilsworn angels, also simply known as devilsworn, are fallen angels that have taken the blasphemous, nigh unforgivable step of pledging their allegiance to the devils of the Nine Hells. Such an angel has the statistics of a fallen angel except as described below.

Type. The devilsworn angel's type changes from celestial to fiend (devil).

Damage Resistances. The devilsworn angel has resistance to cold, fire, and necrotic damage, but silvered weapons ignore its resistance to nonmagical bludgeoning, piercing, and slashing damage.

Damage and Condition Immunities. The devilsworn angel is immune to poison damage and can't be poisoned.

Senses. The devilsworn angel's truesight is replaced with darkvision out to the same range.

Devil's Sight. Magical darkness doesn't impede the devilsworn angel's darkvision.

Modified Trait: Hellish Weapons. The devilsworn angel retains its Angelic Weapons trait, but its weapons deal extra fire damage instead of radiant damage.

FALLEN PLANETAR

Large celestial, lawful evil

Armor Class 19 (natural armor)

Hit Points 200 (16d10 + 112)

Speed 40 ft., fly 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 24 (+7) | 20 (+5) | 24 (+7) | 19 (+4) | 22 (+6) | 25 (+7) |

Saving Throws Con +12, Wis +11, Cha +12

Skills Deception +12, Intimidation +12, Perception +11

Damage Resistances necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses truesight 120 ft., passive Perception 21

Languages all, telepathy 120 ft.

Challenge 16 (15,000 XP)

Divine Awareness. The planetar knows if it hears a lie.

Innate Spellcasting. The planetar's spellcasting ability is Charisma (spell save DC 20). The planetar can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *invisibility* (self only)

3/day: *dispel evil and good*

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

Scornful Weapons. The planetar's weapon attacks are magical. When the planetar hits with any weapon, the weapon deals an extra 5d8 necrotic damage (included in the attack).

ACTIONS

Multiattack. The planetar makes two melee attacks.

Greatsword. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage plus 22 (5d8) necrotic damage.

Corrupting Touch (4/Day). The planetar touches a creature, and that creature must succeed on a DC 20 Wisdom saving throw or be magically charmed for 1 hour. The charmed target obeys the planetar's spoken or telepathic commands. If the target suffers any harm from the planetar or one of its allies, or receives a suicidal command, the target can repeat the saving throw, ending the effect on itself on a success. If a target successfully saves against the effect, or if the effect ends for it, the target is immune to the planetar's Corrupting Touch for the next 24 hours.

DEVILSWORN DEVA

Medium fiend (devil), lawful evil

Armor Class 17 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 18 (+4) | 18 (+4) | 17 (+3) | 20 (+5) | 20 (+5) |

Saving Throws Wis +9, Cha +9

Skills Deception +9, Insight +9, Intimidation +9, Perception +9

Damage Resistances cold, fire, necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 10 (5,900 XP)

Innate Spellcasting. The deva's spellcasting ability is Charisma. The deva can innately cast the *detect evil and good* spell at will.

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

Devil's Sight. Magical darkness doesn't impede the deva's darkvision.

Hellish Weapons. The deva's weapon attacks are magical. When the deva hits with any weapon, the weapon deals an extra 4d8 fire damage (included in the attack).

ACTIONS

Multiattack. The deva makes two melee attacks.

Mace. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 18 (4d8) fire damage.

Corrupting Touch (3/Day). The deva touches a creature, and that creature must succeed on a DC 17 Wisdom saving throw or be magically charmed for 1 hour. The charmed target obeys the deva's spoken or telepathic commands. If the target suffers any harm from the deva or one of its allies, or receives a suicidal command, the target can repeat the saving throw, ending the effect on itself on a success. If a target successfully saves against the effect, or if the effect ends for it, the target is immune to the deva's Corrupting Touch for the next 24 hours.

Change Shape. 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.

CELESTIALS: ARCHONS

Celestial archons are an elite race of holy warriors and defenders from the Upper Planes. Charged with the protection of the innocent, they are unyieldingly driven to eradicate all that is evil—namely fiends, and especially their archnemeses, demons. Archons typically refuse to attack without provocation, and they take special precautions to avoid collateral damage. Once engaged in combat, they rarely back down, dutifully willing to give their life for a just cause.

EXSCINDER ARCHON

Exscinder Archons are celestial agents charged with the eradication of text and information that is deemed too dangerous or sinister to exist. Notably, they possess the ability to manifest an enormous pair of wings at will, which are composed entirely of cleansing flame. They also bear no mouth, imparting a sort of forced vow of silence—perfectly echoing their stoic, tenacious nature.

HAMMER ARCHON

Hammer archons are incredibly hardy with a great affinity for natural earth and stone. They find comfort on the battlefield alongside dwarves and those touched by the Elemental Plane of Earth and are especially driven to quash evil underground societies—most notably the drow, duergar, and various clandestine aberrations.

HOUND ARCHON

The aptly named hound archons have an appearance like that of a muscular humanoid with the head of a canine, sporting dark skin which ranges from shades of blacks and browns to a deep purple. They are able to shift their form into that of a dog or wolf at will—and often do so as an act of subterfuge or reconnaissance. They are equally comfortable engaging enemies with their vicious maw as they are with their blade.

LANTERN ARCHON

Lantern archons appear to be nothing more than a floating, glowing orb approximately a foot in diameter, though they are quite resilient despite their size. These archons are natural guides and companions, happily offering whatever help they can, and their hushed voice is like that of a distant echo.

LEGION ARCHON

Legion archons are soldiers of an elite celestial military unit sent to wade through boundless hordes of evil. They wield daunting swords of flame, and while they have no natural wings of their own, their armor is integrated with an impressive pair of metal wings, the base of which is inserted directly into their spinal column for total, fluid control.

STAG ARCHON

Similar to the hound archon, a stag archon in its true form appears to be a sturdy, athletic humanoid with the visage of a deer. These archons are naturally drawn to the wilderness and are prized for their expert navigation of the Celestial Wilds. Stag archons have a special disdain for evil fey.

TRUMPET ARCHON

Trumpet archons are heralds and messengers for higher-ranked archons and the gods of the Upper Planes themselves. The tremendous horn they carry is not only a powerful tool to announce their arrival with piercing beauty, but also an instrument of intimidation and a terrifying weapon in its own right. Their trumpet is capable of shifting into an equally large greatsword at will and is truly a fundamental part of their identity. Trumpet archons are often tasked with guiding loyal servants of their gods back to their bodies upon being raised from the dead. This perilous journey that they routinely undertake earns them high esteem among their fellow celestials.



EXSCINDER ARCHON

Large celestial, lawful good

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft., fly 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 25 (+7) | 18 (+4) | 21 (+5) | 19 (+4) | 24 (+7) | 23 (+6) |

Saving Throws Str +12, Con +10, Int +9, Wis +12

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, lightning, poison

Condition Immunities charmed, frightened, petrified, poisoned

Senses truesight 120 ft., passive Perception 22

Languages understands all but can't speak, telepathy 120 ft.

Challenge 14 (11,500 XP)

Innate Spellcasting. The archon's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). The archon can innately cast the following spells, requiring no verbal or material components:

At will: *burning hands*, *detect evil and good*, *detect thoughts*, *scorching ray* (4th-level), *zone of truth*
3/day each: *dispel evil and good*, *flame strike*
1/day each: *fire storm*, *modify memory*

Celestial Aegis. Fiends and undead have disadvantage on melee attack rolls against the archon and creatures within 10 feet of it. If such an attack hits, this trait is suppressed until the start of the archon's next turn.

Heaven Sense. The archon is always aware of the presence of fiends and undead within 1 mile of it, as well as their general direction and distance from the archon.

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

Sanctifying Weapons. The archon's weapon attacks are magical. When the archon hits with any weapon, the weapon deals an extra 4d8 fire damage (included in the attack).

ACTIONS

Multiattack. The archon makes two attacks.

Sword of Revelation. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) slashing plus 18 (4d8) fire damage. Fire damage dealt as part of this attack ignores resistance and immunity.

Censor. The archon magically modifies or eradicates text that is inscribed on a surface or an object that isn't being worn or carried. If the text is under the effects of a spell, such as *glyph of warding* or *symbol*, the archon can either end the spell as part of eradicating the text or modify the spell along with the text, as if it had cast the spell on that surface or object instead.

HAMMER ARCHON

Large celestial, lawful good

Armor Class 18 (plate armor)

Hit Points 104 (11d10 + 44)

Speed 30 ft., burrow 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 10 (+0) | 19 (+4) | 13 (+1) | 15 (+2) | 16 (+3) |

Saving Throws Con +7, Wis +5, Cha +6

Damage Resistances poison; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning

Condition Immunities petrified

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 12

Languages all

Challenge 6 (2,300 XP)

Archon Resilience. The archon has advantage on saving throws against poison, as well as spells and other magical effects.

Celestial Aegis. Fiends and undead have disadvantage on melee attack rolls against the archon. If such an attack hits, this trait is suppressed until the start of the archon's next turn.

Celestial Weapons. The archon's weapon attacks are magical. When the archon hits with any weapon, the weapon deals an extra 1d10 radiant damage (included in the attack).

Earth Glide. The archon can burrow through nonmagical, unworked earth and stone. While doing so, the archon doesn't disturb the material it moves through.

Hammering Blow. Whenever the archon hits a creature with its warhammer, it can force the target to make a DC 15 Strength saving throw. On a failure, the target is pushed up to 10 feet away from the archon.

Innate Spellcasting. The archon's innate spellcasting ability is Charisma (spell save DC 14). The archon can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *thaumaturgy*
3/day each: *stone shape*, *wall of stone*
1/day: *move earth*

ACTIONS

Multiattack. The archon makes two attacks.

Warhammer (Celestial Thrower). *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, or 9 (1d10 + 4) bludgeoning damage if used with two hands to make a melee attack, plus 5 (1d10) radiant damage.

Earth Jump. The archon teleports to an unoccupied space it can see within 60 feet. The space it teleports from and the space it teleports to must be on the same surface. If the archon casts a spell as its action, it can use this option as a bonus action.

HOUND ARCHON

Medium celestial (*shapechanger*), lawful good

Armor Class 16 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 15 (+2) | 14 (+2) | 10 (+0) | 16 (+3) | 13 (+1) |

Saving Throws Dex +4, Con +4, Int +2, Cha +3

Damage Resistances lightning, poison

Senses darkvision 60 ft., passive Perception 13

Languages all

Challenge 3 (700 XP)

Shapechanger. The archon can use its action to polymorph into a beast form that resembles a mastiff or a wolf, or back into its true 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.

Archon Resilience. The archon has advantage on saving throws against poison, as well as spells and other magical effects.

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

ACTIONS

Multiattack. In beast form, the archon makes two bite attacks. In celestial form, it makes two attacks, only one of which can be with its greatsword.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Greatsword (Archon Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

LANTERN ARCHON

Tiny celestial, lawful good

Armor Class 13

Hit Points 7 (2d4 + 2)

Speed 0 ft., fly 60 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|---------|
| 1 (-5) | 16 (+3) | 12 (+1) | 8 (-1) | 14 (+2) | 15 (+2) |

Skills Medicine +4, Perception +4, Religion +1

Damage Resistances poison; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning

Condition Immunities exhaustion, petrified, prone

Senses darkvision 60 ft., passive Perception 14

Languages all

Challenge 1/4 (50 XP)

Innate Spellcasting. The archon's innate spellcasting ability is Charisma (spell save DC 12). The archon can innately cast the following spells, requiring no somatic or material components:

At will: *light*

3/day each: *detect evil and good*

1/day each: *continual flame* (lasts 24 hours), *daylight*

Archon Resilience. The archon has advantage on saving throws against poison, as well as spells and other magical effects.

Illuminated. The archon perpetually sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

ACTIONS

Light Ray. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 4 (1d4 + 2) radiant damage and the target must succeed on a DC 12 Constitution saving throw or shed dim light in a 5-foot radius for 1 minute or until the archon's concentration ends (as if concentrating on a spell). While this light shines, the target has disadvantage on Wisdom (Perception) checks and it can't benefit from being invisible.

Luminous Jump. The archon teleports up to 60 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in bright light.

LANTERN ARCHON FAMILIAR

At the GM's discretion, warlocks with the Pact of the Chain feature can choose a lantern archon as their familiar, in addition to the forms listed in their class.

LEGION ARCHON

Medium celestial, lawful good

Armor Class 18 (plate)
Hit Points 136 (16d8 + 64)
Speed 40 ft., fly 80 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 21 (+5) | 17 (+3) | 19 (+4) | 14 (+2) | 15 (+2) | 18 (+4) |

Saving Throws Dex +7, Wis +6, Cha +8
Skills Insight +6, Intimidation +8
Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning
Condition Immunities frightened, petrified
Senses darkvision 60 ft., passive Perception 12
Languages all
Challenge 11 (7,200 XP)

Innate Spellcasting. The archon's innate spellcasting ability is Charisma (spell save DC 16). The archon can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *divine favor*
3/day each: *aid*, *command*, *cure wounds* (3rd-level)
1/day: *death ward*

Archon Resilience. The archon has advantage on saving throws against poison and disease, as well as spells and other magical effects.

Celestial Aegis. Fiends and undead have disadvantage on melee attack rolls against the archon and creatures within 10 feet of it. If such an attack hits, this trait is suppressed until the start of the archon's next turn.

Fury of the Heavens. When the archon reduces a creature to 0 hit points on its turn with a weapon attack, it can make one weapon attack as a bonus action.

Sanctifying Weapons. The archon's weapon attacks are magical. When the archon hits with any weapon, the weapon deals an extra 2d8 fire damage (included in the attack).

ACTIONS

Multiattack. The archon makes three attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 9 (2d8) fire damage.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 9 (2d8) fire damage.

Teleport. The archon magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

REACTIONS

Divine Retribution. When the archon takes damage from a creature within 60 feet of it, it calls down a pillar of divine flame to strike the creature. The target must make a DC 16 Dexterity saving throw. On a failure, the target takes 11 (2d10) fire damage, and the next attack roll made against it before the end of the archon's next turn has advantage.

STAG ARCHON

Medium celestial (shapechanger), lawful good

Armor Class 14 (hide armor)
Hit Points 55 (10d8 + 10)
Speed 40 ft. (50 ft. in deer or elk form)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 17 (+3) | 13 (+1) | 10 (+0) | 14 (+2) | 11 (+0) |

Saving Throws Str +4, Con +3, Wis +4, Cha +2
Skills Nature +2, Perception +4, Stealth +5, Survival +4
Damage Resistances lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 14
Languages all
Challenge 3 (700 XP)

Shapechanger. The archon can use its action to polymorph into a beast form that resembles a deer or a large elk, or back into its true form. Its statistics are the same in each form, except for the size and speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Archon Resilience. The archon has advantage on saving throws against poison, as well as spells and other magical effects.

Charge. If the archon moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The archon makes two attacks.

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

Battleaxe (Archon Form Only). *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.

Longbow (Archon Form Only). *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.



TRUMPET ARCHON

Large celestial, lawful good

Armor Class 18 (natural armor)

Hit Points 187 (15d10 + 105)

Speed 40 ft., fly 120 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 19 (+4) | 24 (+7) | 16 (+3) | 16 (+3) | 21 (+5) |

Saving Throws Dex +9, Con +12, Wis +8, Cha +10

Skills Intimidation +10, Perception +8, Performance +15

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, poison, thunder

Condition Immunities deafened, frightened, petrified, poisoned

Senses darkvision 60 ft., passive Perception 18

Languages all

Challenge 15 (13,000 XP)

Innate Spellcasting. The archon's innate spellcasting ability is Charisma (spell save DC 18). The archon can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *sending*, *thaumaturgy*

3/day each: *dispel magic*, *lesser restoration*, *plane shift* (self only), *sanctuary*, *shatter* (as a 6th-level spell)

1/day each: *magic circle*, *mass cure wounds*, *raise dead*

Celestial Aegis. Fiends and undead have disadvantage on melee attack rolls against the archon and creatures within 15 feet of it. If such an attack hits, this trait is suppressed until the start of the archon's next turn.

Censuring Weapons. The archon's weapon attacks are magical. When the archon hits with any weapon, the weapon deals an extra 2d8 thunder damage (included in the attack).

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

ACTIONS

Multiattack. The archon can use its Heraldic Inspiration. It then makes three attacks.

Greatsword. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 9 (2d8) thunder damage. If the target is a creature, it must also succeed on a DC 18 Strength saving throw or be pushed up to 10 feet away from the archon and knocked prone.

Heraldic Inspiration (3/Day). The archon inspires up to three other creatures of its choice within 60 feet of it that can hear it. The next time an inspired creature fails an ability check, attack roll, or saving throw before the end of the archon's next turn, that creature can roll a d6 and add it to the total, possibly changing the outcome.

Horn of Heaven (Recharge 5–6). The archon blasts its prodigious, regal trumpet. Each hostile creature within 60 feet of the archon that can hear it must make a DC 18 Wisdom saving throw. On a failed save, a target becomes frightened and its speed is reduced to 0. If the saving throw fails by 5 or more, the target is also stunned.

These effects last for 1 minute or until the archon's concentration ends (as if concentrating on a spell). A creature can repeat the saving throw at the end of each of its turns, ending these effects on itself on a success.



OTHER CELESTIALS

UNICORNS

Unicorns have deep sea-blue, violet, brown, or fiery golden eyes. They typically grow to 8 feet in length, standing 5 feet high and weighing over 1000 pounds. In some more hostile areas, unicorns will stay with their herd, forming a powerful, cohesive unit.

SWARM OF UNICORNS

Gargantuan swarm of large celestials, lawful good

Armor Class 13

Hit Points 225 (18d20 + 36)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 21 (+5) | 16 (+3) | 15 (+2) | 11 (+1) | 17 (+3) | 16 (+3) |

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 13

Languages Celestial, Elvish, Sylvan, telepathy 60 ft.

Challenge 15 (13,000 XP)

Charge. If the unicorns move at least 20 feet straight toward a target and then hit it with a horn attack on the same turn, the target takes an extra 18 (4d8) piercing damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Innate Spellcasting. The unicorns' innate spellcasting ability is Charisma (save DC 16). The unicorns can innately cast the following spells, requiring no components:

At will: *detect evil and good, druidcraft, pass without trace*
3/day each: *calm emotions, dispel evil and good, entangle*

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

Magic Weapons. The unicorns' weapon attacks are magical.

Swarm. The unicorns can occupy another creature's space and vice versa, and the unicorns can move through any opening large enough for a Large unicorn. The unicorns can't regain hit points or gain temporary hit points.

ACTIONS

Multiattack. The unicorns make two attacks: one with their hooves and one with their horns.

Hooves. Melee Weapon Attack: +10 to hit, reach 0 ft., one target in the unicorns' space. *Hit:* 26 (6d6 + 5) bludgeoning damage, or 15 (3d6 + 5) bludgeoning damage if the unicorns have half of their hit points or fewer.

Horn. Melee Weapon Attack: +10 to hit, reach 0 ft., one target in the unicorns' space. *Hit:* 23 (4d8 + 5) piercing damage, or 14 (2d8 + 5) piercing damage if the unicorns have half of their hit points or fewer.

Healing Touch (3/Day). The unicorns touch up to three other creatures in their space with their horns. The targets magically regain 22 (4d8 + 4) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the targets.

Teleport (1/Day). The unicorns magically teleport themselves and any willing creatures they choose in their space, along with any equipment they are wearing or carrying, to a location the unicorns are familiar with, up to 5 miles away.

LEGENDARY ACTIONS

The unicorns can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The unicorns regain spent legendary actions at the start of their turn.

HOOVES. The unicorns make one attack with their hooves.

MASS SHIMMERING SHIELD (COSTS 2 ACTIONS). The unicorns create a shimmering, magical field around themselves or up to three other creatures they can see within 60 feet of them. The targets gain a +2 bonus to AC until the end of the unicorns' next turn.

STAMPEDE (COSTS 3 ACTIONS). The unicorns move up to twice their speed in a straight line. Each creature in the line must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 21 (6d6) bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.



CELESTIALS: CELESTIAL BEASTS

Celestial beasts hail from the Upper Planes, and most can draw their origins back to the Celestial Wilds. These creatures are majestic and powerful manifestations of animals commonly found on the Material Plane and throughout the multiverse.

CELESTIAL MONKEY

The captivating celestial monkeys are not naturally found anywhere outside the Celestial Wilds, as they thrive on the abundant divine energies of its blessed forests. Talented and playful tricksters, these primates are adept at working together to aid their allies in battle and survival.

HAL-YUN

Unlike ordinary wolves and their kin, the intensely introspective hal-yun enjoys a life of solitude, preferring to seek companionship with facets of its own mind as it psychically manifests clones of itself. This practice is not only a mental exercise, but also preparation for its routine hunting expeditions, outnumbering and overwhelming its prey.

JENTIGU

Unseen and impossibly silent, the feline jentigu are all but undetectable unless they will their presence to be known. They are scouts and sleuths, typically living a solitary existence as they sniff out powerful intruders and foil their foes' schemes before they can come to fruition. Despite their size, the jentigu's supreme invisibility and magic-infused mobility make them exceptionally difficult to track down, and even harder to kill.

KOJAKU

The towering kojaku and its primate disciples form a veritable mobile fortress in the forests and jungles of the Celestial Wilds. With a rigid and structured hierarchy, the kojaku rules its kingdom, appointing lieutenants over each of its battalions. They move as one, protecting the lands from plagues and sinister forces that may attempt to encroach upon their expansive territory.

LEQIRI

The majestic leqiri stand proudly as friends of nature and plant creatures—their impressive branch-like antlers said to be a living extension of the forests and plains they call home. Drawing on the energies around them, they are able to infuse their horns with powerful magic before charging in for an attack as they ram and trample their foes.

REYNIN

The reynin are massive, aquiline celestials—sometimes even said to be avatars of the god of eagles himself. Reynin possess an agility beyond anything seemingly possible for a creature of their size, and their eyesight is unparalleled by any other known creature, save for the

gods themselves. They serve the Upper Planes as imposing sentries, the mere knowledge of their existence often enough to ward off sinister threats.

RYSHARI

Though generally benevolent by nature, the ryshari are among the most terrifying and fierce of the celestial beasts. Darting around their vast savanna plains at break-neck speeds—as if constantly teleporting—these electrified, leonine creatures are nearly impossible to bring to a halt. Rysharis frequently serve as elite celestial strike teams when a task calls for swiftness over stealth.

CELESTIAL MONKEY FAMILIAR

At the GM's discretion, warlocks with the Pact of the Chain feature can choose a celestial monkey as their familiar, in addition to the forms listed in their class.

CELESTIAL MONKEY

Tiny celestial, chaotic good

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 40 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|---------|
| 8 (-1) | 16 (+3) | 12 (+1) | 9 (-1) | 15 (+2) | 14 (+2) |

Skills Acrobatics +5, Sleight of Hand +5, Stealth +7, Survival +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, radiant

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Celestial, Common

Challenge 1 (200 XP)

Innate Spellcasting. The celestial monkey's innate spellcasting ability is Wisdom. The celestial monkey can innately cast the following spells, requiring no material components:

At will: *druidcraft*, *mending*, *speak with animals*

Clinging Nuisance. The celestial monkey can grapple any creature that is Large or smaller. If the grappled target is a Large or Medium creature, the target's speed is halved instead of being reduced to 0. While a creature is grappled by the celestial monkey, the grappled target has disadvantage on attack rolls as well as Constitution saving throws made to maintain concentration.

Evasive Strikes. When the celestial monkey makes a melee attack against a creature, it doesn't provoke opportunity attacks from that creature for the rest of the turn, whether it hits or not.

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

Swift Distraction. The celestial monkey can take the Help action as a bonus action on each of its turns.

ACTIONS

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

HAL-YUN

Huge celestial, neutral good

Armor Class 18 (natural armor)

Hit Points 324 (24d12 + 168)

Speed 80 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 27 (+8) | 22 (+6) | 24 (+7) | 28 (+9) | 23 (+6) | 17 (+3) |

Saving Throws Dex +13, Con +14, Int +16, Cha +10

Skills Athletics +15, Deception +17, Insight +13, Investigation +16, Survival +13

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities charmed, exhaustion, frightened

Senses truesight 120 ft., passive Perception 16

Languages Celestial, Common, Sylvan, Winter Wolf, telepathy 300 ft.

Challenge 24 (62,000 XP)

Innate Spellcasting (Psionics). The hal-yun's innate spellcasting ability is Intelligence (spell save DC 24). The hal-yun can innately cast the following spells, requiring no components:

At will: *calm emotions, enthrall, sending, speak with animals, suggestion*

3/day each: *hold monster, mislead, modify memory*

1/day each: *forcecage, weird*

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

Legendary Resistance (3/Day). If the hal-yun fails a saving throw, it can choose to succeed instead.

Magic Resistance. The hal-yun has advantage on saving throws against spells and other magical effects.

Magic Weapons. The hal-yun's weapon attacks are magical.

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

ACTIONS

Multiattack. The hal-yun uses its Manifest Duplicate. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 8) piercing damage plus 18 (4d8) psychic damage.

Claw. Melee Weapon Attack: +15 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Manifest Duplicate. The hal-yun attempts to magically create an impeccable duplicate of itself, imbuing the duplicate with a fragment of its own consciousness. It must succeed on a DC 20 Intelligence check or the attempt fails, and it can only have a maximum of 12 duplicates at a time.

On a success, the tangible duplicate appears in an unoccupied space the hal-yun can see within 60 feet of it. The duplicate is indistinguishable from the real hal-yun. It is considered a creature and shares the hal-yun's statistics. It doesn't have its own turns, but it can take one reaction each round.

A duplicate has no hit points. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals damage, the hal-yun must make an Intelligence saving throw. The DC equals 10 or half the damage the duplicate took, whichever number is higher. On a failure, the duplicate disappears.

At the start of each of its turns, the hal-yun can transfer its full consciousness to one of its duplicates, imperceptibly swapping places with it. When the hal-yun moves on its turn, it can simultaneously move each of its duplicates up to its speed.

LEGENDARY ACTIONS

The hal-yun can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hal-yun regains spent legendary actions at the start of its turn.

BITE ATTACK. The hal-yun or one of its duplicates makes a bite attack.

MOVE. The hal-yun and its duplicates each move up to half their speed.

ALTER EGO (COSTS 2 ACTIONS). The hal-yun chooses one of its duplicates to immediately take a full turn in combat. A duplicate can't cast spells and it can't use the hal-yun's Manifest Duplicate.

JENTIGU

Huge celestial, neutral good

Armor Class 18

Hit Points 310 (23d12 + 161)

Speed 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 28 (+9) | 27 (+8) | 24 (+7) | 17 (+3) | 21 (+5) | 18 (+4) |

Saving Throws Dex +15, Wis +12, Cha +11

Skills Athletics +16, Investigation +10, Nature +10, Perception +12, Stealth +22, Survival +12

Damage Resistances force

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, frightened, paralyzed, petrified, restrained

Senses blindsight 30 ft., truesight 120 ft., passive Perception 22

Languages Celestial, Common, Sylvan, telepathy 120 ft.

Challenge 24 (62,000 XP)

Innate Spellcasting. The jentigu's innate spellcasting ability is Wisdom. The jentigu can innately cast the following spells, requiring no components:

At will: *animal messenger*, *locate animals or plants*, *locate creature*, *locate object*, *misty step*, *silent image*
3/day each: *plane shift* (self only), *scrying*, *tree stride*

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

Legendary Resistance (3/Day). If the jentigu fails a saving throw, it can choose to succeed instead.

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

Magic Weapons. The jentigu's weapon attacks are magical.

Maven of Stealth. The jentigu is innately invisible, along with anything it is wearing or carrying. It can choose to end its invisibility or become invisible again at will (no action required). The jentigu's invisibility fades involuntarily only for a moment immediately after it makes an attack before it becomes invisible again. In addition, the jentigu can't unwillingly be targeted by any divination magic or perceived through magical scrying sensors.

Pounce. If the jentigu moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, the target must succeed on a DC 24 Strength saving throw or be knocked prone. If the target is a Huge or smaller creature, it is also pinned to the ground and restrained. The pinned target or a creature within 5 feet of

it can use its action to make a DC 19 Strength (Athletics) check, freeing the target on a success. If the jentigu moves or teleports, the target is no longer pinned.

Running Leap. With a 10-foot running start, the jentigu can long jump up to 60 feet and high jump up to 30 feet.

Unbridled Movement. The jentigu's movement is unaffected by difficult terrain, and spells and other magical effects can't reduce its speed or cost it extra movement. In addition, it can move through a hostile creature's space, regardless of the creature's size.

ACTIONS

Multiattack. The jentigu uses its Predator's Mark. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Predator's Mark. The jentigu marks a creature it can see within 120 feet of it as its prey. The mark lasts for 1 minute or until the jentigu marks another creature as its prey. Whenever the jentigu hits its prey with an attack, the target takes an extra 16 (3d10) force damage. While marked, the jentigu always knows its prey's location, even if it is on another plane of existence. In addition, the prey can't become hidden from the jentigu and gains no benefit against it from being invisible.

LEGENDARY ACTIONS

The jentigu can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The jentigu regains spent legendary actions at the start of its turn.

BITE ATTACK. The jentigu makes one bite attack.

TELEPORT. The jentigu teleports, along with anything it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

BOUNDING SLASH (COSTS 2 ACTIONS). The jentigu leaps up to 30 feet toward a creature it can see and makes a claw attack. If the target is not an undead or a construct and the attack hits, the target must succeed on a DC 22 Constitution saving throw or take 10 (3d6) slashing damage at the start of each of its turns due to the deep, magical wound. Any creature can take an action to stanch the wound with a successful DC 15 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

KOJAKU

Gargantuan celestial, lawful good

Armor Class 20 (natural armor)

Hit Points 481 (26d20 + 208)

Speed 60 ft., climb 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 29 (+9) | 24 (+7) | 26 (+8) | 16 (+3) | 27 (+8) | 21 (+5) |

Saving Throws Str +17, Wis +17, Cha +13

Skills Athletics +17, Intimidation +13, Nature +10, Survival +17

Damage Resistances necrotic, poison, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses truesight 120 ft., passive Perception 19

Languages Celestial, Common, Sylvan

Challenge 26 (90,000 XP)

Innate Spellcasting. The kojaku's innate spellcasting ability is Wisdom (spell save DC 24). The kojaku can innately cast the following spells, requiring no material components:

At will: *animal messenger*, *entangle*, *cure wounds*

3/day each: *commune with nature*, *dominate beast*, *freedom of movement*, *plant growth*

1/day each: *dominate monster*, *heal* (8th-level)

Legendary Resistance (3/Day). If the kojaku fails a saving throw, it can choose to succeed instead.

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

Magic Weapons. The kojaku's weapon attacks are magical.

Primate Telepathy. The kojaku can magically command any non-human primate within 1 mile of it, using a limited telepathy.

Standing Leap. The kojaku's long jump is up to 60 feet and its high jump is up to 30 feet, with or without a running start.

ACTIONS

Multiattack. The kojaku makes three attacks: one with its bite and two with its fists. It can use its staff in place of one fist attack.

Bite. Melee Weapon Attack: +17 to hit, reach 5 ft., one target. *Hit:* 23 (4d6 + 9) piercing damage.

Fist. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. *Hit:* 20 (2d10 + 9) bludgeoning damage. If the target is a creature, it must succeed on a DC 25 Strength saving throw or be knocked prone.

Staff. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage plus 18 (4d8) radiant damage.

Primate Call. The kojaku summons either 8 celestial monkeys or 1 giant ape. A giant ape summoned in this way has the celestial type, rather than beast, and it can speak and understand Celestial and Common.

Each summoned creature appears in an unoccupied space of the kojaku's choice that it can see within 60 feet of it, and acts as an ally of the kojaku. The summoned creatures last until they drop to 0 hit points or until the kojaku uses its Primate Call again. The summoned creatures take their turns immediately after the kojaku's turn on the same initiative count.

LEGENDARY ACTIONS

The kojaku can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kojaku regains spent legendary actions at the start of its turn.

BITE ATTACK. The kojaku makes one bite attack.

MOVE. The kojaku moves up to its speed.

DAZZLING LEAP (COSTS 2 ACTIONS). The kojaku jumps up to half its speed and plants its staff in the ground where it lands. If it lands in a space that contains one or more other creatures, each of those creatures must make a DC 24 Strength or Dexterity saving throw (target's choice). On a failure, a target is knocked prone and takes 16 (2d6 + 9) bludgeoning damage plus 17 (2d8 + 8) radiant damage. On a success, a target takes only half the damage, isn't knocked prone, and is pushed out of the kojaku's space into an unoccupied space of the target's choice that is within 5 feet of the kojaku. If no unoccupied space is within range, the target instead falls prone in the kojaku's space.

GROUND AND POUND (COSTS 2 ACTIONS). The kojaku attempts to grapple one creature within 5 feet of it that is prone. If the grapple is successful or the prone target is already grappled, the kojaku then makes 1d4 fist attacks against the target.

LEQIRI

Huge celestial, neutral good

Armor Class 21 (natural armor)

Hit Points 356 (23d12 + 207)

Speed 120 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 27 (+8) | 23 (+6) | 28 (+9) | 16 (+3) | 26 (+8) | 19 (+4) |

Saving Throws Dex + 14, Con +17, Int +11, Wis +16

Skills Athletics +16, Perception +16, Survival +16

Damage Resistances acid, cold, lightning, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities radiant

Condition Immunities charmed, exhaustion, petrified

Senses truesight 120 ft., passive Perception 26

Languages Celestial, Common, Druidic, Elvish, Giant Elk, Sylvan

Challenge 27 (105,000 XP)

Innate Spellcasting. The leqiri's innate spellcasting ability is Wisdom (spell save DC 24). The leqiri can innately cast the following spells, requiring only verbal components:

At will: *commune with nature, conjure woodland beings, tree stride*

3/day each: *regenerate, transport via plants, wall of thorns*

Charge. If the leqiri moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 14 (4d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 24 Strength saving throw or be pushed up to 30 feet away from the leqiri and knocked prone.

Legendary Resistance (3/Day). If the leqiri fails a saving throw, it can choose to succeed instead.

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

Magic Weapons. The leqiri's weapon attacks are magical.

Nature Attunement. The leqiri can pass through magical and nonmagical plants without being restrained or slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, while in a forest or grassland environment, the leqiri has tremorsense out to a range of 500 feet.

ACTIONS

Multiattack. The leqiri uses a Horn Infusion. It then makes two attacks: one with its ram and one with its hooves.

Ram. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 8) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 44 (8d8 + 8) bludgeoning damage.

Horn Infusions. The leqiri infuses its horns with emanating magical essence. The next time it hits a creature with a ram attack before the start of its next turn, the target is subjected to the chosen effect.

- **Elemental Infusion.** The attack deals an extra 18 (4d8) acid, cold, fire, lightning, or thunder damage (the leqiri's choice). This damage ignores resistance, and if the target has resistance to the chosen damage type, it loses that resistance until the start of the leqiri's next turn.
- **Ensnaring Infusion.** The attack deals an extra 14 (4d6) poison damage as writhing, poisonous vines sprawl out from the point of impact. At the start of the target's next turn, if it is touching the ground, the vines weave themselves into the ground beneath it. The target must succeed on a DC 24 Strength saving throw or take 7 (2d6) poison damage and become restrained by the magical vines for 1 minute. While restrained, the target takes another 7 (2d6) poison damage at the start of each of its turns. The target can use its action to make a DC 24 Strength check, freeing itself on a success.
- **Radiant Infusion.** The attack deals an extra 14 (4d6) radiant damage and the target must succeed on a DC 24 Constitution saving throw or be blinded until the start of the leqiri's next turn.
- **Banishing Infusion (Recharge 5–6).** The attack deals an extra 33 (6d10) force damage and the target must succeed on a DC 24 Charisma saving throw or be banished to a harmless demiplane. While there, the target is incapacitated. At the end of the leqiri's next turn, the target returns to the space it previously occupied, or the nearest unoccupied space.

LEGENDARY ACTIONS

The leqiri can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The leqiri regains spent legendary actions at the start of its turn.

RAMMING RUSH. The leqiri moves up to half its speed and makes a ram attack.

REGROWTH (COSTS 2 ACTIONS). The leqiri regains 30 hit points and 1 expended use of its Legendary Resistance.

TRAMPLING BLITZ (COSTS 3 ACTIONS). The leqiri moves up to its speed in a straight line, ignoring difficult terrain. During this movement, it can move through the space of any creature that is Huge or smaller and doesn't provoke opportunity attacks. The leqiri makes an attack with its hooves against each creature in the line.



REYNIN

Gargantuan celestial, neutral good

Armor Class 19

Hit Points 297 (18d20 + 108)

Speed 30 ft., fly 150 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 24 (+7) | 28 (+9) | 23 (+6) | 14 (+2) | 27 (+8) | 17 (+3) |

Saving Throws Str +14, Con +13, Wis +15, Cha +10

Skills Athletics +14, Nature +9, Perception +22

Damage Resistances necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, prone, restrained

Senses truesight 1 mile, passive Perception 32

Languages Celestial, Giant Eagle, understands Common, Auran, and Sylvan but can't speak them

Challenge 23 (50,000 XP)

Innate Spellcasting. The reynin's innate spellcasting ability is Wisdom (spell save DC 23, +15 to hit with spell attacks). The reynin can innately cast the following spells, requiring only verbal components:

At will: *fog cloud* (3rd-level), *gust of wind*, *wind wall*

3/day each: *flame strike* (9th-level)

1/day each: *control weather*, *foresight*

Deific Sight. The reynin has advantage on Wisdom (Perception) checks that rely on sight. In addition, it can see up to 5 miles away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from it.

Legendary Resistance (3/Day). If the reynin fails a saving throw, it can choose to succeed instead.

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

Magic Weapons. The reynin's weapon attacks are magical.

ACTIONS

Multiattack. The reynin makes three attacks: one with its beak and two with its talons.

Beak. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage plus 13 (3d8) radiant damage.

Talons. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) piercing damage, and the target is grappled (escape DC 24). Until the grapple ends, the target is restrained. If the reynin has one creature restrained in this way, it can only make one talon attack as part of its Multiattack; if it has two creatures restrained in this way, it can't use its talons on another target.

LEGENDARY ACTIONS

The reynin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The reynin regains spent legendary actions at the start of its turn.

DETECT. The reynin makes a Wisdom (Perception) check.

MOVE. The reynin moves up to its speed.

PECK. The reynin makes a beak attack.

WING BLAST (COSTS 2 ACTIONS). The reynin beats its wings, unleashing a gust of incredible force in a 90-foot line that is 20 feet wide. Each creature in the line must succeed on a DC 22 Dexterity saving throw or take 16 (2d8 + 7) bludgeoning damage and be pushed up to 60 feet away from the reynin. If a pushed target collides with an immovable object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was pushed before impact and is knocked prone. If the target would collide with another creature instead, that other creature must succeed on a DC 20 Dexterity saving throw or take the same damage and be knocked prone.

RYSHARI

Huge celestial, chaotic good

Armor Class 19

Hit Points 364 (27d12 + 189)

Speed 90 ft., climb 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 27 (+8) | 28 (+9) | 25 (+7) | 18 (+4) | 21 (+5) | 24 (+7) |

Saving Throws Str +16, Dex +17, Cha +15

Skills Athletics +16, Intimidation +15, Perception +13

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, thunder

Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, stunned

Senses truesight 120 ft., passive Perception 23

Languages Celestial, Common, Sylvan

Challenge 25 (75,000 XP)

Bolting Movement. The ryshari can move through a hostile creature's space, regardless of the creature's size, and its movement doesn't provoke opportunity attacks.

Innate Spellcasting. The ryshari's innate spellcasting ability is Charisma (spell save DC 23). The ryshari can innately cast the following spells, requiring no material components:

At will: *jump*, *shatter* (as a 5th-level spell), *thaumaturgy*

3/day each: *chain lightning*, *haste*[□]

1/day each: *power word stun*

Keen Smell. The ryshari has advantage on Wisdom (Perception) and Wisdom (Survival) checks that rely on smell.

Legendary Resistance (3/Day). If the ryshari fails a saving throw, it can choose to succeed instead.

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

Magic Weapons. The ryshari's weapon attacks are magical.

Pounce. If the ryshari moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 23 Strength saving throw or be pushed up to 15 feet away from the ryshari or knocked prone (the ryshari's choice).

Running Leap. With a 10-foot running start, the ryshari can long jump up to 60 feet and high jump up to 30 feet.

ACTIONS

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

Bite. Melee Weapon Attack: +16 to hit, reach 5 ft., one target. *Hit:* 26 (4d8 + 8) piercing damage plus 18 (4d8) lightning damage.

Claw. Melee Weapon Attack: +16 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage plus 7 (2d6) thunder damage.

Static Discharge (Recharge 5–6). The ryshari expels a burst of booming, electrical energy. Each creature within 30 feet of it make a DC 23 Constitution saving throw. On a failed save, a creature takes 27 (6d8) lightning damage and 27 (6d8) thunder damage, and if the saving throw fails by 5 or more, the creature is also stunned until the start of the ryshari's next turn. On a successful save, a creature takes half as much damage, but suffers no other effects.

In addition, until the start of the ryshari's next turn, whenever a creature hits it with a melee attack while within 5 feet of it, the creature takes 9 (2d8) lightning damage.

LEGENDARY ACTIONS

The ryshari can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ryshari regains spent legendary actions at the start of its turn.

BLITZ. The ryshari sprints forward in a 40-foot line. Each creature in its path must succeed on a DC 23 Dexterity saving throw or take 9 (2d8) lightning damage.

DETECT. The ryshari makes a Wisdom (Perception) check or a Wisdom (Survival) check.

BINDS OF LIGHTNING (COSTS 2 ACTIONS). The ryshari creates three bands of electrical energy around a prone creature it can see within 30 feet of it, attempting to strap the creature to the ground. The creature must succeed on a DC 23 Strength saving throw or become restrained by the bands. A creature restrained in this way takes 9 (2d8) lightning damage at the start of each of its turns. The restrained creature, or a creature within 5 feet of it, can use an action to make a DC 17 Strength check, freeing the restrained creature on a success.

CAST A SPELL (COSTS 3 ACTIONS). The ryshari casts a spell.

CONSTRUCTS

Magically imbued with some degree of intelligence, constructs are the creations of artificers and all manner of magical tinkerers. An adamantine purple worm, a flying *staff of power*, a stone tarrasque—create all these and more with this comprehensive new template!

CONSTRUCT TEMPLATE

While designed to be flexible and able to be applied to a wide range of monsters of all creature types, this template works best when applied to most beasts, dragons, fiends, giants, humanoids, and monstrosities—with the exception of the Animated/Flying Object category, which is instead applied to inanimate objects. A GM can also choose to apply this template to other monsters, at their discretion.

All monsters modified by this template gain the Universal Traits below. One of the other categories of traits may also be applied to achieve a desired type of construct, such as applying the Modified Armor Class, Modified Ability Scores, and Hardmetal Strikes traits to create a metal version of a monster. In addition, a monster may have one or several of the Miscellaneous Traits or traits from any other category, typically gaining no more of these traits than a number equal to half its challenge rating.

UNIVERSAL TRAITS

Type. The monster's type changes to construct.

Alignment. The monster becomes unaligned. A GM can also choose any alignment for the monster, at their discretion.

Modified Ability Scores (Optional). The monster has an Intelligence of 3, a Wisdom of 10, and a Charisma of 1 (unless its respective scores are already lower).

Immunities. The monster has immunity to poison and psychic damage. In addition, it can't be charmed, frightened, paralyzed, petrified, or poisoned, and it doesn't suffer from exhaustion.

Languages. The monster loses any languages it can speak or understand. At the GM's discretion, it might be able to speak or understand the languages of its creator.

Constructed Nature. The monster doesn't require air, food, drink, or sleep.

ANIMATED/FLYING OBJECT TRAITS

Size, Armor Class, and Hit Points. Refer to the table below for the monster's armor class and hit points, based on its size.

| Size | AC | HP |
|------------|----|-------------|
| Tiny | 17 | 7 (3d4) |
| Small | 15 | 17 (5d6) |
| Medium | 14 | 31 (7d8) |
| Large | 13 | 44 (8d10) |
| Huge | 12 | 58 (9d12) |
| Gargantuan | 10 | 105 (10d20) |

Speed. If the monster has legs or other appendages that it can use to walk, it has a walking speed of 30 feet. Otherwise, its walking speed is 0, but it has a flying speed based on its size and it can hover. If it's Tiny or Small, it has a flying speed of 50 feet; if it's Medium or larger it has a flying speed of 30 feet.

Ability Scores. The monster has a Constitution of 10, an Intelligence and Wisdom of 3, and a Charisma of 1. Its Strength and Dexterity combine for a total of 25 (with neither score being less than 4 or greater than 18).

Saving Throw Proficiencies (Flying Object Only). The monster has proficiency in Dexterity saving throws.

Condition Immunities. The monster can't be blinded or deafened.

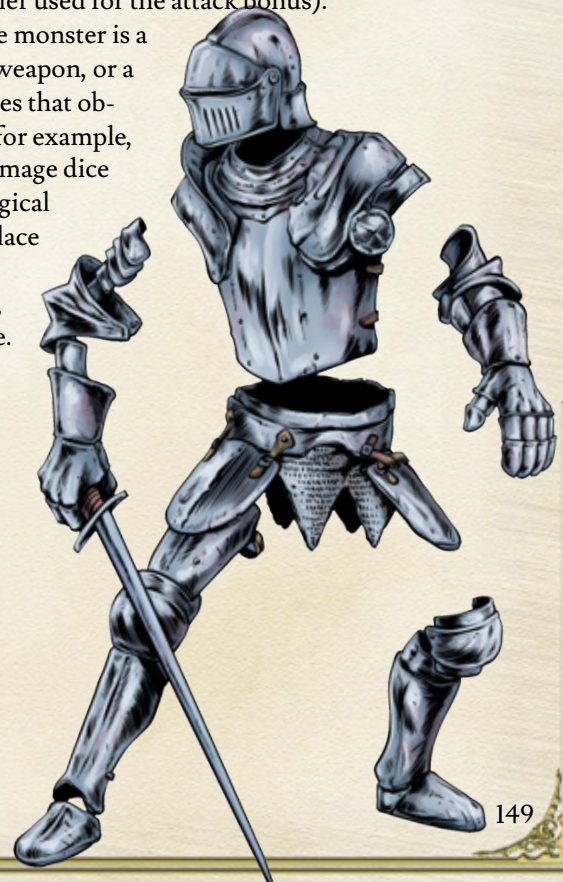
Senses. The monster has blindsight out to a range of 30 feet or 60 feet (GM's choice), but it is blind beyond that radius.

Antimagic Susceptibility. The monster is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the monster must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the monster remains motionless, it is indistinguishable from a normal object of its kind.

Attack. The monster can make either one or two melee weapon attacks. This attack has an attack bonus equal to the monster's proficiency bonus plus its Strength or Dexterity modifier (whichever is higher), and it has a reach of 5 feet. On a hit, it deals bludgeoning, piercing, or slashing damage—as appropriate for the object—equal to 1d4 (Tiny), 1d6 (Small), 1d10 (Medium), 2d6 (Large), 2d10 (Huge), or 4d6 (Gargantuan) plus its Strength or Dexterity modifier (the same modifier used for the attack bonus).

Special. If the monster is a suit of armor, a weapon, or a magic item, it uses that object's statistics (for example, the weapon's damage dice or the item's magical properties), in place of the statistics suggested above, where applicable.



CLOCKWORK MONSTER TRAITS

Repairable. If the monster is dead, a creature that is proficient with smith's tools or tinker's tools can return it to life with 1 hit point with 1 hour of work using the tools.

CRYSTAL/GLASS MONSTER TRAITS

Light Intensity. Any creature that can see the monster and starts its turn within 10 feet of the monster while it's in bright light must succeed on a Constitution saving throw (DC 8 + the monster's Constitution modifier + its proficiency bonus) or be blinded until the start of the creature's next turn.

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 monster until the start of its next turn, when it can avert its eyes again. If the creature looks at the monster in the meantime, it must immediately make the save.

Splintering Shards. A creature that hits the monster with a melee weapon attack while within 10 feet of it takes 5 (2d4) piercing damage, or 10 (4d4) piercing damage if the monster is Huge or larger.

The monster also gains one or more of the following traits:

- **Fragile.** The monster has vulnerability to bludgeoning damage. If the monster already has resistance or immunity to bludgeoning damage from nonmagical

attacks, this trait only gives it vulnerability to bludgeoning damage from magical attacks.

- **Shatter Susceptibility.** The monster has vulnerability to damage from critical hits.
- **Sonic Sensitivity.** The monster has vulnerability to thunder damage, and it has disadvantage on saving throws against any effect that deals thunder damage.

METAL MONSTER TRAITS

Modified Armor Class. The monster has a natural armor bonus to its AC based on the metal it's made of, as shown in the table below.

| Metal | AC Bonus |
|-------------------------|----------|
| Copper, Gold, Silver | +2 |
| Brass, Bronze, Platinum | +3 |
| Iron, Steel | +4 |
| Mithral | +5 |
| Adamantine | +6 |

Modified Ability Scores. The monster's Strength score increases by an amount equal to its AC bonus above (to a maximum of 30), and it has a Constitution score of 20 (unless it is already higher).

Critical Defense (Adamantine Only). Any critical hit against the monster becomes a normal hit.

Hardmetal Strikes. The monster's weapon attacks deal one extra die of damage on a hit.

Lightweight Construction (Mithral Only). The monster has advantage on Dexterity (Stealth) checks, and any speeds it has increase by 10 feet.

PAPER/WOODEN MONSTER TRAITS

Modified Ability Scores (Paper Only). The monster's Strength score is halved, and its Dexterity score increases by 2 (to a maximum of 30).

Damage Vulnerabilities. The monster has vulnerability to fire damage.

Damage Resistances (Wooden only). The monster has resistance to bludgeoning and piercing damage.

STONE/GEMSTONE MONSTER TRAITS

Modified Armor Class. The monster has a natural armor bonus to its AC based on the material it's made of: +1 (stone), +3 (gemstone-studded), or +5 (gemstone).

Modified Ability Scores. The monster's Strength score increases by 2 (to a maximum of 30), and it has a Constitution score of 20 (unless it is already higher). If it's made of stone, its Dexterity score is also halved.

Immutable Form. The monster is immune to any spell or effect that would alter its form.



MISCELLANEOUS TRAITS

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

Damage Absorption. The monster has immunity to one of the following damage types: acid, cold, fire, or lightning. In addition, whenever the monster is subjected to that damage type, it takes no damage and instead regains a number of hit points equal to the damage dealt of that type.

Elemental Body. A creature that touches the monster or hits it with a melee attack while within 5 feet of it takes 5 (1d10) damage of one of the following types: acid (Caustic Body), cold (Icy Body), fire (Heated Body), or lightning (Electrified Body).

Extraordinary Senses. The monster has one or several of the following special senses: blindsight (30 feet), darkvision (120 feet), tremorsense (60 feet), truesight (60 feet).

Fail-safe (1/Day). If damage reduces the monster to 0 hit points, it drops to 1 hit point instead. This trait doesn't function if the damage is from a critical hit. When this trait is activated, the monster gains a +5 bonus to its AC and all saving throws until the end of its next turn.

Grounded. While on the ground, the monster has advantage on saving throws against effects that would push it, pull it, or knock it prone.

Homing Device. The monster has advantage on ranged attack rolls.

Innate Spellcasting. The monster's innate spellcasting ability is Constitution. The monster can innately cast any of the following spells (at the GM's discretion), requiring no components:

At will: *detect magic*, *produce flame*, *shocking grasp*

3/day each: *burning hands**, *hunter's mark*, *plane shift*†

(self only), *thunderwave**

1/day each: *enlarge/reduce* (self only), *grease*, *haste* (self only)

* This spell is cast at a level equal to the monster's CR divided by 3 (rounded down).

† This spell requires the monster to be CR 10 or higher.

Liquefied Movement (Metal Monster Only). On its turn, the monster can move through a space as narrow as 1 inch without squeezing. If it ends its turn in a space that isn't large enough for it, it is pushed to the nearest unoccupied space that is large enough for it, and it takes 3 (1d6) bludgeoning damage for every 5 feet it was pushed.

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

Magic Weapons. The monster's weapon attacks are magical.

Mendable. As long as the monster has at least 1 hit point remaining, it regains 7 (2d6) hit points when a *mending* spell is cast on it.

Regeneration. The monster regains 10 hit points at the start of its turn if it has at least 1 hit point.

Reinforced Exterior. The monster has resistance or immunity (GM's choice) to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantine.

Shock Absorbant. Unless it is incapacitated, the monster takes no falling damage if it falls, and it can land on its feet.

Siege Monster. The monster deals double damage to objects and structures.

Spell Immunity. The monster is immune to a number of spells equal to its proficiency bonus, as chosen by its creator.

Standing Leap. The monster's long jump is up to 10 feet less than its speed, and its high jump is up to half that distance, with or without a running start.

Translator (Requires Intelligence of 10 or higher). The monster can speak and understand all languages.

Vigilant. The monster can't be surprised.

Voice Changer. The monster can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

Wings. The monster has a flying speed equal to its walking speed.

New Action: Active Camouflage. The monster magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the monster wears or carries is invisible with it.

New Action: Harpoon. The monster can make a ranged weapon attack with an attack bonus equal to its proficiency bonus plus its Dexterity modifier. This attack has a normal range of 50 feet and a maximum range of 200 feet. On a hit, the target takes piercing damage equal to 1d10 plus the monster's Dexterity modifier, and the target is grappled (escape DC equals 10 + the monster's Strength (Athletics) modifier). While grappled in this way, a creature's speed isn't reduced, but it can move only in directions that bring it closer to the monster. A creature takes 5 (1d10) slashing damage if it escapes from the grapple or if it tries and fails. As a bonus action, the monster can pull a creature grappled by it up to 20 feet closer. The monster can grapple only one creature in this way at a time.

New Action: Laser Beam. The monster can make a ranged spell attack with an attack bonus equal to its proficiency bonus plus its Constitution modifier. This attack has a range of 60 feet. On a hit, it deals a number of d10s of radiant damage equal to half the monster's challenge rating.

New Action: Self-Destruct. The monster dies as it explodes in a burst of flames, leaving behind anything it was wearing or carrying that isn't flammable. Each creature within a number of feet of the monster based on its size (see table below) must make a Dexterity saving throw (DC 8 + the monster's Constitution modifier + its proficiency bonus), taking the corresponding amount of fire damage on a failed save, or half as much damage on a successful one.

| Monster Size | Area | Damage |
|--------------|---------|-----------|
| Tiny | 5 feet | 3 (1d6) |
| Small | 10 feet | 7 (2d6) |
| Medium | 15 feet | 14 (4d6) |
| Large | 20 feet | 24 (7d6) |
| Huge | 25 feet | 38 (11d6) |
| Gargantuan | 30 feet | 56 (16d6) |

ADAMANTINE ANCIENT BRASS DRAGON

Gargantuan construct, neutral

Armor Class 26 (natural armor)

Hit Points 297 (17d20 + 119)

Speed 40 ft., burrow 40 ft., fly 80 ft.

| STR | DEX | CON | INT | WIS | CHA |
|----------|---------|---------|---------|---------|---------|
| 30 (+10) | 10 (+0) | 25 (+7) | 16 (+3) | 15 (+2) | 19 (+4) |

Saving Throws Dex +8, Con +15, Wis +10, Cha +12

Skills History +11, Perception +18, Persuasion +12, Stealth +8

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28

Languages —

Challenge 26 (90,000 XP)

Fire Absorption. Whenever the dragon is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Hardmetal Strikes. The dragon's weapon attacks deal one extra die of damage on a hit (included in the attack).

Heated Body. A creature that touches the dragon or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 26 (3d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 20 (3d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 23 (3d8 + 10) bludgeoning damage.

Frightful Presence. 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.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

- **Fire Breath.** The dragon exhales fire in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 23 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 23 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.

Change Shape. 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.

Self-Destruct. The dragon dies as it explodes in a burst of flames, leaving behind anything it was wearing or carrying that isn't flammable. Each creature within 30 feet of it must make a DC 23 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

DETECT. The dragon makes a Wisdom (Perception) check.

TAIL ATTACK. The dragon makes a tail attack.

WING ATTACK (COSTS 2 ACTIONS). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 26 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADAMANTINE PURPLE WORM

Gargantuan construct, unaligned

Armor Class 24 (natural armor)

Hit Points 247 (15d20 + 90)

Speed 50 ft., burrow 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|----------|--------|---------|--------|--------|--------|
| 30 (+10) | 7 (-2) | 22 (+6) | 1 (-5) | 8 (-1) | 4 (-3) |

Saving Throws Con +11, Wis +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 9

Languages —

Challenge 20 (25,000 XP)

Hardmetal Strikes. The worm's weapon attacks deal one extra die of damage on a hit (included in the attack).

Innate Spellcasting. The worm's innate spellcasting ability is Constitution. The worm can innately cast the following spells, requiring no components:

3/day: *plane shift* (self only)

1/day: *haste* (self only)

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

Magic Weapons. The worm's weapon attacks are magical.

Siege Monster. The worm deals double damage to objects and structures.

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The worm makes two attacks: one with its bite and one with its stinger.

Bite. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 28 (4d8 + 10) 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.

Tail Stinger. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one creature. *Hit:* 24 (4d6 + 10) 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.



ANIMATED BOOTS OF ELVENKIND

Small construct, unaligned

Armor Class 15 (natural armor)
Hit Points 17 (5d6)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 10 (+0) | 15 (+2) | 10 (+0) | 3 (-4) | 3 (-4) | 1 (-5) |

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 1/8 (25 XP)

Antimagic Susceptibility. The boots are incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the boots must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the boots remain motionless, they are indistinguishable from a normal pair of *boots of elvenkind*.

Stealthiness. The boots' steps make no sound, regardless of the surface they are moving across. The boots have advantage on Dexterity (Stealth) checks that rely on moving silently.

ACTIONS

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

ANIMATED DEMON ARMOR

Medium construct, unaligned

Armor Class 19 (natural armor)
Hit Points 31 (7d8)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|--------|--------|
| 17 (+3) | 8 (-1) | 10 (+0) | 3 (-4) | 3 (-4) | 1 (-5) |

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6
Languages Abyssal
Challenge 3 (700 XP)

Antimagic Susceptibility. 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.

Demon Armor's Curse. The armor has disadvantage on attack rolls against demons and on saving throws against their spells and special abilities.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of *demon armor*.

Magic Weapons. The armor's weapon attacks are magical.

ACTIONS

Multiattack. The armor makes two melee attacks.

Gauntlet. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

ANIMATED WINGED BOOTS

Tiny construct, unaligned

Armor Class 17 (natural armor)
Hit Points 7 (3d4)
Speed 30 ft., fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 10 (+0) | 15 (+2) | 10 (+0) | 3 (-4) | 3 (-4) | 1 (-5) |

Saves Dex +4
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 1/2 (100 XP)

Antimagic Susceptibility. The boots are incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the boots must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the boots remain motionless, they are indistinguishable from a normal pair of winged boots.

Magic Weapons. The boots' weapon attacks are magical.

Magical Flight. While flying, the boots are considered to be held aloft by magic.

ACTIONS

Multiattack. The boots make two kick attacks.

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

CLOCKWORK HYDRA

Huge construct, unaligned

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 5 ft., fly 30 ft.

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

Skills Perception +6

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 8 (3,900 XP)

Homing Beacon. The hydra has advantage on ranged attack rolls.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, deafened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Repairable. If the hydra is dead, a creature that is proficient with smith's tools or tinker's tools can return it to life with 1 hit point with 1 hour of work using the tools.

Vigilant. The hydra can't be surprised.

ACTIONS

Multiattack. The hydra makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Harpoon. *Ranged Weapon Attack:* +4 to hit, range 50/200 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage, and the target is grappled (escape DC 15). While grappled in this way, a creature's speed isn't reduced, but it can move only in directions that bring it closer to the hydra. A creature takes 5 (1d10) slashing damage if it escapes from the grapple or if it tries and fails. As a bonus action, the hydra can pull a creature grappled by it up to 20 feet closer. The hydra can grapple only one creature in this way at a time.

CRYSTAL SPIRIT NAGA

Large construct, neutral evil

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 17 (+3) | 14 (+2) | 16 (+3) | 15 (+2) | 16 (+3) |

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

Damage Vulnerabilities damage from critical hits

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 8 (3,900 XP)

Light Intensity. Any creature that can see the naga and starts its turn within 10 feet of it while it's in bright light must succeed on a DC 13 Constitution saving throw or be blinded until the start of the creature's next turn.

A creature can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the naga until the start of its next turn, when it can avert its eyes again. If the creature looks at the naga in the meantime, it must immediately make the save.

Rejuvenation. 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.

Spellcasting. The naga is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion, ray of frost*

1st level (4 slots): *charm person, detect magic, sleep*

2nd level (3 slots): *detect thoughts, hold person*

3rd level (3 slots): *lightning bolt, water breathing*

4th level (3 slots): *blight, dimension door*

5th level (2 slots): *dominate person*

Splintering Shards. A creature that hits the naga with a melee weapon attack while within 10 feet of it takes 5 (2d4) piercing damage.

ACTIONS

Bite. *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.

DIAMOND-STUDED STONE TARRASQUE

Gargantuan construct (titan), unaligned

Armor Class 28 (natural armor)
Hit Points 676 (33d20 + 330)
Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|----------|--------|----------|--------|---------|---------|
| 30 (+10) | 5 (-3) | 30 (+10) | 3 (-4) | 11 (+0) | 11 (+0) |

Saving Throws Int +5, Wis +9, Cha +9
Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 120 ft., passive Perception 10
Languages —
Challenge 30 (155,000 XP)

Fail-safe (1/Day). If damage reduces the tarrasque to 0 hit points, it drops to 1 hit point instead. This trait doesn't function if the damage is from a critical hit. When this trait is activated, the tarrasque gains a +5 bonus to its AC and all saving throws until the end of its next turn.

Immutable Form. The tarrasque is immune to any spell or effect that would alter its form.

Legendary Resistance (3/Day). If the tarrasque fails a saving throw, it can choose to succeed instead.

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

Reflective Carapace. Any time the tarrasque is targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the tarrasque is unaffected. On a 6, the tarrasque is unaffected, and the effect is reflected back at the caster as though it originated from the tarrasque, turning the caster into the target.

Regeneration. The tarrasque regains 10 hit points at the start of its turn if it has at least 1 hit point.

Shock Absorbant. Unless it is incapacitated, the tarrasque takes no falling damage if it falls, and it can land on its feet.

Siege Monster. The tarrasque deals double damage to objects and structures.

Spell Immunity. The tarrasque is immune to the following spells: *banishment*, *dominate monster*, *maze*, *plane shift*, *power word kill*, *reverse gravity*, *time stop*, *true polymorph*, *wish*.

Standing Leap. The monster's long jump is up to 30 feet, and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Multiattack. 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.

Bite. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 28 (4d12 + 2) 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.

Claw. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 20 (4d8 + 2) slashing damage.

Horns. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 24 (4d10 + 2) piercing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 16 (4d6 + 2) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Laser Beam. *Ranged Spell Attack:* +19 to hit, range 60 ft., one target. *Hit:* 82 (15d10) radiant damage.

Frightful Presence. 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.

Swallow. 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.

LEGENDARY ACTIONS

The tarrasque can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The tarrasque regains spent legendary actions at the start of its turn.

ATTACK. The tarrasque makes one claw attack or tail attack.

MOVE. The tarrasque moves up to half its speed.

CHOMP (2 ACTIONS). The tarrasque makes one bite attack or uses its Swallow.

FLYING STAFF OF POWER

Small construct, unaligned

Armor Class 17 (natural armor)

Hit Points 17 (5d6)

Speed 0 ft., fly 50 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 10 (+0) | 15 (+2) | 10 (+0) | 3 (-4) | 3 (-4) | 1 (-5) |

Saving Throws Str +4, Dex +6, Con +4, Int +0, Wis +0, Cha -1

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 10 (5,900 XP)

Antimagic Susceptibility. The staff is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the staff must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Charges. The staff has 20 charges. It regains 13 (2d8 + 4) expended charges daily at dawn. If it expends 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 6 (1d8 + 2) charges.

False Appearance. While the staff remains motionless, it is indistinguishable from a normal pair of *staff of power*.

Innate Spellcasting. The staff's innate spellcasting ability is Constitution (spell save DC 12, +6 to hit with spell attacks). The staff can innately cast the following spells,

requiring no components:

1 charge each: *magic missile*, *ray of enfeeblement*

2 charges: *levitate*

5 charges each: *cone of cold*, *fireball* (as a 5th-level spell), *hold monster*, *lightning bolt* (as a 5th-level spell), *wall of force*

6 charges: *globe of invulnerability*

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

Magic Weapons. The staff's weapon attacks are magical.

Power Strike. When the staff hits a target with a melee weapon attack, it can expend 1 charge to deal an extra 3 (1d6) force damage to the target.

Spell Immunity. The staff is immune to the following spells: *disintegrate*, *magic missile*, *polymorph*, *sleep*

ACTIONS

Staff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 2) bludgeoning damage.

Retributive Strike. The staff breaks itself against a solid surface. Doing so destroys the staff and releases its remaining magic in an explosion that expands to fill a 30-foot-radius sphere centered on it. Every 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 Staff | Effect |
|-----------------------|--|
| 10 ft. away or closer | 8 x the number of charges in the staff |
| 11 to 20 ft. away | 6 x the number of charges in the staff |
| 21 to 30 ft. away | 4 x the number of charges in the staff |

GARNET-STUDDed XORN

Medium construct, unaligned

Armor Class 22 (natural armor)

Hit Points 73 (7d8 + 42)

Speed 20 ft., burrow 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 19 (+4) | 10 (+0) | 22 (+6) | 3 (-4) | 10 (+0) | 1 (-5) |

Skills Perception +6, Stealth +3

Damage Resistances piercing and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages —

Challenge 6 (2,300 XP)

Earth Glide. The xorn can burrow through nonmagical, unworked earth and stone. While doing so, the xorn doesn't disturb the material it moves through.

Grounded. While on the ground, the xorn has advantage on saving throws against effects that would push it, pull it, or knock it prone.

Immutable Form. The xorn is immune to any spell or effect that would alter its form.

Innate Spellcasting. The xorn's innate spellcasting ability is Constitution (spell save DC 17). The xorn can innately cast the following spells, requiring no components:

3/day: *thunderwave* (as a 2nd-level spell)

1/day: *enlarge/reduce* (self only)

Stone Camouflage. The xorn has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Treasure Sense. The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

ACTIONS

Multiattack. The xorn makes three claw attacks and one bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.

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

GLASS BLINK DOG

Medium construct, lawful neutral

Armor Class 13
Hit Points 22 (4d8 + 4)
Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 17 (+3) | 12 (+1) | 10 (+0) | 13 (+1) | 11 (+0) |

Skills Perception +3, Stealth +5
Damage Vulnerabilities thunder
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 1/2 (100 XP)

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

Light Intensity. Any creature that can see the dog and starts its turn within 10 feet of the dog while it's in bright light must succeed on a DC 11 Constitution saving throw or be blinded until the start of the creature's next turn.

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 dog until the start of its next turn, when it can avert its eyes again. If the creature looks at the dog in the meantime, it must immediately make the save.

Sonic Sensitivity. The dog has disadvantage on saving throws against any effect that deals thunder damage.

Splintering Shards. A creature that hits the dog with a melee weapon attack while within 10 feet of it takes 5 (2d4) piercing damage.

ACTIONS

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

Teleport (Recharge 4–6). The dog magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the dog can make one bite attack.

IRON BLACK BEAR

Medium construct, unaligned

Armor Class 15 (natural armor)
Hit Points 28 (3d8 + 15)
Speed 40 ft., climb 30 ft.

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

Skills Perception +2
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses passive Perception 12
Languages —
Challenge 2 (450 XP)

Grounded. While on the ground, the bear has advantage on saving throws against effects that would push it, pull it, or knock it prone.

Hardmetal Strikes. The bear's weapon attacks deal one extra die of damage on a hit (included in the attack).

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (3d4 + 4) slashing damage.



DIAMOND KNIGHT

Medium construct, unaligned

Armor Class 20 (natural armor)
Hit Points 76 (8d8 + 40)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 11 (+0) | 20 (+5) | 3 (-4) | 10 (+0) | 1 (-5) |

Saves Con +8, Wis +3
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses passive Perception 10
Languages the languages of its creator
Challenge 6 (2,300 XP)

Immutable Form. The knight is immune to any spell or effect that would alter its form.

ACTIONS

Multiattack. The knight makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Active Camouflage. The knight magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the knight wears or carries is invisible with it.

OPAL UNICORN

Large construct, lawful neutral

Armor Class 17 (natural armor)

Hit Points 85 (9d10 + 45)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 14 (+2) | 20 (+5) | 11 (+0) | 17 (+3) | 16 (+3) |

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses truesight 60 ft., passive Perception 13

Languages Celestial, Elvish, Sylvan, telepathy 60 ft.

Challenge 7 (2,900 XP)

Charge. If the unicorn moves at least 20 feet 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.

Fail-safe (1/Day). If damage reduces the unicorn to 0 hit points, it drops to 1 hit point instead. This trait doesn't function if the damage is from a critical hit. When this trait is activated, the unicorn gains a +5 bonus to its AC and all saving throws until the end of its next turn.

Immutable Form. The unicorn is immune to any spell or effect that would alter its form.

Innate Spellcasting. The unicorn's innate spellcasting ability is Charisma (spell save DC 14). The unicorn can innately cast the following spells, requiring no components:

At will: *detect evil and good*, *druidcraft*, *pass without trace*
1/day each: *calm emotions*, *dispel evil and good*, *entangle*

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

Magic Weapons. The unicorn's weapon attacks are magical.

ACTIONS

Multiattack. The unicorn makes two attacks: one with its hooves and one with its horn.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Horn. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Active Camouflage. The unicorn magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the unicorn wears or carries is invisible with it.

Healing Touch (3/Day). 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.

Teleport (1/Day). The unicorn magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 1 mile away.

LEGENDARY ACTIONS

The unicorn can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The unicorn regains spent legendary actions at the start of its turn.

HOOVES. The unicorn makes one attack with its hooves.

SHIMMERING SHIELD (COSTS 2 ACTIONS). The unicorn creates a shimmering, magical field around itself or another creature it can see within 60 feet of it. The target gains a +2 bonus to AC until the end of the unicorn's next turn.

HEAL SELF (COSTS 3 ACTIONS). The unicorn magically regains 11 (2d8 + 2) hit points.

PAPER BAT

Tiny construct, unaligned

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 5 ft., fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|--------|--------|---------|--------|
| 1 (-5) | 17 (+3) | 8 (-1) | 2 (-4) | 10 (+0) | 1 (-5) |

Damage Vulnerabilities fire

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft., passive Perception 10

Languages —

Challenge 0 (10 XP)

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

RUBY-STUDDED STONE GYNOSPHINX

Large construct, lawful neutral

Armor Class 20 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 40 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|---------|---------|---------|
| 20 (+5) | 7 (-2) | 20 (+5) | 18 (+4) | 18 (+4) | 18 (+4) |

Skills Arcana +12, History +12, Perception +8, Religion +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses truesight 120 ft., passive Perception 18
Languages all
Challenge 13 (10,000 XP)

Grounded. While on the ground, the sphinx has advantage on saving throws against effects that would push it, pull it, or knock it prone.

Immutable Form. The sphinx is immune to any spell or effect that would alter its form.

Inscrutable. 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.

Magic Weapons. The sphinx's weapon attacks are magical.

Siege Monster. The sphinx deals double damage to objects and structures.

Spellcasting. The sphinx is a 9th-level spellcaster. Its spell-casting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion, prestidigitation*
1st level (4 slots): *detect magic, identify, shield*
2nd level (3 slots): *darkness, locate object, suggestion*
3rd level (3 slots): *dispel magic, remove curse, tongues*
4th level (3 slots): *banishment, greater invisibility*
5th level (1 slot): *legend lore*

ACTIONS

Multiattack. The sphinx makes two claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Laser Beam. *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 33 (6d10) radiant damage.

LEGENDARY ACTIONS

The sphinx can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The sphinx regains spent legendary actions at the start of its turn.

Claw Attack. The sphinx makes one claw attack.

Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). The sphinx casts a spell from its list of prepared spells, using a spell slot as normal.

STEEL OGRE

Large construct, chaotic evil

Armor Class 15 (natural armor)
Hit Points 73 (7d10 + 35)
Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|--------|--------|
| 23 (+6) | 8 (-1) | 20 (+5) | 5 (-3) | 7 (-2) | 7 (-2) |

Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 8
Languages Common, Giant
Challenge 3 (700 XP)

Hardmetal Strikes. The ogre's weapon attacks deal one extra die of damage on a hit (included in the attack).

Liquefied Movement. On its turn, the ogre can move through a space as narrow as 1 inch without squeezing. If it ends its turn in a space that isn't large enough for it, it is pushed to the nearest unoccupied space that is large enough for it, and it takes 3 (1d6) bludgeoning damage for every 5 feet it was pushed.

ACTIONS

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage.

STONE OTYUGH

Large construct, neutral

Armor Class 15 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|--------|
| 18 (+4) | 5 (-3) | 20 (+5) | 6 (-2) | 13 (+1) | 6 (-2) |

Saving Throws Con +8

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Otyugh

Challenge 5 (1,800 XP)

Immutable Form. The otyugh is immune to any spell or effect that would alter its form.

Limited Telepathy. The otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Standing Leap. The otyugh's long jump is up to 20 feet, and its high jump is up to 10 feet, with or without a running start.

Voice Changer. The otyugh can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

ACTIONS

Multiattack. The otyugh makes three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a creature, it must succeed on a DC 16 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.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 14) and restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.

Tentacle Slam. The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 15 Constitution saving throw or take 11 (2d6 + 4) 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.

WOODEN DRAFT HORSE

Large construct, unaligned

Armor Class 10

Hit Points 19 (3d10 + 3)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 10 (+0) | 12 (+1) | 2 (-4) | 10 (+0) | 1 (-5) |

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 1/2 (100 XP)

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage.



CYBERNETIC HORROR

A cybernetic horror is a humanoid that has been so grotesquely and heavily modified with robotic components and forcibly induced chemical mutations that it is almost no longer possible to discern its original humanoid nature. They're especially proficient with utilizing whatever objects they can get their hands on as weapons, and they can expel a caustic fluid from their mouth—a byproduct of their mutations.

CYBERNETIC HORROR

Medium construct, neutral evil

Armor Class 16 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 17 (+3) | 14 (+2) | 18 (+4) | 10 (+0) | 13 (+1) | 7 (-2) |

Saving Throws Con +6, Wis +3

Skills Athletics +5, Perception +3

Damage Resistances poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 13

Languages Common plus one other language

Challenge 4 (1,100 XP)

Cybernetic Grip. Creatures have disadvantage on ability checks made to escape the horror's grapple.

Mutable Form. The horror has disadvantage on saving throws against any spell or effect that would alter its form.

Standing Leap. The horror's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Multiattack. The horror makes two attacks.

Makeshift Weapon. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning, piercing, or slashing damage (as appropriate to the object being used as a weapon).

Expel Mutagen (Recharge 5–6). The horror vomits mutagen in a 15-foot line that is 5 feet wide. Each creature in the area must make a DC 14 Dexterity saving throw. On a failed save, a target takes 13 (3d8) acid damage and its hit point maximum is reduced by an amount equal to the damage taken.

This reduction lasts until the target finishes a long rest or is targeted by the *lesser restoration* spell or similar magic. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way rises 1 minute later as a mindless mutant (uses the statistics for a **zombie** but has resistance to acid damage).

LIVING SPELLS

Living spells are the result of arcane experiments gone haywire, wild magic taking form, or occasionally the deliberate exploits of a powerful spellcaster. These spells achieve limited sentience with a surprisingly maniacal bent, and they are sometimes manipulated and controlled by talented magic-users. Living spells rarely travel far from where they were born into existence, subsisting solely off of the ambient magic of their surroundings.

LIVING FLAME BLADE

Small construct, unaligned

Armor Class 15 (natural armor)

Hit Points 44 (8d6 + 16)

Speed 0 ft., fly 40 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 10 (+0) | 17 (+3) | 14 (+2) | 3 (-4) | 15 (+2) | 1 (-5) |

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 3 (700 XP)

Fire Absorption. Whenever the flame blade is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Heated Body. A creature that touches the flame blade or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Illumination. The flame blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

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

Unusual Nature. The flame blade doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The flame blade makes two attacks.

Blade. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) fire damage.

LIVING MAGE HAND

Tiny construct, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 0 ft., fly 30 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|--------|
| 2 (-4) | 15 (+2) | 10 (+0) | 3 (-4) | 10 (+0) | 1 (-5) |

Skills Arcana +0, Stealth +4

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 0 (10 XP)

Unusual Nature. The mage hand doesn't require air, food, drink, or sleep.

ACTIONS

Slap. *Melee Spell Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 force damage.

LIVING MAGE HAND FAMILIARS

At the GM's discretion, a character who casts *find familiar* can choose a living mage hand as their familiar, in addition to the forms listed in the spell.



SWARM OF LIVING MAGE HANDS

Medium swarm of tiny constructs, unaligned

Armor Class 12

Hit Points 27 (6d8)

Speed 0 ft., fly 30 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|--------|
| 8 (-1) | 15 (+2) | 10 (+0) | 3 (-4) | 10 (+0) | 1 (-5) |

Skills Arcana +0

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, unconscious, restrained, stunned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

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

Many-Handed. The swarm can take the Use an Object action as a bonus action on each of its turns.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny mage hand. The swarm can't regain hit points or gain temporary hit points.

Unusual Nature. The swarm doesn't require air, food, drink, or sleep.

ACTIONS

Flurry of Slaps. *Melee Spell Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) force damage, or 5 (2d4) force damage if the swarm has half its hit points or fewer.

Swarming Grasp. The swarm uses all of its hands to attempt to grapple a creature within 5 feet of it. It makes a Strength (Athletics) check with advantage contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (target's choice). If the swarm succeeds, the target becomes grappled by it (escape DC 12). While grappling a creature in this way, the swarm must use its action on each of its turns to maintain the grapple or the grapple ends.



DRAGONS

There are a great many dragons that roam the multiverse, some of which are yet to be fully understood or even discovered at all.

ABERRANT DRAGON TEMPLATE

Only a true dragon can survive the intense exposure to these aberrant energies and remain in any sort of stable state. When a dragon becomes an aberrant dragon, it retains its statistics except as described below. The aberrant dragon might retain or lose any or all of its lair actions or inherit new ones (for example, from an aboleth), as the GM sees fit.

Type. The dragon's type changes from dragon to aberration.

Alignment. The dragon's alignment changes to chaotic evil; if the dragon was originally good or neutral, its alignment may instead change to chaotic neutral.

Speed. The dragon can hover.

Damage Resistances. The dragon gains resistance to psychic damage, retaining any other resistances it had previously.

Condition Immunities. The dragon can't be charmed or frightened, retaining any other immunities it had previously.

Languages. The dragon can speak and understand Deep Speech, and it has telepathy out to a range of 60 feet (wyrmling or young) or 120 feet (adult or ancient).

Innate Spellcasting (Psionics). If the dragon can innately cast any spells, the psionics tag is added to its Innate Spellcasting trait. If the dragon is an adult aberrant dragon or older, it can innately cast the *detect thoughts* spell at will and the *plane shift* spell, targeting only itself, twice per day.

Its spellcasting ability for these spells is Intelligence (spell attack bonus equals its Intelligence modifier + its proficiency bonus, spell save DC equals 8 + its Intelligence modifier + its proficiency bonus), and it can cast these spells, requiring no components.

Modified Actions: Aberrant Attacks. If the dragon deals acid, cold, fire, lightning, poison, or radiant damage with a melee attack, that damage type changes to psychic.

Modified Action: Maddening Presence. While a creature is under the effects of the dragon's Frightful Presence or other ability preceding the attacks from its Multiattack, it is also disturbed, acting as if under the effects of the *confusion* spell.

Modified Action: Deep Breath. The dragon's breath weapon gains the "Deep-" prefix and shifts to an unearthly black hue. A creature under the effects of the dragon's Maddening Presence takes an extra 14 (4d6) psychic damage from any damage-dealing breath weapon possessed by the dragon.

New/Modified Legendary Action: Psychic Detection. The dragon makes a Wisdom (Perception) check. It has advantage on this check if it is searching for creatures within 120 feet of it that have an Intelligence score of 4 or higher.

New/Modified Legendary Action: Warp Attack. The dragon opens a rift in space, teleporting to an unoccupied

space it can see within 40 feet of it. Each creature within 15 feet of the space it left must make a Strength saving throw (DC 8 + its Constitution modifier + its proficiency bonus) or take 14 (4d6) force damage and be pulled 15 feet toward the space the dragon left.

DRACOLISK

A dracolisk is the result of an obscure arcane ritual that fuses a chromatic dragon egg with that of a basilisk. It inherits its dragon parents' scaled hide, which fades to lighter shades on its underbelly. Dracolisks typically form their lairs following the tendencies of their draconic heritage, with a slightly heavier inclination toward caves and other underground sites.

Only chromatic dragons are capable of this vile union, and even then, the process is prone to failure. If the ritual is performed too early, the dragon egg will calcify, killing the dragon inside. If the ritual is performed too late, the fetal dragon is already too resilient and resists the fusion entirely. Thus, a dragon egg intended for use in this ritual must be accounted for from nearly the moment it is laid.

DRACOLISK TEMPLATE

The following template can be applied to a chromatic dragon of any age.

Type. The dracolisk's type changes from dragon to monstrosity.

Damage Immunities. The dracolisk gains immunity to poison.

Condition Immunities. The dracolisk can't be petrified or poisoned.

Petrifying Gaze. If a creature starts its turn within 30 feet of the dracolisk and the two of them can see each other, the dracolisk can force the creature to make a Constitution saving throw (same DC as the dracolisk's breath weapon) if the dracolisk 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 dracolisk until the start of its next turn, when it can avert its eyes again. If it looks at the dracolisk in the meantime, it must immediately make the save.

Bite. The dracolisk deals extra poison damage with its bite attack, as determined by its age: 1d6 for a dracolisk wyrmling, 1d8 for a young dracolisk, 1d10 for an adult dracolisk, and 1d12 for an ancient dracolisk.

New Action: Poisonous Haze (Adult/Ancient Draco-lisk Only). The dracolisk exhales a cloud of noxious fumes in a 10-foot-radius sphere centered on it. Each creature in the area must succeed on a Constitution saving throw (same DC as the dracolisk's breath weapon) or become poisoned until the start of the dracolisk's next turn. While poisoned in this way, a creature can't take

reactions and must make a Constitution check (DC 10 + the dracolisk's Constitution modifier) at the start of its turn. On a failure, the creature erupts in a coughing fit and inadvertently looks in the dracolisk's direction, subjecting it to the dracolisk's Petrifying Gaze if it is within range. The dracolisk can use this action in place of its Frightful Presence when it uses its Multiattack.

Legendary Action: Spit Stone (Adult/Ancient Dracolisk Only). The dracolisk ejects a consumed object, creature, or part of a creature, which instantly calcifies upon leaving the dracolisk's gullet. It makes a ranged weapon attack using its Strength modifier for the attack and damage rolls. The attack has a normal range of 60 feet and a long range of 240 feet. On a hit, the target takes bludgeoning damage equal to 2d10 + the dracolisk's Strength modifier.

DRAGON GHOST

A dragon ghost is the ethereal remains of a passed dragon that has somehow been bound or driven, willingly or unwillingly, to continue roaming a particular location after its death—typically its former lair.

This path is not permanent, and even the most powerful of dragons may only be able to sustain their ghostly form for a few months following their death. Usually such a dragon spirit will relinquish its ties to the Material Plane after completing the final task binding it to this realm.

DRAGON GHOST TEMPLATE

True dragons of any type can reappear as dragon ghosts after their death. A chromatic dragon may willfully pursue this course so as to maniacally haunt its former lair, whereas a metallic dragon may be bound to the Material Plane by an unfinished promise to an old friend.

When a dragon reappears as a dragon ghost, it retains its statistics except as described below. A dragon ghost typically loses all its lair actions, but it may retain some or inherit new ones, as the GM sees fit.

Type. The dragon ghost's type changes from dragon to undead, and it no longer requires air, food, drink, or sleep.

Speed. The dragon ghost's walking speed is reduced to 0, and it loses any additional movement speeds it has except its flying speed. In addition, it can hover.

Damage Resistances. The dragon ghost has resistance to acid, cold, fire, lightning, and thunder damage, as well as bludgeoning, piercing, and slashing damage from nonmagical attacks. It also retains any other resistances it had prior to becoming a ghost.

Damage Immunities. The dragon ghost has immunity to necrotic and poison damage, and it retains any other immunities it had prior to becoming a ghost.

Condition Immunities. The dragon ghost can't be charmed, frightened, grappled, paralyzed, petrified, poisoned, knocked prone, or restrained, and it doesn't suffer from exhaustion. It also retains any other condition immunities it had prior to becoming a ghost.

Ethereal Sight. The dragon ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The dragon ghost 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.

Modified Actions: Withering Attacks. The dragon ghost's melee attacks deal necrotic damage instead of bludgeoning, piercing, or slashing damage. If the dragon deals an additional damage type (e.g. fire), that type changes to force.

New Action: Etherealness. The dragon ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible from 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.

Modified Action: Horrifying Presence. If a creature fails its saving throw against the dragon ghost's Frightful Presence by 5 or more, the target also ages 1d4 × 10 years. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Modified Action: Ghostly Breath. Any damage-dealing breath weapon possessed by the dragon deals force damage instead of its original damage type, as its breath has become a pale, magical reflection of the element that once comprised it. For example, a passed gold dragon may breathe translucent, ghostly flames, and a black dragon ghost may exhale an ectoplasmic sludge.

DRAGON TURTLE HATCHLING

A dragon turtle hatchling is a dragon turtle that is less than 5 years old. Despite not being a true dragon, these watery terrors are comparable in power to their wyrmling cousins, and are known for being incredibly hardy and resilient.

WYVERN WHELP

Wyverns are known to be expert and vicious hunters, even from a young age. A wyvern whelp possesses a tail that is disproportionately long for its body, almost comically so. These juvenile wyverns tire quickly and thus are often left to pursue ground-based prey until they are older.

COSMIC DRAGONS

Juxtaposed between the noble metallic dragons and their vain chromatic adversaries, the comet, moon, nebula, planetary, and sun dragons serve as agents of balance throughout the multiverse—most notably on the numerous worlds of the Material Plane.

Khaylûs, the Dimensional Dragon, can indeed trace their origins to the same predecessor as the other dragon gods. Unlike their deific kin however—destined for eternal conflict—Khaylûs was brought forth with the express purpose of perpetuating the natural balance set forth by their forebear, and charged with ensuring the continued stability of the multiverse upon his death.

COMET DRAGON

Ever-elusive and inspiringly majestic, the comet dragons are a breathtaking sight to behold. Their hide and scales range from a deep brown to a charcoal gray and are highlighted by a series of icy blue streaks. As they travel, they leave a trail of white, blue, and purple dust and gases in their wake, which may ignite in the heat of battle.

Comet dragons are also distinguished by their iconic double tail: one composed of solid rock and the other a constant stream of gas and ice. Notorious for acting on a whim, they streak across the skies in pursuit of their chaotic impulses, equally pleased to thwart the dastardly schemes of the wicked as they are the inflated ambitions of the good.

Energetic Speedsters. Comet dragons are able to sustain traveling speeds of nearly 120 miles per hour—approximately five times faster than their chromatic and metallic cousins. The most powerful among them are even said to be capable of breaking the sound barrier, creating sonic booms that ripple through the debris that surrounds them.

Remote Tendencies. Despite their captivating appearance, comet dragons are quite cold in disposition. They do not often choose to interact socially with other beings—even other dragons—preferring to delight in the ultimate freedom and solitude provided by the skies.

A COMET DRAGON'S LAIR

Comet dragons bear an unrelenting desire to be constantly on the move, which results in a relative minority showing any interest in settling into a particular region. The ones that do take a lair typically claim dominion over an exceptionally large area, such as an entire chain of mountains or an arctic continent. Some comet dragons have been known to maintain multiple lairs, rhythmically traveling between them in a cyclical pattern year after year.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

- A swarm of meteors descends from the skies, most burning up in the atmosphere. The remaining 3 (1d4 + 1) meteorites that reach the ground each strike a different point the dragon can see within 120 feet of it. Each creature within 5 feet of an impact must succeed on a DC 15 Dexterity saving throw or take 7 (2d6) bludgeoning damage and 7 (2d6) fire damage and be knocked prone.
- A 30-foot-high, 5-foot-radius jet of gas and dust erupts from a point the dragon can see within 300 feet of it, and the area becomes heavily obscured. The jet lasts until initiative count 20 on the next round. Whenever a creature enters a space within 5 feet of the jet for the first time on a turn or starts its turn there, it takes 10 (3d6) cold damage and 10 (3d6) poison damage.

REGIONAL EFFECTS

The region containing a legendary comet dragon's lair is magically warped by one or more of the following effects:

- Small, 5-foot-radius geysers are scattered throughout the area within 6 miles of the lair and may periodically erupt and expel noxious gases.
- Water within 1 mile of the lair is infused with toxic chemicals. Enemies of the dragon that drink this water must succeed on a DC 15 Constitution saving throw or become poisoned until they finish a short or long rest.
- Clouds of gas and dust lightly obscure the area within 6 miles of the lair.

If the dragon dies, the geysers become inactive after 1d10 days, and all other effects fade within 1d4 days.

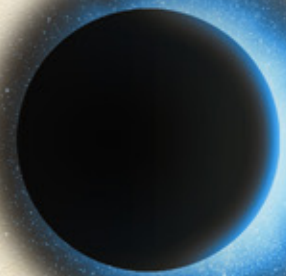
MOON DRAGON

Uncharacteristically self-involved for cosmic dragons, moon dragons seek community first and foremost to elevate their own abilities—their role in the cosmic balance more a byproduct of their behavior than a commitment. They are most comfortable in cool regions on the outskirts of well-inhabited lands, but they can survive in nearly any clime, given that they can find a powerful enough companion.

Most moon dragons are off-white in color, exhibiting varying shades of ivory, sometimes along with pale hues of blush or lavender. They are most noted for their translucent wings, and their extremities are known to shift between lighter and darker phases with the passing days. Those that have taken on an adaptation, such as blood moon dragons, exhibit markedly more vibrant colors and can even be mistaken for chromatic dragons to the untrained observer.

Adaptive Survivalists. Moon dragons are renowned for their exceptional ability to thrive in a variety of locales and circumstances. In just a matter of days, a moon dragon can shift from a predator in the plains to a scavenger in the desert. These dragons are also capable of taking on one of several natural adaptations they have developed (see page 176), which helps them to excel in their present domain—including the supermoon adaptation, allowing them to double in size.

Narcissistic Beneficiaries. On a surface level, a moon dragon may appear to be rather altruistic, as it seeks out a partner (preferably another dragon) and unceasingly protects its companion. However, this seemingly benevolent behavior is typically a façade, as the moon dragon pursues its self-serving desires to secure its own goals and the height of its power.





A MOON DRAGON'S LAIR

Moon dragons enjoy cool, mountainous and cavernous environments; though many—especially those that have taken on an adaptation—can be found in a wide array of locations, including broad steppes and deserts. Their adaptive capabilities allow them to share a lair with another willing dragon, combining their impact on the surrounding area for optimal protection.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; The dragon can't use the same effect two rounds in a row:

- A surge of intense gravitational force draws inward toward the dragon. Each creature of the dragon's choice within 120 feet of it must succeed on DC 15 Strength saving throw or be pulled up to 30 feet toward the dragon.
- Lunar dust and debris begin to swirl in a 20-foot-radius sphere centered on a point the dragon chooses within 120 feet of it. The area is difficult terrain and lightly obscured, and the attack rolls of ranged weapon attacks have disadvantage if they originate within or pass through the area. The dragon and its companion are immune to these effects.

Whenever a creature, other than the dragon or its companion, enters the area for the first time on a turn or starts its turn there, it must make a DC 15 Dexterity saving throw, taking 10 (3d6) bludgeoning damage on a failed save, or half as much damage on a successful one. A wind of at least 20 miles per hour disperses the debris, ending this effect. Otherwise, the dust continues to swirl in the area for 1 minute or until the dragon dies.

- Radiant energy beams down in a 40-foot-radius, 300-foot-high cylinder centered on a point the dragon can see within 60 feet of it. The area is filled with dim light. Each creature in the area when it appears must make a DC 15 Constitution saving throw, taking 13 (3d8) radiant damage on a failed save, or half as much damage on a successful one; a shapechanger has disadvantage on this saving throw. A creature that ends its turn in the area takes 13 (3d8) radiant damage. This effect lasts for 1 minute, or until the dragon uses this lair action again or dies. The moon dragon and its companion are immune to the effects of this lair action.

REGIONAL EFFECTS

The region containing a legendary moon dragon's lair is magically warped by one or more of the following effects:

- The seas within 6 miles of the lair take twice as long to traverse due to quickly shifting tides and choppy waters.
- Gravity in the area supernaturally weighs on and draws in enemies of the dragon. Whenever a creature within 1 mile of the dragon's lair makes a Strength or Dexterity saving throw against an effect that would pull it or knock it prone, the saving throw is made with disadvantage.
- Dim light within 6 miles of the lair is considered magical and imposes disadvantage on Wisdom (Perception) checks that rely on sight unless the creature can see through magical darkness. If this dim light overlaps with an area of bright light created by a spell of 3rd level or lower, the spell that created the light is dispelled.

If the dragon dies, these effects fade after 1d4 days.

NEBULA DRAGON

Ingenious and imaginative, the nebula dragons soundlessly slip through the air, weaving in a scintillating, serpentine pattern. Their scales are extremely fine and compact such that they are nearly indistinguishable from one another, resembling an appearance more like leathery flesh than scaled hide. These dragons may sport one or a multitude of colors, usually from shades of purples and blues to green or even yellowish hues.

Often found in blistering, desert regions alongside their sun dragon kin, nebula dragons may also be spotted among cold, misty mountains, and they have even been known to claim dominion over coastal territories. They delight in cloaking their presence within clouds of dust, fog, and other particles, availing themselves of the clouds' obscuring properties as they carefully and tactfully plot their next course of action.

These cosmic dragons are renowned for their vast intellect—their mental acuity best exemplified by their extraordinary creativity. They have a knack for devising clever solutions via their innate magical capabilities, specializing heavily in illusion and conjuration magic, as they artfully shape their environment.



Clever Combatants. In battle, nebula dragons will emit various clouds of gas and particles, which they can manipulate to distract, deceive, and immobilize their foes. They are particularly fond of crafting phantasmal terrors within these clouds to more effectively mislead and frighten hostile creatures. Nebula dragons will often fully cloak their presence within a cloud and plot a means of escape when the situation gets dire.

Nebulous Reformation. When a nebula dragon dies, its body bursts, erupting into a massive, but harmless, cloud of dust and gas. These clouds have been known to intermittently flash with illusory projections of the passed dragon's memories. Unless the cloud is dispersed, the remaining particles collapse within a few days, randomly forming a new cosmic dragon. Most often this takes the shape of another nebula dragon, but planetary dragons and sun dragons are not an unusual result of the process.

A NEBULA DRAGON'S LAIR

The preferred lairs of nebula dragons are deserts, badlands, and other barren locales where fine particles abound. These regions provide ample cover and material for them to work with, sculpting the particulate matter into entire structures as they realize their dusty domain.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

- The dragon chooses one illusion it can see that is no larger than a 30-foot cube. That illusion is filled with compacted dust and gas and becomes tangible for 1 minute. While under this effect, physical interaction doesn't reveal it to be an illusion, and the DC for

Intelligence (Investigation) checks to determine it is an illusion increases by 10.

- Nauseating gases fill a 20-foot-radius sphere of particles the dragon can see, such as from its Diffuse Cloud or a fog cloud spell. Each creature in the area, must succeed on a DC 15 Constitution saving throw or spend its action on its next turn retching and reeling. Creatures that don't need to breathe automatically succeed on the save.
- Dirt, mist, or other fine particles of the dragon's choice gather together, forming a wall on the ground at a point the dragon can see within 120 feet. The wall can be up to 30 feet long, 15 feet high, and 5 feet thick. The wall lasts until initiative count 20 on the next round and blocks line of sight but not movement. The wall's space is difficult terrain, and a creature is blinded while inside it.

REGIONAL EFFECTS

The region containing a legendary nebula dragon's lair is magically warped by one or more of the following effects:

- When an enemy of the dragon finishes a long rest within 6 miles of the lair, it must make a DC 15 Wisdom saving throw. On a failure, the creature's rest is haunted by nightmarish visions, and if it has any levels of exhaustion, the rest doesn't reduce its exhaustion level.
- Intermittent clouds of fog are scattered throughout the area within 1 mile of the dragon's lair. The clouded areas are lightly obscured and can only be dispersed by a magically created wind of moderate or greater speed.
- Each day, the dragon can compress dust, fog, sand, and other particles in its lair into a solid stone structure shaped as it chooses that is no larger than a 60-foot cube.

If the dragon dies, the clouds fade after 1d4 days, and all other effects end immediately.

PLANETARY DRAGON

Passionate yet prudent, shifting yet stalwart, the planetary dragons are a pillar of wisdom, ardently enforcing the guiding principles of the cosmic dragons. Their ability to shift between three fundamentally disparate forms allows them to easily traverse the lands and realms of their kin, from the scorching deserts of the sun dragons to the frigid tundra of the comet dragons.

Planetary dragons have an especially symbiotic relationship with moon dragons, proving to be incomparably stout companions while enjoying the moon dragons' stabilizing presence. Furthermore, these dragons provide a semblance of order and structure that is most welcome as they guide the chaotic creativity of the nebula dragons.

Of Gas, Ice, and Rock. Planetary dragons have three distinct forms that they can shapeshift between at will. The majority of planetary dragons prefer their terrestrial form, though some indeed favor their gas giant or ice giant form.

Gas giant planetary dragons may vary in color from a pale red or yellow to sometimes teal hues. A bony, scaled frame forms the structure for their otherwise gaseous wings, and a stream of noxious fumes persistently trails in their wake. While in ice giant form, their hide takes on a bluish tinge, though it ranges from a vivid, deep blue all the way to an extremely pale, nearly white tone. The wings of ice giant planetary dragons are like thick, malleable sheets of ice.

In terrestrial form, their scales appear rugged and rocky, and their discerning eyes glow like pools of lava. Despite their rather intimidating appearance, anyone who possesses the courage to approach one of these dragons in earnest can attest to their levelheaded demeanor and judicious spirit.

A PLANETARY DRAGON'S LAIR

A planetary dragon's typical lair varies with its preferred form. Those that favor their gas giant form may seek out swamps and marshlands, for example, while those that most identify with their ice giant form are understandably partial to arctic environments. The majority of planetary dragons, which are inclined toward their terrestrial form, heavily favor volcanoes and canyons.

Regardless of their preferences, planetary dragons will typically try to set aside a portion of their lair that they feel better suits their other forms. For example, a gas giant planetary dragon may maintain a frozen, fresh water pond within its marsh, and a terrestrial planetary dragon may contentedly perch atop a volcanic vent in gas giant form. This practice is a physical manifestation of their desire to look at things from all perspectives in order to assert their fairest, most impartial judgments.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

- Atmospheric debris begins to swirl around the dragon to a distance of 20 feet. The debris lasts until initiative count 20 on the next round, and its area is difficult terrain. When a hostile creature enters the area for the first time on a turn or starts its turn there, it must make a DC 15 Dexterity saving throw, taking 14 (4d6) bludgeoning damage on a failed save or half as much damage on a successful one.
- Orbital forces clear the area within 30 feet of the dragon. Each creature in the area must succeed on a DC 15 Strength saving throw or be pushed up to 30 feet away from the dragon or pulled up to 30 feet toward it (the dragon's choice for each creature). A creature can choose to fail this saving throw if it wishes.



REGIONAL EFFECTS

The region containing a legendary planetary dragon's lair is magically warped by one or more of the following effects:

- Dense, transparent gases fill the area within 1 mile of the dragon's lair, moderately slowing the rate of descent of falling creatures. Falling damage that any creature takes in the area is halved.
- Volcanic eruptions, avalanches, and other devastating natural phenomena occur frequently within 6 miles of the dragon's lair.
- Water within 6 miles of the dragon's lair freezes within 1 minute of being exposed to the air. Magically created water and water that has been melted by magical means in the past 24 hours are immune to this effect.

If the dragon dies, these effects fade after 1d6 days.

SUN DRAGON

Dazzling and assertive, sun dragons are the most studied and well known of the cosmic dragons. They thrive in warm, open environments such as deserts and canyons, and they rarely venture underground.

The most striking feature of a sun dragon is its multi-layered scales, with just enough of a gap to allow its inner radiance to shine through. While basking in the sun's rays, a sun dragon's head is almost pure white, and it boasts a glowing, yellow underbelly which tapers to burnt orange, red, or even charcoal hues at its legs and tail.

Fiercy Confidence. Sun dragons make no attempt to mask their presence. When a sun dragon lays claim to a region, it first seeks to oppressively subjugate any who may challenge its authority. Despite this seemingly oppressive first impression, a sun dragon works tirelessly to support, nourish, and protect the denizens and flora of its blistering domain.

Impassioned Life, Catastrophic Death. Enduring constant inner turmoil, sun dragons typically live fast and die young. The few that are able to find stability and thrive grow exponentially more powerful as they age, even more so than is normal for true dragons. This accelerating potency is reflected in the intensified radiance that they shed, leading to an increasingly cataclysmic end.

When a sun dragon dies, its form bursts in an eruption of brilliance; the demise of the most powerful of these dragons has even been known to tear open a rift between planes.

A SUN DRAGON'S LAIR

A legendary sun dragon will naturally gravitate toward deserts and arid canyons as it seeks to establish supremacy in a new territory. These cosmic dragons lord over their kingdoms, rigid but benevolent in their rulership. Sun dragons with particularly large lairs will often establish a structured hierarchy of leadership, appointing their strongest subjects as lieutenants to defend and keep a watchful eye over specific portions of their domain. To sun dragons, their pride and legacy relies upon the establishment of a prosperous, self-sustaining land,

seeing it as a testament to their formidable power that will endure beyond their inevitable death.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

- The force of gravity intensifies in the dragon's vicinity. Each creature of the dragon's choice within 60 feet of it must succeed on a DC 15 Strength saving throw or fall prone and become restrained until the dragon uses another lair action or until it dies. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- Beams of radiance shower the area near the dragon. Up to 3 creatures of the dragon's choice within 120 feet of it must make a DC 15 Dexterity saving throw. On a failed save, a target takes 14 (4d6) radiant damage and then begins to emit bright light in a 5-foot radius and dim light for an additional 5 feet until initiative count 20 on the next round. While this light persists, the creature can't benefit from being invisible, and whenever it takes radiant damage, it takes an extra 7 (2d6) radiant damage.
- Debilitating waves of cosmic energy radiate from a point the dragon can see within 120 feet of it. Each creature within 30 feet of that point must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute and suffer one level of exhaustion. A creature can repeat the saving throw at the end of each of its turns, ending the poisoned condition and any levels of exhaustion caused by this effect on a success.

REGIONAL EFFECTS

The region containing a legendary sun dragon's lair is magically warped by one or more of the following effects:

- The area within 6 miles of the lair radiates with a faint illumination. Creatures without darkvision can see 10 feet into darkness as if it were dim light, and creatures with darkvision can discern color in darkness, out to a range of 60 feet.
- Gravity in the area is unusually strong. Whenever a creature within 1 mile of the dragon's lair makes a Strength or Dexterity saving throw against an effect that would knock it prone, the saving throw is made with disadvantage.
- The area within 6 miles of the lair radiates with an overbearing heat. A creature in the area without sufficient access to drinking water must succeed on a Constitution saving throw at the end of each hour it spends in the area or suffer one level of exhaustion. The DC for the saving throw is 10 after the first hour, and it increases by 3 for each additional hour the creature is in the area without drinking water (to a maximum of DC 25). Creatures with resistance to fire damage have advantage on this saving throw, and creatures with immunity to fire damage automatically succeed on it.

If the dragon dies, these effects fade after 1d8 days.

PRISMATIC FAERIE DRAGON

Like normal members of their kin, prismatic faerie dragons bear butterfly wings and a penchant for trickery and pranks. Unlike most faerie dragons however, who remain tiny and change colors as they mature, these fabled dragons have a rare mutation that causes them to grow abnormally large—their new colors merely adding to their already splendid appearance as they age, ultimately sporting hues across the visual spectrum simultaneously.

PRISMATIC FAERIE DRAGON

Huge dragon, chaotic good

Armor Class 18 (natural armor)

Hit Points 190 (20d12 + 60)

Speed 30 ft., fly 90 ft., swim 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 20 (+5) | 17 (+3) | 14 (+2) | 18 (+4) | 23 (+6) |

Saves Dex +10, Wis +9, Cha +11

Skills Athletics +7, Arcana +7, Perception +9, Stealth +15

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses darkvision 120 ft., truesight 60 ft., passive Perception 19

Languages Common, Draconic, Sylvan, telepathy 120 ft.

Challenge 16 (15,000 XP)

Fey Telepathy. Using an extended version of its telepathy, the dragon can magically communicate with any other faerie dragon or fey creature within 1 mile of it.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 19). It can innately cast the following spells, requiring no material components:

At will: *color spray* (as a 2nd-level spell), *dancing lights*, *mage hand*, *minor illusion*, *mirror image*, *misty step*, *suggestion*
3/day each: *conjure woodland beings*, *hallucinatory terrain*, *irresistible dance*, *major image*, *polymorph*
1/day each: *mirage arcane*, *prismatic spray*, *project image*

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Limited Magic Immunity. The dragon can't be affected or detected by spells of 2nd level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Superior Invisibility. As a bonus action, the dragon can magically turn invisible until its concentration ends (as if concentrating on a spell). Any equipment the dragon wears or carries is invisible with it.

ACTIONS

Multiattack. The dragon can use its Entrancing Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 9 (2d8) force damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

Fey Champions. Prismatic faerie dragons typically lord over an entire swarm of faerie dragons, sometimes collectively called a “kaleidoscope.” They often band together with other creatures of the Feywild, benevolently playing tricks on those who may wander through their territory.

Prismatic faerie dragons happily take on promising, good- or sometimes neutral-aligned warlocks seeking a fey patron, though they typically prefer their subjects to have innate ties to the Feywild, such as elves, satyrs, and fairies.

Entrancing Presence. Each creature of the dragon's choice that is within 60 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become charmed for 1 minute. While charmed in this way, the creature is indifferent about the dragon and its allies, as if by the *calm emotions* spell. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed.

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 Entrancing Presence for the next 24 hours.

Euphoria Breath (Recharge 5–6). The dragon exhales a puff of euphoria gas at one creature within 30 feet of it. The target must make a DC 16 Wisdom saving throw, with disadvantage if it is under the effects of the dragon's Entrancing Presence. On a failed save, for 1 minute, the target can't take reactions and must roll a d6 at the start of each of its turns to determine its behavior during the turn:

1–2. The target falls prone and spends its turn contentedly sitting or laying down. A flying creature instead spends its turn safely descending, falling prone if it reaches the ground.

3–4. The target actively hinders its allies and urges them to stop fighting, spending its turn attempting to remove weapons from their hands, grapple them, or otherwise engage in nonviolent, peacekeeping behavior.

5. The target takes no action or bonus action and uses all of its movement to move in a random direction. At the end of its turn, the target makes a DC 16 Wisdom saving throw, ending this effect on itself on a success.

6. The target doesn't move and takes no action or bonus action. A flying creature stays aloft, provided that it is able to do so; if it must move to stay aloft, it flies the minimum distance needed to remain in the air. At the end of its turn, the target makes a DC 16 Wisdom saving throw, ending this effect on itself on a success.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

CLAW. The dragon makes one claw attack.

HIDE. The dragon makes a Dexterity (Stealth) check.

TELEPORT. The dragon magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

CAST A SPELL (COSTS 1–3 ACTIONS). The dragon casts a cantrip (1 action), a 2nd-level spell (2 actions), or a spell from its list of 3/day spells (3 actions).



ANCIENT ABERRANT RED DRAGON

Gargantuan aberration, chaotic evil

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 40 ft., climb 40 ft., fly 80 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|----------|---------|---------|---------|---------|---------|
| 30 (+10) | 10 (+0) | 29 (+9) | 18 (+4) | 15 (+2) | 23 (+6) |

Saving Throws Dex +7, Con +16, Wis +9, Cha +13

Skills Perception +16, Stealth +7

Damage Resistances psychic

Damage Immunities fire

Condition Immunities charmed, frightened

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Deep Speech, Draconic, telepathy 120 ft.

Challenge 26 (90,000 XP)

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*[□]

2/day: *plane shift* (self only)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Maddening Presence. It then makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 14 (4d6) psychic damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Maddening Presence. 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. While frightened in this way, a target is also disturbed, acting as if under the effects of the *confusion* spell.

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 Maddening Presence for the next 24 hours.

Deep-Fire Breath (Recharge 5–6). The dragon exhales unearthly black 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. A creature under the effects of the dragon's Maddening Presence takes an extra 14 (4d6) psychic damage.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

PSYCHIC DETECTION. The dragon makes a Wisdom (Perception) check. It has advantage on this check if it is searching for creatures within 120 feet of it that have an Intelligence score of 4 or higher.

TAIL ATTACK. The dragon makes a tail attack.

WARP ATTACK (COSTS 2 ACTIONS). The dragon opens a rift in space, teleporting to an unoccupied space it can see within 40 feet of it. Each creature within 15 feet of the space the dragon left must succeed on a DC 25 Strength saving throw or take 14 (4d6) force damage and be pulled 15 feet toward the space the dragon left.



ADULT BLACK DRACOLISK

Huge monstrosity, chaotic evil

Armor Class 19 (natural armor)

Hit Points 195 (17d12 + 85)

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

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 23 (+6) | 14 (+2) | 21 (+5) | 14 (+2) | 13 (+1) | 17 (+3) |

Saving Throws Dex +7, Con +10, Wis +6, Cha +8

Skills Perception +11, Stealth +7

Damage Immunities acid, poison

Condition Immunities petrified, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 17 (18,000 XP)

Amphibious. The dracolisk can breathe air and water.

Legendary Resistance (3/Day). If the dracolisk fails a saving throw, it can choose to succeed instead.

Petrifying Gaze. If a creature starts its turn within 30 feet of the dracolisk and the two of them can see each other, the dracolisk can force the creature to make a DC 18 Constitution saving throw if the dracolisk 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 dracolisk until the start of its next turn, when it can avert its eyes again. If it looks at the dracolisk in the meantime, it must immediately make the save.

ACTIONS

Multiattack. The dracolisk can use its Frightful Presence or Poisonous Haze. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) acid damage plus 5 (1d10) poison damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dracolisk's choice that is within 120 feet of the dracolisk 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 dracolisk's Frightful Presence for the next 24 hours.

Poisonous Haze. The dracolisk exhales a cloud of noxious fumes in a 10-foot-radius sphere centered on it. Each creature in the area must succeed on a DC 18 Constitution saving throw or become poisoned until the start of the dracolisk's next turn. While poisoned in this way, a creature can't take reactions and must make a DC 15 Constitution check at the start of its turn. On a failure, the creature erupts in a coughing fit and inadvertently looks in the dracolisk's direction, subjecting it to the dracolisk's Petrifying Gaze if it is within range.

Acid Breath (Recharge 5–6). The dracolisk 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.

LEGENDARY ACTIONS

The dracolisk can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dracolisk regains spent legendary actions at the start of its turn.

DETECT. The dracolisk makes a Wisdom (Perception) check.

SPIT STONE. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage.

TAIL ATTACK. The dracolisk makes a tail attack.

WING ATTACK (COSTS 2 ACTIONS). The dracolisk beats its wings. Each creature within 10 feet of the dracolisk must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dracolisk can then fly up to half its flying speed.



ADULT COPPER DRAGON GHOST

Huge undead, chaotic good

Armor Class 18 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 0 ft., fly 80 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 23 (+6) | 12 (+1) | 21 (+5) | 18 (+4) | 15 (+2) | 17 (+3) |

Saving Throws Dex +6, Con +10, Wis +7, Cha +8

Skills Deception +8, Perception +12, Stealth +6

Damage Resistances cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic

Challenge 19 (22,000 XP)

Ethereal Sight. The dragon can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The dragon 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.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Horrifying Presence. It then makes three attacks: one with its bite and two with its claws.

Withering Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) necrotic damage.

Withering Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) necrotic damage.

Withering Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) necrotic damage.

Etherealness. The dragon enters the Ethereal Plane from the Material Plane, or vice versa. It is visible from 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.

Horrifying Presence. 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. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened creature can repeat the saving throw at the end of each of its turns, ending the frightened condition 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 ghost's Horrifying Presence for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

- **Ghostly Breath.** The dragon exhales an ectoplasmic sludge 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) force 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 reaction, 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.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

DETECT. The dragon makes a Wisdom (Perception) check.

TAIL ATTACK. The dragon makes a tail attack.

WING ATTACK (COSTS 2 ACTIONS). The dragon beats its ghostly wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its speed.



DRAGON TURTLE HATCHLING

Medium dragon, neutral

Armor Class 18 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 20 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|---------|
| 16 (+3) | 7 (-2) | 18 (+4) | 6 (-2) | 10 (+0) | 12 (+1) |

Saving Throws Dex +0, Con +6, Wis +2

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Draconic

Challenge 4 (1,100 XP)

Amphibious. The dragon turtle can breathe air and water.

ACTIONS

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

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be pushed up to 5 feet away from the dragon turtle.

Steam Breath (Recharge 5–6). The dragon turtle exhales scalding steam in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

WYVERN WHELP

Medium dragon, unaligned

Armor Class 12 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 15 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 16 (+3) | 10 (+0) | 14 (+2) | 4 (-3) | 11 (+0) | 5 (-3) |

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

ACTIONS

Multiattack. 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.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

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

Stinger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. The target must make a DC 13 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

ATOM DRAGON

Tiny dragon, neutral

Armor Class 13

Hit Points 13 (3d4 + 6)

Speed 15 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 6 (-2) | 16 (+3) | 14 (+2) | 13 (+1) | 10 (+0) | 11 (+0) |

Saving Throws Dex +5, Con +4, Int +3, Wis +2

Skills Acrobatics +5, Perception +2, Stealth +7

Damage Resistances force, necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion

Senses passive Perception 12

Languages Celestial, Common, Draconic

Challenge 1 (200 XP)

Atomic Sight. The dragon can see invisible creatures and objects out to a range of 30 feet.

Quantum Entanglement. At the end of a long rest, the dragon can touch a willing creature, creating a magical bond with it. Until the end of the dragon's next long rest, whenever it takes damage while within 120 feet of the bonded creature, it can use its reaction to redirect any amount of that damage to the bonded creature.

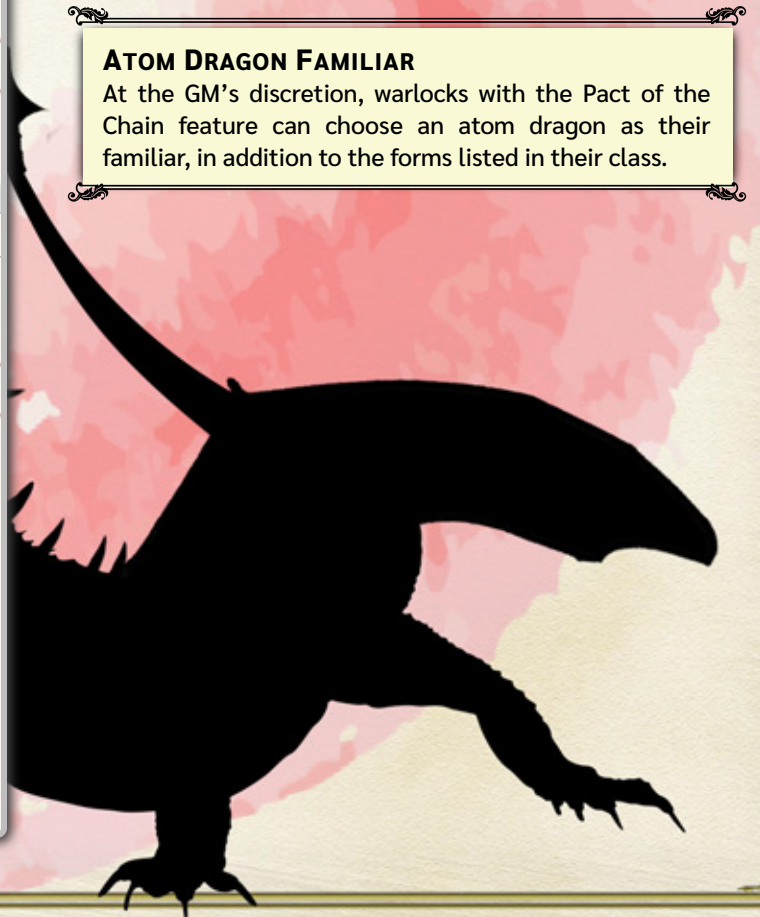
ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) force damage.

Molecular Transposition. The dragon teleports to an unoccupied space it can see within 30 feet of it.

ATOM DRAGON FAMILIAR

At the GM's discretion, warlocks with the Pact of the Chain feature can choose an atom dragon as their familiar, in addition to the forms listed in their class.



ANCIENT COMET DRAGON

Huge dragon, chaotic neutral

Armor Class 20 (natural armor)

Hit Points 406 (28d12 + 224)

Speed 80 ft., fly 240 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 28 (+9) | 27 (+8) | 19 (+4) | 16 (+3) | 15 (+2) |

Saving Throws Dex +16, Con +15, Int +11, Wis +10

Skills Acrobatics +23, Athletics +12, Stealth +16

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Condition Immunities deafened, restrained, stunned

Senses truesight 150 ft., passive Perception 13

Languages Celestial, Common, Draconic

Challenge 24 (62,000 XP)

Flyby. The dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Meteoric Torrent. Attacking prone creatures doesn't impose disadvantage on the dragon's ranged attack rolls.

Outgas. The dragon emits a constant barrier of dust and debris. The area within 30 feet of the dragon is lightly obscured and is difficult terrain for all creatures that it chooses. If the dragon takes radiant damage, additional debris is flung from its body; until the dragon uses its Meteor Breath, a creature affected by this difficult terrain must spend 3 feet of movement for every 1 foot it moves in the area.

ACTIONS

Multiattack. The dragon can use its Bow Shock. It then makes three melee attacks: one with its bite and two with its claws. It can use Spit Meteor in place of any melee attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 30 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 9 (2d8) cold damage, and the target can't take reactions until the end of the dragon's next turn.

Spit Meteor. *Ranged Weapon Attack:* +16 to hit, range 120/240 ft., one target. *Hit:* 16 (2d6 + 9) bludgeoning damage plus 7 (2d6) fire damage.

Bow Shock. The dragon focuses its debris at a point it chooses within 30 feet of it and then causes the debris to burst in a 20-foot-radius sphere centered on that point. Each creature of the dragon's choice in the area must make a DC 23 Constitution saving throw. On a failed save, the creature's speed is halved and it has disadvantage on attack rolls until the end of the dragon's next turn.

Meteor Breath (Recharge 5–6). The dragon unleashes a barrage of meteors in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 35 (10d6) bludgeoning damage and 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

In addition, the dragon's debris ignites (see Outgas trait). Until the start of the dragon's next turn, whenever a creature other than the dragon enters the area for the first time on a turn or starts its turn there, it takes 5 (1d10) fire damage.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

METEOR SHOT. The dragon uses Spit Meteor.

TWIN TAIL. The dragon makes a tail attack. If the attack misses, it can make another tail attack as part of the same legendary action.

SHOOTING STAR (COSTS 2 ACTIONS). The dragon moves up to twice its speed in a straight line; if the dragon is grappled, it automatically breaks the grapple at the start of this movement. Each creature in the line takes 7 (2d6) thunder damage and must make a DC 24 Strength saving throw. A creature under the effects of the dragon's Bow Shock has disadvantage on this saving throw.

On a failure, a creature takes another 12 (2d6 + 5) bludgeoning damage and is flung up to 20 feet away from the dragon's path and knocked prone. On a success, the creature takes half as much bludgeoning damage and isn't flung away or knocked prone.



ADULT COMET DRAGON

Large dragon, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 212 (17d10 + 119)

Speed 60 ft., fly 180 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 25 (+7) | 24 (+7) | 18 (+4) | 15 (+2) | 14 (+2) |

Saving Throws Dex +13, Con +13, Int +10, Wis +8

Skills Acrobatics +19, Athletics +10, Stealth +13

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Condition Immunities deafened, restrained, stunned

Senses truesight 120 ft., passive Perception 12

Languages Celestial, Common, Draconic

Challenge 17 (18,000 XP)

Flyby. The dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Meteoric Torrent. Attacking prone creatures doesn't impose disadvantage on the dragon's ranged attack rolls.

Outgas. The dragon emits a constant barrier of dust and debris. The area within 20 feet of the dragon is lightly obscured and is difficult terrain for all creatures that it chooses. If the dragon takes radiant damage, additional debris is flung from its body; until the dragon uses its Meteor Breath, a creature affected by this difficult terrain must spend 3 feet of movement for every 1 foot it moves in the area.

ACTIONS

Multiattack. The dragon can use its Bow Shock. It then makes three melee attacks: one with its bite and two with its claws. It can use Spit Meteor in place of any melee attack.

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

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 4 (1d8) cold damage, and the target can't take reactions until the end of the dragon's next turn.

Spit Meteor. *Ranged Weapon Attack:* +13 to hit, range 100/200 ft., one target. *Hit:* 10 (1d6 + 7) bludgeoning damage plus 3 (1d6) fire damage.

Bow Shock. The dragon focuses its debris at a point it chooses within 20 feet of it and then causes the debris to burst in a 15-foot-radius sphere centered on that point. Each creature of the dragon's choice in the area must make a DC 21 Constitution saving throw. On a failed save, the creature's speed is halved and it has disadvantage on attack rolls until the end of the dragon's next turn.

Meteor Breath (Recharge 5–6). The dragon unleashes a barrage of meteors in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 21 (6d6) bludgeoning damage and 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

In addition, the dragon's debris ignites (see Outgas trait). Until the start of the dragon's next turn, whenever a creature other than the dragon enters the area for the first time on a turn or starts its turn there, it takes 4 (1d8) fire damage.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

METEOR SHOT. The dragon uses Spit Meteor.

TWIN TAIL. The dragon makes a tail attack. If the attack misses, it can make another tail attack as part of the same legendary action.

SHOOTING STAR (COSTS 2 ACTIONS). The dragon moves up to twice its speed in a straight line; if the dragon is grappled, it automatically breaks the grapple at the start of this movement. Each creature in the line takes 5 (2d4) thunder damage and must make a DC 21 Strength saving throw. A creature under the effects of the dragon's Bow Shock has disadvantage on this saving throw.

On a failure, a creature takes another 9 (2d4 + 4) bludgeoning damage and is flung up to 15 feet away from the dragon's path and knocked prone. On a success, the creature takes half as much bludgeoning damage and isn't flung away or knocked prone.

VARIANT: ASTEROID DRAGONS

The markedly rarer asteroid dragons are believed to share a common ancestor with the more well-known comet dragons. Exceedingly stoic and lacking their relatives' vibrant blue streaks, these dragons prefer rocky shores and craggy locales. An asteroid dragon has the same statistics as a comet dragon, with the following changes:

- It has immunity to poison damage and can't be poisoned.
- It replaces the Outgas trait with the Impact Event trait (detailed at the end of this list).
- The second paragraph of its Meteor Breath (which references the Outgas trait) is replaced with the following:

In addition, once before the end of the dragon's next

turn, as a reaction when it takes damage, it can use its Spit Meteor.

- Its tail attack has a reach of 15 feet (ancient asteroid dragon) or 10 feet (adult asteroid dragon), rather than 30 feet or 20 feet, respectively.
- It replaces the Twin Tail legendary action with the Tail Attack legendary action below.

Impact Event. Whenever the dragon hits a creature that is no more than one size larger than it with an attack, the target is pushed up to 5 feet away from the dragon. If the dragon scores a critical hit on the attack, the target is also knocked prone.

LEGENDARY ACTIONS

Tail Attack. The dragon makes a tail attack.

YOUNG COMET DRAGON

Medium dragon, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 115 (11d8 + 66)

Speed 50 ft., fly 150 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 17 (+3) | 23 (+6) | 22 (+6) | 17 (+3) | 14 (+2) | 12 (+1) |

Saving Throws Dex +10, Con +10, Int +7, Wis +6

Skills Acrobatics +14, Athletics +7, Stealth +10

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Condition Immunities deafened, restrained, stunned

Senses truesight 90 ft., passive Perception 12

Languages Celestial, Common, Draconic

Challenge 10 (5,900 XP)

Flyby. The dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Meteoric Torrent. Attacking prone creatures doesn't impose disadvantage on the dragon's ranged attack rolls.

Outgas. The dragon emits a constant barrier of dust and debris. The area within 15 feet of the dragon is lightly obscured and is difficult terrain for all creatures that it chooses. If the dragon takes radiant damage, additional debris is flung from its body; until the dragon uses its Meteor Breath, a creature affected by this difficult terrain must spend 3 feet of movement for every 1 foot it moves in the area.

ACTIONS

Multiattack. The dragon makes three melee attacks: one with its bite and two with its claws. It can use Spit Meteor in place of any melee attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Spit Meteor. *Ranged Weapon Attack:* +10 to hit, range 80/160 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage plus 3 (1d6) fire damage.

Meteor Breath (Recharge 5–6). The dragon unleashes a barrage of meteors in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 17 (5d6) bludgeoning damage and 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.

In addition, the dragon's debris ignites (see Outgas trait). Until the start of the dragon's next turn, whenever a creature other than the dragon enters the area for the first time on a turn or starts its turn there, it takes 3 (1d6) fire damage.

COMET DRAGON WYRMLING

Small dragon, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 37 (5d6 + 20)

Speed 40 ft., fly 120 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 21 (+5) | 19 (+4) | 16 (+3) | 12 (+1) | 11 (+0) |

Saving Throws Dex +7, Con +6, Int +5, Wis +3

Skills Acrobatics +9, Athletics +4, Stealth +7

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Condition Immunities deafened, restrained, stunned

Senses truesight 60 ft., passive Perception 11

Languages Celestial, Draconic

Challenge 4 (1,100 XP)

Flyby. The dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Meteoric Torrent. Attacking prone creatures doesn't impose disadvantage on the dragon's ranged attack rolls.

Outgas. The dragon emits a constant barrier of dust and debris. The area within 10 feet of the dragon is lightly obscured and is difficult terrain for all creatures that it chooses. If the dragon takes radiant damage, additional debris is flung from its body; until the dragon uses its Meteor Breath, a creature affected by this difficult terrain must spend 3 feet of movement for every 1 foot it moves in the area.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Spit Meteor. *Ranged Weapon Attack:* +7 to hit, range 60/120 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage plus 2 (1d4) fire damage.

Meteor Breath (Recharge 5–6). The dragon unleashes a barrage of meteors in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 10 (3d6) bludgeoning damage and 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

In addition, the dragon's debris ignites (see Outgas trait). Until the start of the dragon's next turn, whenever a creature other than the dragon enters the area for the first time on a turn or starts its turn there, it takes 2 (1d4) fire damage.

ANCIENT MOON DRAGON

Gargantuan dragon, neutral

Armor Class 21 (natural armor)

Hit Points 429 (22d20 + 198)

Speed 30 ft., fly 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 23 (+6) | 18 (+4) | 28 (+9) | 19 (+4) | 14 (+2) | 25 (+8) |

Saving Throws Dex +11, Con +16, Int +11, Wis +9

Skills Perception +9, Stealth +18, Survival +9

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Condition Immunities charmed

Senses truesight 300 ft., passive Perception 19

Languages Celestial, Common, Draconic

Challenge 24 (62,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Satellite Guardian (Recharges after a Short or Long Rest). As a bonus action, the dragon can bind itself to another willing creature it can see, designating the target as its companion. The dragon can only have one companion at a time, and if it binds itself to another creature, the previous bond is broken.

At the start of each of the dragon's turns, if it isn't incapacitated and its companion is within 120 feet of it, the dragon and its companion both gain 20 temporary hit points.

ACTIONS

Multiattack. The dragon can use its Tidal Lock. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Tidal Lock. The dragon exerts a restrictive force upon one creature it can see within 120 feet. The target must succeed on a DC 24 Strength saving throw or become locked with the dragon.

A locked creature has disadvantage on attack rolls and Dexterity saving throws, and it can't willingly move away from the dragon. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. Otherwise, the effect lasts until the dragon uses this ability on a different target or until the dragon dies, is incapacitated, or is on a different plane of existence than the target.

Lunar Breath (Recharge 5–6). The dragon exhales a cloud of lunar energy in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 81 (18d8) cold damage on a failed save, or half as much damage on a successful one. If the moon dragon's companion is a dragon with a breath weapon, the moon dragon can choose to deal damage of a type associated with its companion's breath weapon, instead of the cold damage normal for its Lunar Breath.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

ORBIT. The dragon moves up to half its speed. If the dragon has a companion, it can instead move up to its full speed, but it can't end this move farther away from its companion than it started.

TAIL ATTACK. The dragon makes a tail attack.

ECLIPSE (COSTS 2 ACTIONS). Magical darkness spreads from a point the dragon chooses within 60 feet of it, filling a 20-foot radius sphere centered on that point. The darkness lasts for 1 minute or until the dragon dies, uses this ability again, or ends the effect (no action required). The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

Whenever a hostile creature in the sphere is hit by an attack from the dragon or its companion, the target takes an extra 7 (2d6) cold damage.



ADULT MOON DRAGON

Huge dragon, neutral

Armor Class 18 (natural armor)

Hit Points 202 (15d12 + 105)

Speed 30 ft., fly 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 16 (+3) | 24 (+7) | 18 (+4) | 13 (+1) | 22 (+6) |

Saving Throws Dex +9, Con +13, Int +10, Wis +7

Skills Perception +7, Stealth +15, Survival +7

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Condition Immunities charmed

Senses truesight 240 ft., passive Perception 17

Languages Celestial, Common, Draconic

Challenge 17 (18,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Satellite Guardian (Recharges after a Short or Long Rest). As a bonus action, the dragon can bind itself to another willing creature it can see, designating the target as its companion. The dragon can only have one companion at a time, and if it binds itself to another creature, the previous bond is broken.

At the start of each of the dragon's turns, if it isn't incapacitated and its companion is within 90 feet of it, the dragon and its companion both gain 15 temporary hit points.

ACTIONS

Multiattack. The dragon can use its Tidal Lock. It then makes three attacks: one with its bite and two with its claws.

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

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Tidal Lock. The dragon exerts a restrictive force upon one creature it can see within 90 feet. The target must succeed on a DC 21 Strength saving throw or become locked with the dragon.

A locked creature has disadvantage on attack rolls and Dexterity saving throws, and it can't willingly move away from the dragon. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. Otherwise, the effect lasts until the dragon uses this ability on a different target or until the dragon dies, is incapacitated, or is on a different plane of existence than the target.

Lunar Breath (Recharge 5–6). The dragon exhales a cloud of lunar energy in a 60-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one. If the moon dragon's companion is a dragon with a breath weapon, the moon dragon can choose to deal damage of a type associated with its companion's breath weapon, instead of the cold damage normal for its Lunar Breath.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

ORBIT. The dragon moves up to half its speed. If the dragon has a companion, it can instead move up to its full speed, but it can't end this move farther away from its companion than it started.

TAIL ATTACK. The dragon makes a tail attack.

ECLIPSE (COSTS 2 ACTIONS). Magical darkness spreads from a point the dragon chooses within 60 feet of it, filling a 15-foot radius sphere centered on that point. The darkness lasts for 1 minute or until the dragon dies, uses this ability again, or ends the effect (no action required). The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

Whenever a hostile creature in the sphere is hit by an attack from the dragon or its companion, the target takes an extra 3 (1d6) cold damage.

VARIANT: MOON DRAGON ADAPTATIONS

Moon dragons often adapt to better suit their needs and environment. A moon dragon of any age category can take on one of the following adaptations, gaining the corresponding trait.

BLACK MOON DRAGON

Unseen Satellite. When the dragon is in an area of dim light or darkness, it can use its bonus action to become invisible until it is no longer in dim light or darkness or until it attacks, makes a damage roll, is incapacitated, or dies.

BLOOD MOON DRAGON

Enfeebling Presence. The dragon's Lunar Breath and Eclipse deal necrotic damage, instead of cold damage.

BLUE MOON DRAGON

Twin Satellites. The dragon can have up to two companions at a time from its Satellite Guardian trait.

HARVEST MOON DRAGON

Fruitful Guardian. The temporary hit points granted by the dragon's Satellite Guardian trait increase by 5.

SHEPHERD MOON DRAGON

Orbital Resonance. The dragon exerts a constant repelling gravitational force. The area within 30 feet of the dragon is difficult terrain.

SUPERMOON DRAGON

Periapsis. The dragon is always under the effects of the Enlarge option from the *enlarge/reduce* spell.

YOUNG MOON DRAGON

Large dragon, neutral

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., fly 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 17 (+3) | 14 (+2) | 21 (+5) | 17 (+3) | 12 (+1) | 19 (+4) |

Saving Throws Dex +6, Con +9, Int +7, Wis +5

Skills Perception +5, Stealth +10, Survival +5

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Condition Immunities charmed

Senses truesight 180 ft., passive Perception 15

Languages Celestial, Common, Draconic

Challenge 10 (5,900 XP)

Satellite Guardian (Recharges after a Short or Long Rest). As a bonus action, the dragon can bind itself to another willing creature it can see, designating the target as its companion. The dragon can only have one companion at a time, and if it binds itself to another creature, the previous bond is broken.

At the start of each of the dragon's turns, if it isn't incapacitated and its companion is within 60 feet of it, the dragon and its companion both gain 10 temporary hit points.

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Lunar Breath (Recharge 5–6). The dragon exhales a cloud of lunar energy in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one. If the moon dragon's companion is a dragon with a breath weapon or a dragonborn, the moon dragon can choose to deal damage of a type associated with its companion's breath weapon, instead of the cold damage normal for its Lunar Breath.

MOON DRAGON WYRMLING

Medium dragon, neutral

Armor Class 16 (natural armor)

Hit Points 51 (6d8 + 24)

Speed 20 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 12 (+1) | 19 (+4) | 15 (+2) | 10 (+0) | 18 (+4) |

Saving Throws Dex +3, Con +6, Int +4, Wis +2

Skills Perception +2, Stealth +5, Survival +2

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Condition Immunities charmed

Senses truesight 120 ft., passive Perception 12

Languages Celestial, Draconic

Challenge 4 (1,100 XP)

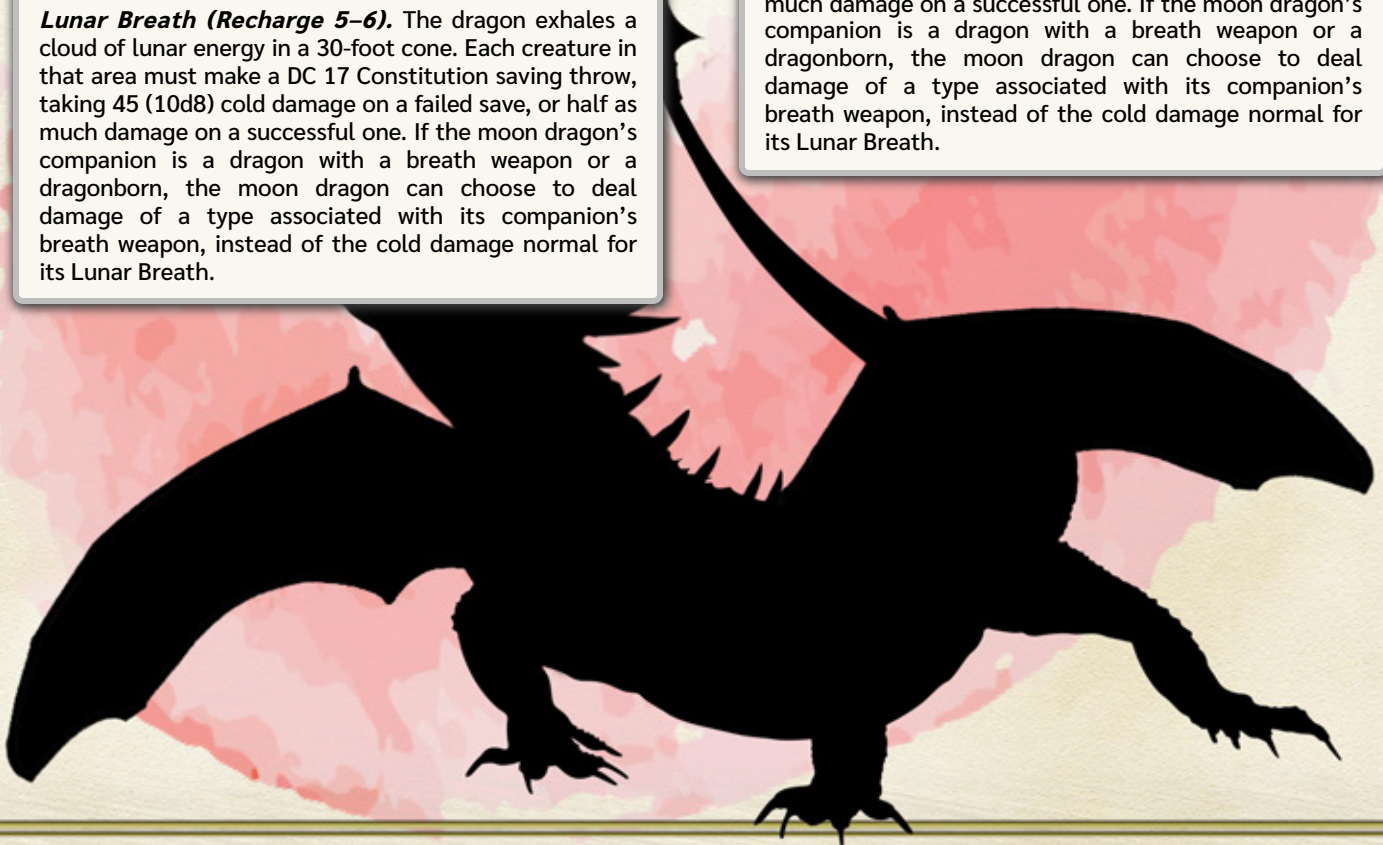
Satellite Guardian (Recharges after a Short or Long Rest). As a bonus action, the dragon can bind itself to another willing creature it can see, designating the target as its companion. The dragon can only have one companion at a time, and if it binds itself to another creature, the previous bond is broken.

At the start of each of the dragon's turns, if it isn't incapacitated and its companion is within 30 feet of it, the dragon and its companion both gain 5 temporary hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Lunar Breath (Recharge 5–6). The dragon exhales a cloud of lunar energy in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one. If the moon dragon's companion is a dragon with a breath weapon or a dragonborn, the moon dragon can choose to deal damage of a type associated with its companion's breath weapon, instead of the cold damage normal for its Lunar Breath.



ANCIENT NEBULA DRAGON

Gargantuan dragon, chaotic neutral

Armor Class 20 (natural armor)

Hit Points 425 (23d20 + 184)

Speed 30 ft., fly 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 23 (+6) | 27 (+8) | 26 (+8) | 18 (+4) | 16 (+3) |

Saving Throws Dex +13, Con +15, Int +15, Wis +11

Skills Arcana +15, Deception +10, Stealth +13

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities frightened, petrified

Senses truesight 300 ft., passive Perception 14

Languages Celestial, Common, Draconic

Challenge 23 (50,000 XP)

Innate Spellcasting. The dragon's innate spellcasting ability is Intelligence (spell save DC 23). The dragon can innately cast the following spells, requiring no material components:

At will: *disguise self*, *fog cloud*,^Q *major image*^Q

3/day each: *cloudkill*,^Q *gaseous form*,^Q

hallucinatory terrain

1/day each: *incendiary cloud*,^Q *maze*,^Q *mirage arcane*

Interstellar Sight. Dust, fog, snow, and other particles suspended in the air don't impede the dragon's vision.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Diffuse Cloud. It then takes the Hide action or makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Diffuse Cloud. The dragon expels a 120-foot-radius cloud of dust centered on itself. The cloud remains until the end of the dragon's next turn. The cloud's area is lightly obscured, and creatures have disadvantage on Intelligence (Investigation) checks made to discern illusions within the cloud. The dragon can attempt to hide even when it is only lightly obscured by the cloud.

Phantasmal Breath (Recharge 5–6). The dragon exhales a cloud of dust and ionized gas in a 90-foot cone. The cloud remains until the end of the dragon's next turn, and it shares the properties of the dragon's Diffuse Cloud ability.

Each creature in the cloud when it appears must make a DC 23 Wisdom saving throw as the dragon magically crafts illusory manifestations of each creature's deepest fears within the cloud. On a failed save, a target takes 54 (12d8) psychic damage and is stunned until the end of the dragon's next turn. On a successful save, a target takes half as much damage and isn't stunned.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

NEBULOUS DRIFT. The dragon moves up to its speed. If the dragon is within a cloud of particles, such as its Diffuse Cloud or a *fog cloud* spell, this movement doesn't provoke opportunity attacks.

TAIL ATTACK. The dragon makes a tail attack.

CAST A SPELL (COSTS 2 ACTIONS). The dragon casts a spell.

PILLAR OF CREATION (COSTS 2 ACTIONS). The dragon compresses dust from its Diffuse Cloud or Phantasmal Breath into a 10-foot radius, 30-foot-high pillar of solid rock centered on a point it can see within the cloud.

When the pillar appears, each creature in its space must make a DC 23 Dexterity saving throw. On a successful save, a creature is ejected from that space to the nearest unoccupied space of the creature's choice outside it. A Gargantuan creature succeeds on the saving throw automatically. On a failed save, a creature takes 14 (4d6) bludgeoning damage and is restrained in the pillar. A creature restrained in this way can use its action to make a DC 15 Strength check, ejecting itself to the nearest unoccupied space outside of the pillar on a success.

The pillar is an object that can be damaged and thus destroyed. It has AC 16 and 40 hit points. Reducing the pillar to 0 hit points causes it to crumble into dust, freeing any creatures restrained inside it.



ADULT NEBULA DRAGON

Huge dragon, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 212 (17d12 + 102)

Speed 30 ft., fly 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 17 (+3) | 21 (+5) | 23 (+6) | 24 (+7) | 16 (+3) | 15 (+2) |

Saving Throws Dex +10, Con +11, Int +12, Wis +8

Skills Arcana +12, Deception +7, Stealth +10

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities frightened, petrified

Senses truesight 240 ft., passive Perception 13

Languages Celestial, Common, Draconic

Challenge 16 (15,000 XP)

Innate Spellcasting. The dragon's innate spellcasting ability is Intelligence (spell save DC 20). The dragon can innately cast the following spells, requiring no material components:

At will: *disguise self*, *silent image*^Q

3/day each: *fog cloud*,^Q *major image*^Q

1/day each: *cloudkill*,^Q *gaseous form*,^Q
hallucinatory terrain

Interstellar Sight. Dust, fog, snow, and other particles suspended in the air don't impede the dragon's vision.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Diffuse Cloud. It then takes the Hide action or makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Diffuse Cloud. The dragon expels a 90-foot-radius cloud of dust centered on itself. The cloud remains until the end of the dragon's next turn. The cloud's area is lightly obscured, and creatures have disadvantage on Intelligence (Investigation) checks made to discern illusions within the cloud. The dragon can attempt to hide even when it is only lightly obscured by the cloud.

Phantasmal Breath (Recharge 5–6). The dragon exhales a cloud of dust and ionized gas in a 60-foot cone. The cloud remains until the end of the dragon's next turn, and it shares the properties of the dragon's Diffuse Cloud ability.

Each creature in the cloud when it appears must make a DC 20 Wisdom saving throw as the dragon magically crafts illusory manifestations of each creature's deepest fears within the cloud. On a failed save, a target takes 36 (8d8) psychic damage and is stunned until the end of the dragon's next turn. On a successful save, a target takes half as much damage and isn't stunned.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

NEBULOUS DRIFT. The dragon moves up to its speed. If the dragon is within a cloud of particles, such as its Diffuse Cloud or a *fog cloud* spell, this movement doesn't provoke opportunity attacks.

TAIL ATTACK. The dragon makes a tail attack.

CAST A SPELL (COSTS 2 ACTIONS). The dragon casts a spell.

PILLAR OF CREATION (COSTS 2 ACTIONS). The dragon compresses dust from its Diffuse Cloud or Phantasmal Breath into a 10-foot radius, 25-foot-high pillar of solid rock centered on a point it can see within the cloud.

When the pillar appears, each creature in its space must make a DC 19 Dexterity saving throw. On a successful save, a creature is ejected from that space to the nearest unoccupied space of the creature's choice outside it. A Gargantuan creature succeeds on the saving throw automatically. On a failed save, a creature takes 10 (3d6) bludgeoning damage and is restrained in the pillar. A creature restrained in this way can use its action to make a DC 13 Strength check, ejecting itself to the nearest unoccupied space outside of the pillar on a success.

The pillar is an object that can be damaged and thus destroyed. It has AC 15 and 30 hit points. Reducing the pillar to 0 hit points causes it to crumble into dust, freeing any creatures restrained inside it.



YOUNG NEBULA DRAGON

Large dragon, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 136 (13d10 + 65)

Speed 30 ft., fly 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 19 (+4) | 21 (+5) | 22 (+6) | 14 (+2) | 14 (+2) |

Saving Throws Dex +8, Con +9, Int +10, Wis +6

Skills Arcana +10, Deception +6, Stealth +8

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities frightened, petrified

Senses truesight 180 ft., passive Perception 12

Languages Celestial, Common, Draconic

Challenge 9 (5,000 XP)

Innate Spellcasting. The dragon's innate spellcasting ability is Intelligence (spell save DC 18). The dragon can innately cast the following spells, requiring no material components:

At will: *minor illusion*

3/day each: *disguise self*, *silent image*^Q

1/day each: *fog cloud*,^Q *gaseous form*^Q (self only)

Interstellar Sight. Dust, fog, snow, and other particles suspended in the air don't impede the dragon's vision.

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Phantasmal Breath (Recharge 5–6). The dragon exhales a cloud of dust and ionized gas in a 30-foot cone. The cloud remains until the end of the dragon's next turn, its area is lightly obscured, and creatures have disadvantage on Intelligence (Investigation) checks to discern illusions within the cloud.

Each creature in the cloud when it appears must make a DC 18 Wisdom saving throw as the dragon magically crafts illusory manifestations of each creature's deepest fears within the cloud. On a failed save, a target takes 31 (7d8) psychic damage and is stunned until the end of the dragon's next turn. On a successful save, a target takes half as much damage and isn't stunned.

NEBULA DRAGON WYRMLING

Medium dragon, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 51 (6d8 + 24)

Speed 20 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 17 (+3) | 18 (+4) | 20 (+5) | 12 (+1) | 13 (+1) |

Saving Throws Dex +5, Con +6, Int +7, Wis +3

Skills Arcana +7, Deception +3, Stealth +5

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities frightened, petrified

Senses truesight 120 ft., passive Perception 11

Languages Celestial, Draconic

Challenge 3 (700 XP)

Innate Spellcasting. The dragon's innate spellcasting ability is Intelligence (spell save DC 15). The dragon can innately cast the following spells, requiring no material components:

At will: *minor illusion*

1/day each: *disguise self*, *fog cloud*^Q

Interstellar Sight. Dust, fog, snow, and other particles suspended in the air don't impede the dragon's vision.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Phantasmal Breath (Recharge 5–6). The dragon exhales a cloud of dust and ionized gas in a 15-foot cone. The cloud remains until the end of the dragon's next turn, its area is lightly obscured, and creatures have disadvantage on Intelligence (Investigation) checks to discern illusions within the cloud.

Each creature in the cloud when it appears must make a DC 15 Wisdom saving throw as the dragon magically crafts illusory manifestations of each creature's deepest fears within the cloud. On a failed save, a target takes 13 (3d8) psychic damage and is stunned until the end of the dragon's next turn. On a successful save, a target takes half as much damage and isn't stunned.



ANCIENT PLANETARY DRAGON

Gargantuan dragon (shapechanger), lawful neutral

Armor Class 23 (natural armor)

Hit Points 507 (26d20 + 234)

Speed 30 ft., fly 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 24 (+7) | 16 (+3) | 29 (+9) | 15 (+2) | 27 (+8) | 18 (+4) |

Saving Throws Dex +11, Con +17, Int +10, Wis +16

Skills Insight +24, Nature +18, Survival +16

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities petrified

Senses tremorsense 60 ft., truesight 150 ft., passive Perception 18

Languages Celestial, Common, Draconic

Challenge 25 (75,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Shapechanger. The dragon can use its action to polymorph into its gas giant form or ice giant form, or back into its true terrestrial form. Its statistics are the same in each form, except for the changes noted in the Planetary Dragon Forms sidebar below. Any equipment it is wearing or carrying isn't transformed. The dragon doesn't change form if it dies.

ACTIONS

Multiaction. The dragon can use its Axial Tilt. It then makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage. If the dragon is in gas giant form, the target takes an extra 9 (2d8) poison damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage. If the dragon is in ice giant form, the target takes an extra 4 (1d8) cold damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage. If the dragon is in terrestrial form, the target takes an extra 3 (1d6) bludgeoning damage.

Axial Tilt. The dragon aligns itself toward or away from one creature it can see. While aligned toward a creature, the dragon can use its bonus action to move up to its speed toward the creature, and it has advantage on attack rolls

against the creature. While aligned away from a creature, all movement toward the dragon is considered difficult terrain for the creature, and the creature has disadvantage on attack rolls against the dragon. The dragon can only be aligned toward or away from one creature at a time.

Breath Weapon (Recharge 5–6). The dragon uses the breath weapon available to it depending on its form.

- **Toxic Breath (Gas Giant Form Only).** The dragon exhales a noxious, liquid-gas fluid in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 25 Dexterity saving throw, taking 38 (11d6) acid damage and 38 (11d6) poison damage on a failed save, or half as much damage on a successful one. Whether the saving throw succeeds or not, each target is also poisoned for 1 minute. A creature can make a DC 17 Constitution saving throw at the start of each of its turns, ending the effect on itself on a success.
- **Freezing Breath (Ice Giant Form Only).** The dragon exhales a frigid blast infused with icy shards in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 25 Dexterity saving throw, taking 38 (11d6) cold damage and 38 (11d6) piercing damage on a failed save, or half as much damage on a successful one. If a target's saving throw fails by 5 or more, the creature also becomes petrified as it is frozen solid until the end of its next turn.
- **Molten Breath (Terrestrial Form Only).** The dragon exhales liquid hot metal in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 25 Dexterity saving throw. On a failed save, a creature takes 38 (11d6) bludgeoning damage and 38 (11d6) fire damage, and it is coated in a thin layer of molten metal. Until a creature takes an action to wash off the metal, the target takes 5 (1d10) fire damage at the start of each of its turns. On a successful save, a creature takes half as much damage and isn't coated in metal.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

ROTATIONAL MOMENTUM. The dragon can use its Axial Tilt. It then moves up to half its speed.

TAIL ATTACK. The dragon makes a tail attack.

PLANETARY SHIFT (COSTS 2 ACTIONS). The dragon polymorphs into a different form (see Shapechanger trait).

PLANETARY DRAGON FORMS

Planetary dragons exhibit many qualities similar to their metallic cousins, and in terrestrial form, their scales may indeed even be speckled with various bits of precious metals. These dragons most respect the lawful bent of bronze, gold, and silver dragons. They also share an innate polymorph ability; however, unlike metallic dragons—which can take the form of any humanoid or beast—the forms of planetary dragons are all draconic in nature. These forms and their respective benefits are as follows:

- **Gas Giant Form.** The dragon has immunity to poison damage, it can't be grappled, poisoned, restrained, or knocked prone, and it can hover.
- **Ice Giant Form.** The dragon has immunity to cold damage, it can't be paralyzed, stunned, or knocked unconscious, and it ignores difficult terrain.
- **Terrestrial Form.** The dragon has resistance to all piercing and slashing damage (magical and nonmagical), and it can't be charmed or frightened.

ADULT PLANETARY DRAGON

Huge dragon (*shapechanger*), lawful neutral

Armor Class 21 (natural armor)

Hit Points 246 (17d12 + 136)

Speed 30 ft., fly 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 14 (+2) | 26 (+8) | 13 (+1) | 24 (+7) | 16 (+3) |

Saving Throws Dex +8, Con +14, Int +7, Wis +13

Skills Insight +19, Nature +13, Survival +13

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities petrified

Senses tremorsense 50 ft., truesight 120 ft., passive Perception 17

Languages Celestial, Common, Draconic

Challenge 18 (20,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Shapechanger. The dragon can use its action to polymorph into its gas giant form or ice giant form, or back into its true terrestrial form. Its statistics are the same in each form, except for the changes noted in the Planetary Dragon Forms sidebar on page 181. Any equipment it is wearing or carrying isn't transformed. The dragon doesn't change form if it dies.

ACTIONS

Multiattack. The dragon can use its Axial Tilt. It then makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the dragon is in gas giant form, the target takes an extra 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the dragon is in ice giant form, the target takes an extra 3 (1d6) cold damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the dragon is in terrestrial form, the target takes an extra 2 (1d4) bludgeoning damage.

Axial Tilt. The dragon aligns itself toward or away from one creature it can see. While aligned toward a creature, the dragon can use its bonus action to move up to its speed toward the creature, and it has advantage on attack rolls

against the creature. While aligned away from a creature, all movement toward the dragon is considered difficult terrain for the creature, and the creature has disadvantage on attack rolls against the dragon. The dragon can only be aligned toward or away from one creature at a time.

Breath Weapon (Recharge 5–6). The dragon uses the breath weapon available to it depending on its form.

- **Toxic Breath (Gas Giant Form Only).** The dragon exhales a noxious, liquid-gas fluid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 28 (8d6) acid damage and 28 (8d6) poison damage on a failed save, or half as much damage on a successful one. Whether the saving throw succeeds or not, each target is also poisoned for 1 minute. A creature can make a DC 16 Constitution saving throw at the start of each of its turns, ending the effect on itself on a success.
- **Freezing Breath (Ice Giant Form Only).** The dragon exhales a frigid blast infused with icy shards in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 28 (8d6) cold damage and 28 (8d6) piercing damage on a failed save, or half as much damage on a successful one. If a target's saving throw fails by 5 or more, the creature also becomes petrified as it is frozen solid until the end of its next turn.
- **Molten Breath (Terrestrial Form Only).** The dragon exhales liquid hot metal in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw. On a failed save, a creature takes 28 (8d6) bludgeoning damage and 28 (8d6) fire damage, and it is coated in a thin layer of molten metal. Until a creature takes an action to wash off the metal, the target takes 4 (1d8) fire damage at the start of each of its turns. On a successful save, a creature takes half as much damage and isn't coated in metal.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

ROTATIONAL MOMENTUM. The dragon can use its Axial Tilt. It then moves up to half its speed.

TAIL ATTACK. The dragon makes a tail attack.

PLANETARY SHIFT (COSTS 2 ACTIONS). The dragon polymorphs into a different form (see Shapechanger trait).





YOUNG PLANETARY DRAGON

Large dragon (shapechanger), lawful neutral

Armor Class 19 (natural armor)

Hit Points 187 (15d10 + 105)

Speed 30 ft., fly 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 12 (+1) | 24 (+7) | 11 (+0) | 21 (+5) | 14 (+2) |

Saving Throws Dex +5, Con +11, Int +4, Wis +9

Skills Insight +13, Nature +8, Survival +9

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities petrified

Senses tremorsense 40 ft., truesight 90 ft., passive Perception 15

Languages Celestial, Common, Draconic

Challenge 11 (7,200 XP)

Shapechanger. The dragon can use its action to polymorph into its gas giant form or ice giant form, or back into its true terrestrial form. Its statistics are the same in each form, except for the changes noted in the Planetary Dragon Forms sidebar on page 181. Any equipment it is wearing or carrying isn't transformed. The dragon doesn't change form if it dies.

ACTIONS

Multiattack. The dragon can make three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Breath Weapon (Recharge 5–6). The dragon uses the breath weapon available to it depending on its form.

- **Toxic Breath (Gas Giant Form Only).** The dragon exhales a noxious, liquid-gas fluid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 24 (7d6) acid damage and 24 (7d6) poison damage on a failed save, or half as much damage on a successful one. Whether the saving throw succeeds or not, each target is also poisoned for 1 minute. A creature can make a DC 15 Constitution saving throw at the start of each of its turns, ending the effect on itself on a success.
- **Freezing Breath (Ice Giant Form Only).** The dragon exhales a frigid blast infused with icy shards in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 24 (7d6) cold damage and 24 (7d6) piercing damage on a failed save, or half as much damage on a successful one. If a target's saving throw fails by 5 or more, the creature also becomes petrified as it is frozen solid until the end of its next turn.
- **Molten Breath (Terrestrial Form Only).** The dragon exhales liquid hot metal in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw. On a failed save, a creature takes 24 (7d6) bludgeoning damage and 24 (7d6) fire damage, and it is coated in a thin layer of molten metal. Until a creature takes an action to wash off the metal, the target takes 3 (1d6) fire damage at the start of each of its turns. On a successful save, a creature takes half as much damage and isn't coated in metal.



PLANETARY DRAGON WYRMING

Medium dragon (*shapechanger*), lawful neutral

Armor Class 17 (natural armor)

Hit Points 57 (6d8 + 30)

Speed 20 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 14 (+2) | 10 (+0) | 21 (+5) | 9 (-1) | 18 (+4) | 12 (+1) |

Saving Throws Dex +2, Con +7, Int +1, Wis +6

Skills Insight +8, Nature +3, Survival +6

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities petrified

Senses tremorsense 30 ft., truesight 60 ft., passive Perception 14

Languages Celestial, Draconic

Challenge 4 (1,100 XP)

Shapechanger. The dragon can use its action to polymorph into its gas giant form or ice giant form, or back into its true terrestrial form. Its statistics are the same in each form, except for the changes noted in the Planetary Dragon Forms sidebar on page 181. Any equipment it is wearing or carrying isn't transformed. The dragon doesn't change form if it dies.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Breath Weapon (Recharge 5–6). The dragon uses the breath weapon available to it depending on its form.

- **Toxic Breath (Gas Giant Form Only).** The dragon exhales a noxious, liquid-gas fluid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 10 (3d6) acid damage and 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. Whether the saving throw succeeds or not, each target is also poisoned for 1 minute. A creature can make a DC 13 Constitution saving throw at the start of each of its turns, ending the effect on itself on a success.
- **Freezing Breath (Ice Giant Form Only).** The dragon exhales a frigid blast infused with icy shards in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 10 (3d6) cold damage and 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one. If a target's saving throw fails by 5 or more, the creature also becomes petrified as it is frozen solid until the end of its next turn.
- **Molten Breath (Terrestrial Form Only).** The dragon exhales liquid hot metal in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 10 (3d6) bludgeoning damage and 10 (3d6) fire damage, and it is coated in a thin layer of molten metal. Until a creature takes an action to wash off the metal, the target takes 2 (1d4) fire damage at the start of each of its turns. On a successful save, a creature takes half as much damage and isn't coated in metal.



ANCIENT SUN DRAGON

Gargantuan dragon, lawful neutral

Armor Class 22 (natural armor)

Hit Points 553 (27d20 + 270)

Speed 30 ft., fly 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|----------|---------|---------|---------|
| 29 (+9) | 12 (+1) | 30 (+10) | 17 (+3) | 19 (+4) | 26 (+8) |

Saving Throws Dex +9, Con +18, Int +11, Wis +12

Skills Athletics +17, Insight +12, Intimidation +16

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, radiant

Condition Immunities blinded, exhaustion, petrified

Senses truesight 150 ft., passive Perception 14

Languages Celestial, Common, Draconic

Challenge 26 (90,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Supergiant Collapse. When the dragon dies, its body rapidly collapses in on itself, causing an unfathomably powerful implosion that tears open a gate to the Astral Plane. The gate originates where the dragon died and is 10 feet in diameter. Each creature within 30 feet of the gate must succeed on a DC 26 Strength saving throw or take 55 (10d10) force damage and be sucked through the gate to a random location on the Astral Plane. The gate then closes. The gate is one way and can't be reopened.

When the gate closes, its energy compresses into an immensely powerful black sphere referred to as an *ancient solar heart* (see page 84 for the item's properties).

Undying Light. The dragon perpetually sheds bright light in a 45-foot radius and dim light for an additional 45 feet. This light is sunlight.

ACTIONS

Multiattack. The dragon can use its Solar Flare. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 7 (2d6) fire damage and 7 (2d6) radiant damage.

Claw. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Solar Flare. The dragon emits a wave of overwhelmingly brilliant light. Each creature within 60 feet of it must succeed on a DC 26 Constitution saving throw or be blinded until the end of the turn.

In addition, roll a d6. On a 6, the dragon can immediately use its Plasma Breath, regardless of whether it is charged or not; if it does so, it can't make attacks for the rest of the turn.

Plasma Breath (Recharge 5–6). The dragon exhales a corona of solar energy in a 90-foot cone. Each creature in that area must make a DC 26 Constitution saving throw, taking 42 (12d6) fire damage and 42 (12d6) radiant damage on a failed save, or half as much damage on a successful one. Whether the saving throw is successful or not, a target can't take reactions until the end of the dragon's next turn.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

MOVE. The dragon moves up to half its speed.

TAIL ATTACK. The dragon makes a tail attack.

GRAVITY WELL (COSTS 2 ACTIONS). The dragon intensifies the gravitational pull around itself, concentrating it into a crushing force. Each creature of the dragon's choice within 60 feet of it must make a DC 26 Strength saving throw. On a failed save, a creature takes 16 (3d10) force damage and is pulled up to 30 feet toward the dragon. On a successful save, the creature takes half as much damage and isn't pulled.



ADULT SUN DRAGON

Huge dragon, lawful neutral

Armor Class 19 (natural armor)

Hit Points 263 (17d12 + 153)

Speed 30 ft., fly 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 25 (+7) | 12 (+1) | 28 (+9) | 15 (+2) | 18 (+4) | 23 (+6) |

Saving Throws Dex +7, Con +15, Int +8, Wis +10

Skills Athletics +13, Insight +10, Intimidation +12

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, radiant

Condition Immunities blinded, exhaustion, petrified

Senses truesight 120 ft., passive Perception 14

Languages Celestial, Common, Draconic

Challenge 19 (22,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Supernova Explosion. When the dragon dies, its body forcibly explodes in a burst of extreme radiance. Each creature within 30 feet of it is blinded for 1 minute and must make a DC 23 Constitution saving throw. On a failed save, a creature suffers one level of exhaustion, takes 21 (6d6) fire damage and 21 (6d6) radiant damage, and is pushed 30 feet away from the dragon and knocked prone. On a successful save, the creature takes half as much damage but suffers no other effects. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The explosion leaves behind a blazing hot star ruby referred to as an *adult solar heart* (see page 80 for the item's properties).

Undying Light. The dragon perpetually sheds bright light in a 45-foot radius and dim light for an additional 45 feet. This light is sunlight.

ACTIONS

Multiattack. The dragon can use its Solar Flare. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. **Hit:** 18 (2d10 + 7) piercing damage plus 3 (1d6) fire and 3 (1d6) radiant damage.

Claw. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. **Hit:** 14 (2d6 + 7) slashing damage.

Tail. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. **Hit:** 16 (2d8 + 7) bludgeoning damage.

Solar Flare. The dragon emits a wave of overwhelmingly brilliant light. Each creature within 60 feet of it must succeed on a DC 23 Constitution saving throw or be blinded until the end of the turn.

In addition, roll a d6. On a 6, the dragon can immediately use its Plasma Breath, regardless of whether it is charged or not; if it does so, it can't make attacks for the rest of the turn.

Plasma Breath (Recharge 5–6). The dragon exhales a corona of solar energy in a 60-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 24 (7d6) fire damage and 24 (7d6) radiant damage on a failed save, or half as much damage on a successful one. Whether the saving throw is successful or not, a target can't take reactions until the end of the dragon's next turn.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

MOVE. The dragon moves up to half its speed.

TAIL ATTACK. The dragon makes a tail attack.

GRAVITY WELL (COSTS 2 ACTIONS). The dragon intensifies the grav-itational pull around itself, concentrating it into a crushing force. Each creature of the dragon's choice within 40 feet of it must make a DC 23 Strength saving throw. On a failed save, a creature takes 11 (2d10) force damage and is pulled up to 20 feet toward the dragon. On a successful save, the creature takes half as much damage and isn't pulled.



YOUNG SUN DRAGON

Large dragon, lawful neutral

Armor Class 18 (natural armor)

Hit Points 200 (16d10 + 112)

Speed 30 ft., fly 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 21 (+5) | 12 (+1) | 24 (+7) | 13 (+1) | 17 (+3) | 20 (+5) |

Saving Throws Dex +5, Con +11, Int +5, Wis +7

Skills Athletics +9, Insight +7, Intimidation +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, radiant

Condition Immunities blinded, exhaustion, petrified

Senses truesight 90 ft., passive Perception 13

Languages Celestial, Common, Draconic

Challenge 12 (8,400 XP)

Luminous Degeneration. When the dragon dies, it explodes in a burst of debilitating, radiant gases. Each creature within 20 feet of it must succeed on a DC 19 Constitution saving throw or suffer one level of exhaustion and be blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The gases then compress into a sphere of stabilized radiant energy referred to as a *young solar heart* (see page 83 for the item's properties).

Undying Light. The dragon perpetually sheds bright light in a 30-foot radius and dim light for an additional 30 feet. This light is sunlight.

ACTIONS

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 3 (1d6) fire and 3 (1d6) radiant damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Plasma Breath (Recharge 5–6). The dragon exhales a corona of solar energy in a 30-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 21 (6d6) fire damage and 21 (6d6) radiant damage on a failed save, or half as much damage on a successful one. Whether the saving throw is successful or not, a target can't take reactions until the end of the dragon's next turn.

SUN DRAGON WYRMLING

Medium dragon, lawful neutral

Armor Class 17 (natural armor)

Hit Points 66 (7d8 + 35)

Speed 20 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 12 (+1) | 21 (+5) | 11 (+0) | 16 (+3) | 17 (+3) |

Saving Throws Dex +4, Con +8, Int +3, Wis +6

Skills Athletics +7, Insight +6, Intimidation +6

Damage Resistances fire, radiant; bludgeoning, piercing,

and slashing from nonmagical attacks

Condition Immunities blinded, exhaustion, petrified

Senses truesight 60 ft., passive Perception 13

Languages Celestial, Draconic

Challenge 5 (1,800 XP)

Nebulous Burst. When the dragon dies, it explodes in a burst of radiant gases. Each creature within 10 feet of it must succeed on a DC 16 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Undying Light. The dragon perpetually sheds bright light in a 15-foot radius and dim light for an additional 15 feet. This light is sunlight.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 2 (1d4) fire and 2 (1d4) radiant damage.

Plasma Breath (Recharge 5–6). The dragon exhales a corona of solar energy in a 15-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 10 (3d6) fire damage and 10 (3d6) radiant damage on a failed save, or half as much damage on a successful one. Whether the saving throw is successful or not, a target can't take reactions until the end of the dragon's next turn.



ELEMENTALS

FIRECAT

Firecats are a curious manifestation of flame and feline. Similarly to their mundane cousins, firecats are playful and mischievous—a potentially devastating proclivity given their fiery nature. They are native to the Elemental Plane of Fire but have been known to sniff out and sneak through hidden portals to other planes.

Of notable intelligence for an elemental, firecats make excellent companions for spellcasters, particularly those inclined toward evocation magic. Firecats tend to be fairly temperamental, but in the right mood, they will ener-

FIRECAT FAMILIAR

At the GM's discretion, warlocks with the Pact of the Chain feature can choose a firecat as their familiar, in addition to the forms listed in their class.

FIRECAT

Tiny elemental, chaotic neutral

Armor Class 13

Hit Points 13 (3d4 + 6)

Speed 40 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 6 (-2) | 17 (+3) | 14 (+2) | 10 (+0) | 13 (+1) | 12 (+1) |

Skills Acrobatics +5, Perception +3, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 120 ft., passive Perception 13

Languages Ignan, understands Common but can't speak it

Challenge 1 (200 XP)

Fire Form. The firecat can move through a space as narrow as 1 inch wide without squeezing. A hostile creature that touches the firecat or hits it with a melee attack while within 5 feet of it takes 2 (1d4) fire damage. In addition, with a touch, the firecat can use its action to ignite a flammable object that isn't being worn or carried.

Firesight. The firecat has advantage on ability checks made to detect visual illusions within 30 feet of it, and it has advantage on saving throws against illusions.

Illumination. The firecat sheds bright light in a 10-foot radius and dim light for an additional 5 feet.

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

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage plus 2 (1d4) fire damage.

Firestride. The firecat teleports up to 60 feet to an unoccupied space it can see that is within 5 feet of an open flame.

getically and contentedly share their innate talents in support of a steadfast companion.

Living Fire. A firecat doesn't require food, drink, or sleep.

MEPHITS

Mephits are lesser elementals often found serving more powerful elemental entities. They appear as small, impish creatures, though their elemental origins are readily apparent. Mephits can often be found in great numbers near planar portals or in significant locations on the various elemental planes.

Elemental Nature. A mephit doesn't require food, drink, or sleep.

AIR MEPHIT

Displaying marked whimsy, air mephits are especially evasive, both in combat and socially. They are typically found alone or with other air mephits and only serve more powerful creatures if coerced.

EARTH MEPHIT

Unusually hardy and stoic for their kin, earth mephits are the most durable of the mephits. They fly tentatively only when necessary, preferring the stability of solid ground.

AIR MEPHIT

Small elemental, neutral evil

Armor Class 12

Hit Points 17 (5d6)

Speed 30 ft., fly 40 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|---------|
| 5 (-3) | 14 (+2) | 10 (+0) | 9 (-1) | 11 (+0) | 10 (+0) |

Saving Throws Dex +4

Skills Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it explodes in a burst of wind. Each Large or smaller creature within 5 feet of it must succeed on a DC 10 Strength saving throw or be pushed 15 feet away from the mephit and knocked prone. If a pushed target strikes a solid surface, such as a wall, the target takes 3 (1d6) bludgeoning damage.

Innate Spellcasting (1/Day). The mephit can innately cast *levitate* (spell save DC 10), requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

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

Wind Breath (Recharge 6). The mephit exhales a 15-foot cone of swirling wind. Each Large or smaller creature in that area must succeed on a DC 10 Strength saving throw or be pushed up to 15 feet away from the mephit and knocked prone. If a pushed target strikes a solid surface, such as a wall, the target takes 3 (1d6) bludgeoning damage.



EARTH MEPHIT

Small elemental, neutral evil

Armor Class 13 (natural armor)

Hit Points 33 (6d6 + 12)

Speed 30 ft., burrow 20 ft., fly 20 ft.

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

Skills Perception +2, Stealth +1

Damage Vulnerabilities thunder

Damage Immunities poison

Condition Immunities petrified, poisoned

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 12

Languages Terran

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of gravel. Each creature within 5 feet of the mephit must succeed on a DC 12 Dexterity saving throw, taking 6 (1d12) bludgeoning damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary pile of rocks.

Innate Spellcasting (1/Day). The mephit can innately cast *enlarge/reduce* on itself as a bonus action, requiring no material components; its fists count as weapons for the purposes of this spell. Its innate spellcasting ability is Charisma.

ACTIONS

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

Rock Breath (Recharge 6). The mephit exhales a 15-foot cone of rock and gravel. Each creature in that area must make a DC 12 Dexterity saving throw, taking 7 (2d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

FIRE MEPHIT

Small elemental, neutral evil

Armor Class 12

Hit Points 27 (6d6 + 6)

Speed 30 ft., fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|---------|
| 7 (-2) | 14 (+2) | 12 (+1) | 9 (-1) | 10 (+0) | 13 (+1) |

Skills Deception +3

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of flames. Each creature within 5 feet of the mephit must make a DC 11 Dexterity saving throw. On a failed save, a target takes 5 (2d4) fire damage immediately and 2 (1d4) fire damage at the end of its next turn. On a successful save, a target takes half as much of the initial damage and no damage at the end of its next turn.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary open flame.

Illumination. The mephit sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Innate Spellcasting (1/Day). The mephit can innately cast *hellish rebuke* (spell save DC 11). Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage plus 2 (1d4) fire damage.

Fire Breath (Recharge 6). The mephit exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw. On a failed save, a target takes 5 (2d4) fire damage immediately and 2 (1d4) fire damage at the end of its next turn. On a successful save, a target takes half as much of the initial damage and no damage at the end of its next turn.

FIRE MEPHIT

Fire mephits are capricious and cruel. They have a deep-seated disdain for water elemental creatures of all kinds, even their fellow mephits, and they see steam mephits in particular as an utter abomination.

LIGHTNING MEPHIT

Exceptionally conniving and quick, lightning mephits make potent allies in large quantities. They are often found in the service of air elementals and djinni.

WATER MEPHIT

Water mephits are incessant tricksters that delight in setting traps for unsuspecting passersby. They favor the relative safety of water, but will gladly trek outside their comfort zone to execute a new prank.

LIGHTNING MEPHIT

Small elemental, neutral evil

Armor Class 12

Hit Points 17 (5d6)

Speed 30 ft., fly 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 6 (-2) | 15 (+2) | 11 (+0) | 12 (+1) | 10 (+0) | 10 (+0) |

Skills Perception +2

Damage Immunities lightning, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Auran

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a flurry of arcing electricity. Each creature within 5 feet of the mephit must make a DC 10 Dexterity saving throw. On a failed save, a target takes 7 (2d6) lightning damage and can't take reactions until the start of its next turn.

Innate Spellcasting (1/Day). The mephit can innately cast *expeditious retreat*. Its innate spellcasting ability is Charisma.

ACTIONS

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

Lightning Breath (Recharge 6). The mephit exhales a 15-foot cone of electrical energy. Each creature in that area must make a DC 10 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one. A target wearing armor made of metal has disadvantage on this saving throw.

FLAIL-KIN

Like their flail snail cousins—who draw their origins from elemental earth—flail quails and flail whales originate from the elemental planes of air and water, respectively. Though rare, all flail-kin are renowned for the valuable treasures they produce, whether it be a flail snail's antimagic shell, a flail quail's arcane eggs, or a flail whale's magic-neutralizing stomach acid.

WATER MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 22 (5d6 + 5)

Speed 30 ft., fly 30 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 6 (-2) | 13 (+1) | 12 (+1) | 10 (+0) | 11 (+0) | 12 (+1) |

Skills Athletics +2, Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 1/4 (50 XP)

Amphibious. The mephit can breathe air and water.

Death Burst. When the mephit dies, it explodes in a torrent of water. Each creature within 5 feet of the mephit must make a DC 11 Strength saving throw. On a failed save, a creature takes 3 (1d6) bludgeoning damage and, if it is Large or smaller, is pushed 10 feet away from the mephit and knocked prone. The water extinguishes unprotected flames in the area.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary pool of water.

Innate Spellcasting (1/Day). The mephit can innately cast *create or destroy water*. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Water Breath (Recharge 6). The mephit exhales a 15-foot cone of water. Each creature in that area must make a DC 11 Strength saving throw. On a failed save, a creature takes 3 (1d6) bludgeoning damage and, if it is Large or smaller, is pushed up to 10 feet away from the mephit and knocked prone. The water extinguishes unprotected flames in the area.

FLAIL QUAIL

Flail quails are small, resilient birds with elemental essence coursing through their veins. The eggs of a female flail quail are invisible, protecting them from potential predators. These eggs emit a faint magical aura, which flail quails can detect with their plume from over a mile away.

Using the Eggs of a Flail Quail. Flail quail eggs are highly sought after for their use in making furtive magic items. The yolk of unfertilized eggs can be distilled and concentrated to provide the base for a *potion of invisibility*, and the shells of no less than 30 eggs can be ground into a powder to create *dust of disappearance*.

FLAIL QUAIL FAMILIAR

At the GM's discretion, warlocks with the Pact of the Chain feature can choose a flail quail as their familiar, in addition to the forms listed in their class. A flail quail familiar can't lay eggs.

FLAIL WHALE

The magnificent flail whales are formidable foes, even for seasoned adventurers. Their antimagic capabilities are vast, drawing power from their flail fins to thwart spells and magic of all kinds. The acid in their body creates an especially toxic environment for creatures it swallows, and is

FLAIL WHALE

Gargantuan elemental, unaligned

Armor Class 16 (natural armor)

Hit Points 396 (24d20 + 144)

Speed 0 ft., swim 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|--------|
| 25 (+7) | 8 (-1) | 22 (+6) | 3 (-4) | 16 (+3) | 6 (-2) |

Saving Throws Int +2, Wis +9, Cha +4

Skills Perception +9

Damage Immunities cold, poison

Condition Immunities poisoned, stunned

Senses blindsight 120 ft., passive Perception 19

Languages —

Challenge 18 (20,000 XP)

Arcane Echolocation. The flail whale's blindsight is reduced to 30 feet while it is deafened.

Flail Fins. The flail whale has two flail fins. Whenever the whale takes 50 damage or more on a single turn, one of its fins is temporarily rendered inert. An attack with an inert fin deals no force damage. If both fins are inert, its Limited Magic Immunity trait doesn't function until at least one of its fins is reinvigorated. As a bonus action on its turn, it can roll a d6 to attempt to reinvigorate its inert fins. On a 3 or 4, it causes one fin to no longer be inert. On a 5 or 6, it causes both fins to no longer be inert.

Hold Breath. The flail whale can hold its breath for 24 hours.

Keen Hearing. The flail whale has advantage on Wisdom (Perception) checks that rely on hearing.

capable of nullifying even the most powerful magic items.

Using the Stomach Acid of a Flail Whale. Flail Whales secrete a potent, fluid in their digestive tract. This acidic liquid can be utilized by a master alchemist to create *universal solvent*. In addition, applying the acid to a cursed magic item ends a creature's attunement to the item, as if it had been targeted by a *remove curse* spell.

Limited Magic Immunity. The flail whale is immune to spells of 4th level or lower unless it wishes to be affected. It has advantage on saving throws against all other spells and magical effects.

Siege Monster. The flail whale deals double damage to objects and structures.

ACTIONS

Multiattack. The flail whale makes four attacks: one with its bite, two with its fins, and one with its tail.

Bite. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. **Hit:** 18 (2d10 + 7) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 20 Dexterity saving throw or be swallowed by the whale. A swallowed creature is considered to be under the effects of the *antimagic field* spell, it has total cover against attacks and other effects outside the whale, and it takes 7 (2d6) acid damage and 7 (2d6) force damage at the start of each of the whale's turns.

If the whale takes 50 damage or more on a single turn from a creature inside it, the whale 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 whale. If the whale dies, a swallowed creature can escape from the corpse by using 20 feet of movement, exiting prone.

Flail Fin. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. **Hit:** 14 (2d6 + 7) bludgeoning damage plus 14 (4d6) force damage.

Tail. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. **Hit:** 20 (3d8 + 7) bludgeoning damage.

FLAIL QUAIL

Tiny elemental, unaligned

Armor Class 13 (natural armor)

Hit Points 13 (3d4 + 6)

Speed 30 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|---------|
| 5 (-3) | 15 (+2) | 14 (+2) | 4 (-3) | 13 (+1) | 11 (+0) |

Skills Arcana +1, Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages understands Auran and Common but can't speak

Challenge 1/4 (50 XP)

Innate Spellcasting. The flail quail's spellcasting ability is Charisma (save DC 10). It can innately cast the following spells, requiring no material components:

At will: *detect magic, light*

1/day: *color spray, shield*

Flail Plume (1/Day). When the flail quail takes damage, its plume falls off, causing it to let out a terrifying, magical squawk, which can be heard for 300 feet. Each creature within 30 feet of the flail quail that can hear it must succeed on a DC 10 Wisdom saving throw or become frightened of the flail quail for 1 minute. While frightened in this way, the creature is also deafened. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The flail quail's plume regrows after 24 hours, and it is unable to use its Flail Plume attack until it regrows.

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

ACTIONS

Multiattack. The flail quail makes two attacks: one with its beak and one with its plume.

Beak. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 1 piercing damage.

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

AWAKENED CLIFFSIDE

The awakened cliffside is a living mountain face that has stood for generations. It's unclear exactly what empowered the cliffside to gain sentience, or who would even be capable of such a feat of magical prowess. The cliffside is largely docile, requesting the aid of passersby whenever it faces a problem it cannot take on alone, such as a remorhaz infestation.

AWAKENED CLIFFSIDE

Gargantuan elemental, neutral good

Armor Class 19 (natural armor)

Hit Points 198 (12d20 + 72)

Speed 0 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|---------|---------|---------|
| 21 (+5) | 1 (-5) | 23 (+6) | 10 (+0) | 18 (+4) | 10 (+0) |

Saving Throws Con +11, Wis +9, Cha +5

Skills History +5, Nature +5, Perception +9

Damage Resistances cold, fire

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, grappled, invisible, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses tremorsense 300 ft., passive Perception 19

Languages Common, Giant, Terran

Challenge 13 (10,000 XP)

False Appearance. If a creature hasn't observed the cliffside act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the cliffside is an awakened creature.

Immovable. The cliffside can't move or be moved by any means short of a wish spell.

Immutable Form. The cliffside is immune to any spell or effect that would alter its form.

Legendary Resistance (2/Day). When the cliffside fails a saving throw, it can choose to succeed instead.

Quake (Recharge 4–6). As a bonus action, the cliffside can unleash a powerful tremor. Each creature within 120 feet of the cliffside must succeed on a DC 19 Dexterity saving throw or fall prone; a creature standing in difficult terrain has disadvantage on this saving throw. A creature in the area that is concentrating on a spell must also succeed on a DC 15 Constitution saving throw or lose its concentration.

Siege Monster. The cliffside deals double damage to objects and structures.

ACTIONS

Create Debris. The cliffside causes debris to rain down in a 15-foot-radius cylinder that is 30 feet tall centered on a point it can see on a surface within 120 feet of it. Each creature in the area must make a DC 15 Dexterity saving throw, taking 28 (8d6) bludgeoning damage on a failed save, or half as much damage on a successful one. The ground in the affected area becomes difficult terrain until cleared, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand.

Thunderous Roar (1/Day). The cliffside bellows a booming roar. Each creature within 300 feet of the cliffside must make a DC 19 Constitution saving throw. On a failed save, a creature takes 44 (8d10) thunder damage and is deafened until the end of the cliffside's next turn; if the saving throw fails by 5 or more, the creature is also stunned for the same duration. On a successful save, a creature takes half as much damage and isn't deafened.

SALAMANDER RECRUIT

Medium elemental, neutral evil

Armor Class 14 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 3 (700 XP)

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

ACTIONS

Multiattack. The salamander makes two attacks: one with its spear and one with its tail.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage plus 5 (1d10) fire damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the creature is restrained, and the salamander can't use its tail on another target.



SANGUINATED XORN

Medium elemental, neutral

Armor Class 19 (natural armor)

Hit Points 103 (9d8 + 63)

Speed 20 ft., burrow 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 10 (+0) | 25 (+7) | 11 (+0) | 10 (+0) | 13 (+1) |

Saving Throws Con +10

Skills Perception +6, Stealth +3

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages Terran

Challenge 7 (2,900 XP)

Blood Frenzy. If the xorn has eaten a bloodstone worth at least 50 gp in the last 24 hours, it can take the Dash action as a bonus action, and it has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Earth Glide. The xorn can burrow through nonmagical, unworked earth and stone. While doing so, the xorn doesn't disturb the material it moves through.

Stone Camouflage. The xorn has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Treasure Sense. The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it and bloodstones within 1 mile of it.

ACTIONS

Multiattack. The xorn makes three claw attacks and one bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage plus 10 (3d6) necrotic damage. If the target is a creature, its hit point maximum is reduced by an amount equal to the necrotic damage taken, and the xorn regains hit points equal to that amount. The reduction lasts until the creature finishes a long rest. If this effect reduces the creature's hit point maximum to 0, it becomes petrified as its body is transformed into solid bloodstone.

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

FEY

Fey are magical creatures closely tied to the forces of nature. They dwell in twilight groves and misty forests. In some worlds, they are closely tied to the Feywild, also called the Plane of Faerie.

FEY BEASTS

A fey beast is a mundane animal that has been exposed to extreme fey energies. This is most frequently seen in groups of beasts that now call the Feywild home, many of which simply wandered through a portal by chance or were intentionally transported there long ago. Isolated incidents of fey beasts may appear as the result of a brief but massive surge of fey magic, often by a powerful archfey meddling in the affairs of the Material Plane.

FEY BEAST TEMPLATE

All fey beasts gain the Type and Languages modifications below. A fey beast may have one or several of the other traits and action options listed, typically gaining a number of traits and action options of your choice equal to its challenge rating (a minimum of 1).

Type. The fey beast's type changes from beast to fey.

Languages. If the fey beast has an Intelligence score of 3 or higher and doesn't already speak Sylvan, it understands Sylvan but can't speak it.

Barkskin. The fey beast has an AC of 16.

Fey-Touched. The fey beast has advantage on saving throws against being charmed or frightened.

Innate Spellcasting: Entangle (1/Day). The fey beast can cast the *entangle* spell, requiring no verbal components. Wisdom is its spellcasting ability for this spell.

Innate Spellcasting: Spike Growth (1/Day). The fey beast can cast the *spike growth* spell, requiring no material or verbal components. Wisdom is its spellcasting ability for this spell.

Natural Camouflage. When the fey beast is in a forest or grassland, it has advantage on Dexterity (Stealth) checks.

Plant Stride. The fey beast can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, plants that are magically created or manipulated don't impede its movement, such as those created by the *entangle* spell.

Rooted. The fey beast has advantage on saving throws against effects that would push it, pull it, or knock it prone.

Tree Stride. Once on the fey beast's turn, it can use 10 feet of movement to step magically into one living tree within 5 feet of it and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be at least one size larger than the fey beast.

New Action: Nature Sense. The fey beast can magically learn the direction and distance to the closest beast or plant within 5 miles of it of a kind it specifies, if any are present.

New Action: Teleport (Recharge 4–6). The fey beast magically teleports, along with any equipment it is wearing

or carrying, up to 30 feet to an unoccupied space it can see. Before or after teleporting, the fey beast can make one attack.

BLINK DOG & PUPPY

Playful and energetic, blink dogs roam through the Feywild in packs. Even in their youth, blink dogs are incredibly intelligent animals and studious learners, quickly picking up on the tactics and tendencies of their kin.

The puppies, not yet fully in control of their abilities, sometimes blink around sporadically, making them difficult to train and wrangle. Some fey creatures, however, gladly take on the challenge, knowing that grown blink dogs are exceptional guard animals with a natural awareness of and distaste for evil—especially their tentacle cat nemeses.

TENTACLE CAT & KITTEN

Independent, mischievous, and ferocious, tentacle cats roam freely through the Feywild. From infancy, tentacle kittens are trained to hunt with their pride, seeking out and claiming juvenile pegasi and blink puppies as prey.

While it is nearly impossible to tame a grown tentacle cat, some shady elves and fey creatures have been known to raise these kittens from their youth as domestic pets, protecting their homes as powerful guard animals. Such exotic pet owners must always beware however, as a tentacle cat's feral and malevolent nature runs deep.

FEY GIANT ELK

Huge fey, unaligned

Armor Class 16 (barkskin)

Hit Points 42 (5d12 + 10)

Speed 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 19 (+4) | 16 (+3) | 14 (+2) | 7 (-2) | 14 (+2) | 10 (+0) |

Skills Perception +4

Senses passive Perception 14

Languages Giant Elk, understands Common, Elvish, and Sylvan but can't speak them

Challenge 2 (450 XP)

Barkskin. The elk has an AC of 16.

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Plant Stride. The elk can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, plants that are magically created or manipulated don't impede its movement, such as those created by the *entangle* spell.

ACTIONS

Ram. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one prone creature. *Hit:* 22 (4d8 + 4) bludgeoning damage.



FEY SABER-TOOTHED TIGER

Large fey, unaligned

Armor Class 12
Hit Points 52 (7d10 + 14)
Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 14 (+2) | 15 (+2) | 3 (-4) | 12 (+1) | 8 (-1) |

Skills Perception +3, Stealth +4
Senses passive Perception 13
Languages understands Sylvan but can't speak it
Challenge 2 (450 XP)

Fey-Touched. The tiger has advantage on saving throws against being charmed or frightened.

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

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

Tree Stride. Once on the tiger's turn, it can use 10 feet of movement to step magically into one living tree within 5 feet of it and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be at least one size larger than the tiger.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) slashing damage.

FEY MAMMOTH

Huge fey, unaligned

Armor Class 13 (natural armor)
Hit Points 126 (11d12 + 55)
Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|--------|
| 24 (+7) | 9 (-1) | 21 (+5) | 3 (-4) | 11 (+0) | 6 (-2) |

Senses passive Perception 10
Languages understands Sylvan but can't speak it
Challenge 6 (2,300 XP)

Innate Spellcasting. The mammoth's innate spellcasting ability is Wisdom (spell save DC 11). The mammoth can cast the following spells, requiring no material or verbal components:

1/day each: *entangle*, *spike growth*

Natural Camouflage. When the mammoth is in forest or grassland terrain, it has advantage on Dexterity (Stealth) checks.

Rooted. The mammoth has advantage on saving throws against effects that would push it, pull it, or knock it prone.

Trampling Charge. If the mammoth 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 18 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

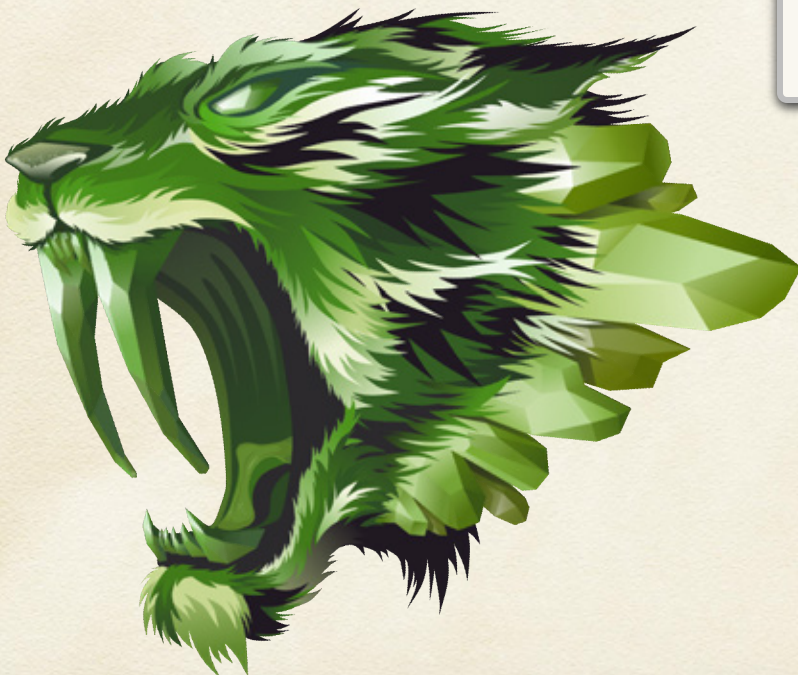
ACTIONS

Gore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone creature. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Nature Sense. The mammoth magically learns the direction and distance to the closest beast or plant within 5 miles of it of a kind it specifies, if any are present.

Teleport (Recharge 4-6). The mammoth magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. Before or after teleporting, the mammoth can make one attack.



BLINK PUPPY

Tiny fey, chaotic good

Armor Class 12
Hit Points 2 (1d4)
Speed 35 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|---------|
| 7 (-2) | 14 (+2) | 10 (+0) | 8 (-1) | 13 (+1) | 11 (+0) |

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Blink Dog
Challenge 0 (10 XP)

Blink Step (1/Turn). When the blink puppy moves on its turn, it can choose to expend 10 feet of movement to teleport up to 10 feet to an unoccupied space it can see.

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

ACTIONS

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

BLINK DOG (REVISED)

Medium fey, lawful good

Armor Class 14
Hit Points 58 (9d8 + 18)
Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 13 (+1) | 18 (+4) | 14 (+2) | 10 (+0) | 17 (+3) | 14 (+2) |

Saves Dex +6, Int +2
Skills Insight +5, Perception +5, Stealth +6
Senses darkvision 60 ft., passive Perception 15
Languages Blink Dog, understands Sylvan but can't speak it
Challenge 3 (700 XP)

Blinking Movement. Whenever the blink dog moves on its turn, it can instead choose to teleport up to 40 feet to an unoccupied space it can see. When it teleports in this way, it must spend an amount of movement equal to the distance it teleported.

Canine Agility. The blink dog's long jump is up to 20 feet and its high jump is up to 10 feet when it has a running start. In addition, when the blink dog takes the Dash action, its speed is doubled until the end of its turn.

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

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

ACTIONS

Multiattack. The blink dog makes two melee attacks. When available, it can use its teleport in place of one of these attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Teleport (Recharge 4–6). The blink dog magically teleports, along with any equipment it is wearing or carrying, to any space of its choice within 120 feet of it. If it would arrive in a space already occupied by an object or a creature, it takes 3 (1d6) force damage and this effect fails.

BLINK PUPPY FAMILIARS

At the GM's discretion, a character who casts *find familiar* can choose a blink puppy as their familiar, in addition to the forms listed in the spell.





TENTACLE CAT

Large fey, lawful evil

Armor Class 14 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 50 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 18 (+4) | 16 (+3) | 17 (+3) | 6 (-2) | 15 (+2) | 12 (+1) |

Skills Intimidation +4, Perception +5, Stealth +6

Senses darkvision 60 ft., passive Perception 15

Languages Tentacle Cat

Challenge 6 (2,300 XP)

Avoidance. If the tentacle cat is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

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

Pounce. If the tentacle cat moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the tentacle cat can make one bite attack against it as a bonus action.

Projection. The tentacle cat projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. While this trait is active, it is also considered lightly obscured. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the tentacle cat is incapacitated or has a speed of 0.

Running Leap. The tentacle cat's long jump is up to 40 feet and its high jump is up to 20 feet when it has a running start.

Shifting Step. When an attack misses the tentacle cat while its Projection trait is active, it can immediately move up to 5 feet (no action required). This movement doesn't provoke opportunity attacks.

ACTIONS

Multiattack. The tentacle cat makes three attacks, only one of which can be with its tentacles. Alternatively, it makes one attack with its tentacles and takes the Dodge action.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

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

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) piercing damage, and if the target is Large or smaller, it is grappled (escape DC 14). Until this grapple ends, the tentacle cat can't use its tentacles on another target.

TENTACLE KITTEN

Tiny fey, chaotic evil

Armor Class 13

Hit Points 13 (3d4 + 6)

Speed 40 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 10 (+0) | 16 (+3) | 15 (+2) | 5 (-3) | 12 (+1) | 10 (+0) |

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages Tentacle Cat

Challenge 1/2 (100 XP)

Avoidance. If the tentacle kitten is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

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

Projection. The tentacle kitten projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. While this trait is active, it is also considered lightly obscured. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the tentacle kitten is incapacitated or has a speed of 0.

Shifting Step. When an attack misses the tentacle kitten while its Projection trait is active, it can immediately move up to 5 feet (no action required). This movement doesn't provoke opportunity attacks.

ACTIONS

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) piercing damage.

VARIANT: TENTACLE KITTEN FAMILIAR

At the GM's discretion, warlocks with the Pact of the Chain feature can choose a tentacle cat as their familiar, in addition to the forms listed in their class. When such a familiar takes the form of a tentacle kitten, it gains the Magic Resistance trait below, and it has a challenge rating of 1 (200 XP).

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

GREATER GREEN HAG

As a green hag ages, she grows ever stronger and gains new abilities. Once she reaches the status of greater green hag, she can even transform creatures into frogs with nothing but a look.

GREATER GREEN HAG

Medium fey, neutral evil

Armor Class 18 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 30 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 14 (+2) | 18 (+4) | 15 (+2) | 15 (+2) | 16 (+3) |

Skills Arcana +5, Deception +6, Perception +6, Stealth +5

Senses darkvision 60 ft., passive Perception 16

Languages Common, Draconic, Sylvan

Challenge 5 (1,800 XP)

Amphibious. The hag can breathe air and water.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *minor illusion*, *vicious mockery* (3d4)

3/day each: *command*, *misty step*

1/day each: *blight*, *suggestion*

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

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 17 Wisdom (Insight) check.

ACTIONS

Multiattack. The hag makes two claw attacks. She can cast a spell or use her Witch's Polymorph in place of one attack.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Illusory Appearance. 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.

Invisible Passage. 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.

Witch's Polymorph. One creature the hag can see within 30 feet of her must succeed on a DC 14 Wisdom saving throw or be transformed into a frog, as if by the polymorph spell. This effect lasts for 1 minute. While transformed in this way, a creature has disadvantage on its saving throws against the hag's spells. The hag can have up to three creatures transformed in this way at a time. A transformed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

FIENDS

Typically native to the Lower Planes, fiends are creatures of unadulterated wickedness who sow evil and destruction wherever they go. A few are the servants of deities, but many more labor under the leadership of archdevils and demon princes.

CHAOS CAT

Taking the shifting form of large cats, chaos cats serve greater demons on the front lines of conflicts by confusing the expectations of their enemies. With an uncontrollable ability to shift from different energies native to their home plane, the chaos cats confound their prey.

On the Material Plane, chaos cats are most often encountered near portals to the chaotic evil outer planes or in the service of demons, minotaurs, and other evil creatures that use them to hunt large vermin like humanoids. But they are known to follow the tracks and scents of creatures to satiate their endless hunger.

Solitary Prowlers. Chaos cats hate one another, often attacking each other or competing for kills to feed on when they are kept in close proximity. Only under the strictest orders of a particularly strong creature will they abandon their solitary prowling, and even then, infighting isn't uncommon among the creatures.

Knowing this, many demon lords will scatter chaos cats around a large area and allow them to attack indiscriminately, creating chaos among their enemies. Other times, they may throw a demon into a pit with a chaos cat as a means of testing their strength.

HELL HOUND CERBERUS

A hell hound cerberus is a rare, more powerful breed of their standard kin, bearing anywhere from two to four vicious, fire-breathing heads. Often found beside evil priests and mages, they expertly guard the nefarious lairs of the wicked, unceasingly alert.



NIGHTMARE UNICORN

Despite their common name, nightmare unicorns are created not from unicorns, but from their cousins, the alicorns: a cross between a pegasus and a unicorn. Similar to typical nightmares, the excruciating and malevolent process by which these creatures are turned to evil results in the loss of their wings, causing them to present an appearance akin to a hellish unicorn.

CHAOS CAT

Medium fiend, chaotic evil

Armor Class 13

Hit Points 55 (10d8 + 10)

Speed 40 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 13 (+1) | 17 (+3) | 13 (+1) | 6 (-2) | 14 (+2) | 8 (-1) |

Skills Stealth +5

Damage Resistances Special (see Chaos Form trait)

Senses darkvision 60 ft., passive Perception 12

Languages understands Abyssal but can't speak it

Challenge 3 (700 XP)

Chaos Form. At the start of each of the chaos cat's turns, the abyssal energy coursing through its body randomly shifts. Roll a d4 to determine its new form:

1. **Acid Form.** The chaos cat's spots turn yellow, it gains resistance to acid damage, and its bite's special damage becomes acid damage.

2. **Cold Form.** The chaos cat's spots turn blue, it gains resistance to cold damage, and its bite's special damage becomes cold damage.

3. **Necrotic Form.** The chaos cat's spots turn dark purple, it gains resistance to necrotic damage, and its bite's special damage becomes necrotic damage.

4. **Poison Form.** The chaos cat's spots turn green, it gains resistance to poison damage, and its bite's special damage becomes poison damage.

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

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) damage of the type associated with its Chaos Form.

Chaos Breath (Recharge 5–6). The chaos cat exhales a miasma of shifting colors in a 15-foot cone. Each creature in the area must make a DC 12 Constitution saving throw against this poison. On a failed save, a target takes 5 (2d4) acid damage, 5 (2d4) cold damage, 5 (2d4) necrotic damage, and 5 (2d4) poison damage and is poisoned for 1 minute. On a successful save, the target takes half as much damage and isn't poisoned.



HELL HOUND CERBERUS

Large fiend, lawful evil

Armor Class 16 (natural armor)

Hit Points 68 (8d10 + 24) + 17 (2d10 + 6) per head

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 19 (+4) | 14 (+2) | 17 (+3) | 8 (-1) | 16 (+3) | 10 (+0) |

Skills Intimidation +3, Perception +6

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 21

Languages understands Infernal but can't speak it

Challenge 2 Heads: 5 (1,800 XP), 3 Heads: 7 (2,900 XP), or 4 Heads: 8 (3,900 XP)

Alpha Tactics. The hound has advantage on an attack roll against a creature if no other creatures aside from the target are within 5 feet of the hound.

Multiple Heads. The hound has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Wakeful. While the hound sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. The hound makes as many bite attacks as it has heads. If available, it can use its Fire Breath in place of two attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 4–6 [2 Heads], 3–6 [3 Heads], or 2–6 [4 Heads]). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

NIGHTMARE UNICORN

Large fiend, lawful evil

Armor Class 13 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 60 ft., fly 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 15 (+2) | 16 (+3) | 11 (+0) | 16 (+3) | 17 (+3) |

Damage Immunities fire

Condition Immunities charmed, paralyzed

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Common, Infernal, telepathy 60 ft.

Challenge 8 (3,900 XP)

Charge. If the nightmare moves at least 20 feet 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.

Confer Fire Resistance. The nightmare can grant resistance to fire damage to anyone riding it.

Illumination. The nightmare sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Innate Spellcasting. The nightmare's innate spell-casting ability is Charisma (save DC 14, +6 to hit with spell attacks). The nightmares can innately cast the following spells, requiring no components:

At will: *detect evil and good*, *minor illusion*, *pass without trace*
1/day each: *dispel evil and good*, *entangle*, *suggestion*

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

Magic Weapons. The nightmare's weapon attacks are magical.

ACTIONS

Multiattack. The nightmare makes two attacks: one with its hooves and one with its horn. It can use its Draining Touch in place of its horn attack.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 3 (1d6) fire damage.

Horn. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 4 (1d8) fire damage.

Draining Touch (3/Day). *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) necrotic damage. If the target is a creature, its hit point maximum is reduced by an amount equal to the necrotic damage taken, and the nightmare regains hit points equal to that amount. The reduction to the target's hit point maximum lasts until it finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Ethereal Stride. 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.

LEGENDARY ACTIONS

The nightmare can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The nightmare regains spent legendary actions at the start of its turn.

HOOVES. The nightmare makes one attack with its hooves.

FIENDISH VITALITY (COSTS 2 ACTIONS). The nightmare magically gains 12 (2d8 + 3) temporary hit points.

TORMENT (COSTS 3 ACTIONS). Up to three creatures of the nightmare's choice that it can see within 60 feet of it must each make a DC 14 Charisma saving throw. On a failed save, whenever the target makes an attack roll or a saving throw before the end of the nightmare's next turn, it must roll a d4 and subtract the number rolled from the attack roll or saving throw.

BEBILITH

Also known as “demon stalkers” and “huntsmen of the Abyss,” bebiliths are massive, spider-like fiends that prowl the Outer Planes. Though these foul beasts are indeed demons themselves, they are unrelentingly driven to slay other kinds of demons, brutally slaughtering legions of them in swarms. Their motivations for this behavior are largely inscrutable, as they possess a rather limited intellect and seldom communicate with creatures aside from other bebiliths.

In combat, these arachnid demons typically focus their ire on one target, piercing through their foe’s defenses with their razor-sharp forelegs before injecting searing venom into their prey. Their webbing is uniquely adapted to the perils of the Lower Planes: not only does it retain its integrity in the presence of fire, but it actually bursts into flames upon contact with an enemy, simultaneously binding and scorching the bebilith’s quarry.

Those brave enough to face a bebilith find great treasure in its spinnerets, which can be used like a flaming *wand of web*.



BEBILITH

Huge fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 157 (15d12 + 60)

Speed 40 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 20 (+5) | 21 (+5) | 19 (+4) | 6 (–2) | 14 (+2) | 15 (+2) |

Saving Throws Dex +9, Wis +6, Cha +6

Skills Athletics +9, Perception +6, Stealth +13

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages understands Abyssal but can’t speak, telepathy 120 ft.

Challenge 12 (8,400 XP)

Demonbane Weapons. The bebilith’s weapon attacks are magical. It has advantage on attack rolls against demons.

Innate Spellcasting. The bebilith’s innate spellcasting ability is Charisma. The bebilith can innately cast the following spells, requiring no components:

At will: *hunter’s mark*, *protection from evil and good*
2/day: *plane shift* (self only)

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

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

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

ACTIONS

Multiattack. The bebilith makes three attacks: one with its bite and two with its claws. It can use its Flaming Web in place of one attack.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. **Hit:** 15 (3d6 + 5) piercing damage, and the target must make a DC 16 Constitution saving throw.

On a failed save, the target takes 13 (3d8) poison damage and is poisoned for 1 minute. If a creature dies while poisoned in this way, its corpse bursts into flames and is disintegrated. On a successful save, the target takes half as much damage and isn’t poisoned.

Claw. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. **Hit:** 18 (3d8 + 5) piercing damage.

On a critical hit, if the target is wearing armor or wielding a shield, the armor or shield (bebilith’s choice) takes a permanent and cumulative –2 penalty to the AC it offers. If the object is magical, there is a 50 percent chance it is unaffected by this effect. Armor reduced to an AC of 10 or lower, or a shield that drops to a +0 bonus or lower, is destroyed by this effect.

Flaming Web (Recharge 5–6). Ranged Weapon Attack: +9 to hit, range 30/60 ft., one creature. **Hit:** The target is restrained by webbing, which ignites on contact, dealing 9 (2d8) fire damage to the target. Until the target is freed, it takes this damage again at the start of each of the bebilith’s turns.

As an action, the restrained target can make a DC 16 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 12; 20 hit points; immunity to bludgeoning, fire, poison, and psychic damage).

GIANTS

Giants tower over humans and their kind. They are humanlike in shape, though some have multiple heads (ettins) or deformities (fomorians). The six varieties of true giant are hill giants, stone giants, frost giants, fire giants, cloud giants, and storm giants. Besides these, creatures such as ogres and trolls are giants.

FROST GIANT SHAMAN

Huge giant, neutral evil

Armor Class 15 (patchwork armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 21 (+5) | 11 (+0) | 21 (+5) | 12 (+1) | 18 (+4) | 13 (+1) |

Saving Throws Con +8, Wis +7, Cha +4

Skills Nature +4, Perception +7, Stealth +3

Damage Immunities cold

Senses passive Perception 17

Languages Giant

Challenge 6 (2,300 XP)

Alpine Escape. The shaman can take the Disengage or Hide action as a bonus action on each of its turns. While in rocky or snowy terrain, it has advantage on Dexterity (Stealth) checks made to hide.

Spellcasting. The shaman is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The shaman has the following druid spells prepared:

Cantrips (at will): *guidance, mending, poison spray*

1st level (4 slots): *create or destroy water, cure wounds, thunderwave*

2nd level (3 slots): *gust of wind, hold person, pass without trace*

3rd level (3 slots): *call lightning, sleet storm, water breathing, wind wall*

4th level (1 slot): *ice storm*

ACTIONS

Multiattack. The shaman makes two attacks with its quarterstaff.

Quarterstaff. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage, or 18 (3d8 + 5) bludgeoning damage if wielded with two hands.

Glacial Flurry (Recharges after a Short or Long Rest). The shaman conjures a swirling cloud of snow and ice that extends from it in a 30-foot radius. The cloud lasts for 1 minute, and it moves with the shaman, remaining centered on it. Frost giants in the area deal an extra 3 (1d6) cold damage with their weapon attacks, but are otherwise unaffected by the cloud.

An affected creature's speed is halved in the area, and the area is lightly obscured for it. When an affected creature enters the area for the first time on a turn or starts its turn there, it must make a Constitution saving throw. On a failed save, the creature takes 7 (2d6) bludgeoning damage and 7 (2d6) cold damage. On a successful save, the creature takes half as much damage.

FROST GIANT SHAMAN

Though unquestionably strong in their own right, these druid-inclined giants specialize more in controlling their environment as they empower their frost giant allies to beat down their foes.

SLIME GIANT

Blurring the line between ooze and giant, slime giants hurl slime at their foes and engulf them similar to gelatinous cubes.

SLIME GIANT

Huge giant, unaligned

Armor Class 9

Hit Points 275 (22d12 + 132)

Speed 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|--------|
| 25 (+7) | 8 (-1) | 23 (+6) | 4 (-3) | 10 (+0) | 3 (-4) |

Saving Throws Dex +3, Con +10, Cha +0

Damage Immunities acid

Condition Immunities blinded, charmed, deafened, exhaustion, prone

Senses blindsight 60 ft., passive Perception 10

Languages understands Giant but can't speak

Challenge 11 (7,200 XP)

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

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

ACTIONS

Multiattack. The giant makes two slam attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage plus 10 (3d6) acid damage. If the target is a Large or smaller creature, it must make a DC 15 Dexterity saving throw.

On a successful save, the creature is pushed to an unoccupied space it chooses within 5 feet of it. On a failed save, the creature is absorbed into the giant. An absorbed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the giant's turns. The creature has total cover against attacks and other effects outside the giant, and when the giant moves, the absorbed creature moves with it.

An absorbed creature can try to escape by taking an action to make a DC 15 Strength check. On a success, the creature escapes and enters an unoccupied space of its choice within 5 feet of the giant.

Hurl Slime. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 46 (6d12 + 7) acid damage, and the target must succeed on a DC 18 Strength saving throw or be restrained by the slime until the end of the giant's next turn.

TROLL KING

Huge giant, neutral evil

Armor Class 17 (natural armor)

Hit Points 149 (13d12 + 65)

Speed 35 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 23 (+6) | 14 (+2) | 21 (+5) | 10 (+0) | 12 (+1) | 17 (+3) |

Saving Throws Con +9, Int +4, Wis +5

Skills Intimidation +7, Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 15

Languages Giant

Challenge 12 (8,400 XP)

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

King's Command. As a bonus action, the troll can order one of its allies within 60 feet of it that can see or hear it to strike. When the troll does so, that creature can immediately use its reaction to make one weapon attack with advantage against a target of the troll's choice.

Regeneration. The troll regains 20 hit points at the start of its turn. If the troll takes 20 or more acid or fire damage in a single turn, this trait doesn't function at the start of its next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The troll makes three attacks: one with its bite and two with its greatclub.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage. If the attack is a critical hit and the target is a Medium or smaller creature, it must succeed on a DC 18 Constitution saving throw or a random limb is severed from its body (if it has any).

Greatclub. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage, and if the target is a Medium or smaller creature, it is pushed up to 5 feet away from the troll.



HUMANOIDS

KOBOLD VIPERS

Kobolds are known to deeply revere and serve dragons, but their dragon overlords rarely pay them much heed or show gratitude for their service. When a kobold is spurned or abandoned, it may seek revenge, defecting to one of the dragons' greatest rivals, the behirs.

Behirs greatly value these kobolds, who work tirelessly to further fortify their lairs—labyrinthine, winding tunnel systems with narrow passageways and ample opportunity to hide. They lie in wait, ambushing unwelcome intruders. Occasionally, one of these kobolds earns a rank of authority, gifted by an elder behir, often sprouting two—or more rarely, four—extra arms, and making them exemplary climbers with potent electrical abilities.

VARIANT: KOBOLD VIPER

A kobold viper has the same statistics as a kobold (see page 248), except it has a challenge rating of 1/4 (50 XP), it has resistance to lightning damage, and its dagger and sling attacks deal an extra 2 (1d4) lightning damage.

WINTER BUGBEAR ELITE

Medium humanoid (goblinoid), chaotic evil

Armor Class 14 (hide armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 15 (+2) | 16 (+3) | 10 (+0) | 13 (+1) | 11 (+0) |

Skills Intimidation +2, Stealth +6, Survival +3
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin
Challenge 3 (700 XP)

Ambush Strike. In the first round of a combat, the bugbear deals an extra 7 (2d6) damage to any creature it hits with a weapon attack that hasn't yet acted or taken damage.

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

Snow Camouflage. The bugbear has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

Multiattack. The bugbear makes two attacks.

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

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage in melee or 6 (1d6 + 3) slashing damage at range.

KOBOLD VIPER MAGISTRATE

Small humanoid (kobold), lawful evil

Armor Class 15 (natural armor)
Hit Points 49 (9d6 + 18)
Speed 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 8 (-1) | 17 (+3) | 14 (+2) | 13 (+1) | 11 (+0) | 14 (+2) |

Skills Deception +4, Intimidation +4, Perception +4
Damage Resistances lightning
Senses darkvision 60 ft., passive Perception 14
Languages Common, Draconic
Challenge 2 (450 XP)

Lightning Agility. The kobold can take the Dash or Disengage action as a bonus action on its turn.

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

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

ACTIONS

Multiattack. The kobold makes two weapon attacks.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 5 (2d4) lightning damage.

Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 5 (2d4) lightning damage.

Discharge (Recharge 6). The kobold fires a beam of electricity from its hand in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.

REACTIONS

Lightning Arc. When a creature deals lightning damage to a target that is within 30 feet of the kobold, the kobold amplifies the electricity, causing the target to take an extra 3 (1d6) lightning damage.

WINTER BUGBEAR ELITE

Hardy, vicious, and deceptively stealthy, this powerful line of bugbears comes from a particularly brutal mountain range. They typically serve other powerful entities, such as yetis, as shock troopers.

SAHUAGIN BRAWLER

Medium humanoid (sahuagin), lawful evil

Armor Class 14 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 14 (+2) | 14 (+2) | 13 (+1) | 13 (+1) | 11 (+0) |

Skills Athletics +7, Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin

Challenge 3 (700 XP)

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

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

ACTIONS

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

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

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage, and the target is grappled (escape DC 17). The sahuagin has four claws, each of which can grapple one target.

REACTIONS

Quick Clinch. When a creature within 5 feet of the sahuagin misses it with a melee attack, the sahuagin attempts to grapple the attacker.

SAHUAGIN

The sahuagin are an aquatic race of fish-like humanoids most renowned for their kinship with sharks. They are also known for being prone to mutations. Two such notable mutations are the brachian (four-armed sahuagin), and the selakin—rare shark-like mutants said to be blessed directly by Selach, the sahuagin shark god himself.

SAHUAGIN BRAWLER

Approximately one in one-hundred male sahuagin are born with four functional arms. These sahuagin are trained from an early age in a pugilistic, hand-to-hand combat style and are forced to follow a rigorous, even deadly regimen. The strongest of these sahuagin go on to become barons—commanders of the sahuagin in battle and rulers of their society.

SELAKIN RAIDER

Medium humanoid (sahuagin), lawful evil

Armor Class 15 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 30 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 17 (+3) | 14 (+2) | 15 (+2) | 11 (+0) | 14 (+2) | 12 (+1) |

Skills Intimidation +3, Perception +4

Senses blindsight 15 ft., darkvision 60 ft., passive Perception 14

Languages Sahuagin

Challenge 3 (700 XP)

Amphibious. The selakin can breathe air and water.

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

Shark Telepathy. The selakin can magically command any shark within 120 feet of it, using a limited telepathy.

ACTIONS

Multiattack. The selakin makes two attacks: one with its bite and one with its claw or trident.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

SELAKIN RAIDER

The selakin are an exceptionally rare mutation, comprising less than one percent of all sahuagin. They are touched by their shark god from birth and are blessed with a voracious appetite for power and destruction. Selakin are frequently employed as point men, leading elite strike teams and special operations task forces in the sahuagin wars against the aquatic elves.

SELAKIN HELLION

A selakin's unquenchable thirst for dominance sometimes leads them to appeal to their deity for greater strength and power. If Selach deems them worthy, he will commune with his devil allies and request a pact be forged with his servant. These selakin are known as "hellions" and undergo an unholy consecration, granting them terrifying, fiendish characteristics.

SELAKIN HELLION

Medium fiend (devil, sahuagin), lawful evil

Armor Class 16 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 30 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 21 (+5) | 16 (+3) | 18 (+4) | 14 (+2) | 17 (+3) | 17 (+3) |

Saving Throws Dex +6, Con +7, Wis +6, Cha +6

Skills Intimidation +9, Perception +6

Damage Resistances fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Infernal, Sahuagin, telepathy 60 ft.

Challenge 8 (3,900 XP)

Amphibious. The selakin can breathe air and water.

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

Devil's Sight. Magical darkness doesn't impede the selakin's darkvision.

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

Shark Telepathy. The selakin can magically command any shark within 120 feet of it, using an extended version of its telepathy.

Spellcasting. The selakin is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *minor illusion, produce flame*
1st–3rd level (2 3rd-level slots): *bestow curse, hellish rebuke, invisibility*

ACTIONS

Multiattack. The selakin makes three attacks: one with its bite, one with its claw, and one with its trident.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, or 9 (1d8 + 5) piercing damage if used with two hands to make a melee attack.

REACTIONS

Fiendish Fury. When the selakin takes damage from a creature within 5 feet of it, it makes one melee weapon attack against that creature.



MONSTROSITIES

BEHIRS

Temperamental and avaricious, a behir is a serpentine monster that can slither like a snake or use its six pairs of powerful clawed legs to move with considerable speed. Behirs can grow up to about 40 feet long and weigh about 4,000 pounds. The coloration of behirs ranges from cerulean to deep blue fading to a pale blue underbelly. In addition to the two prominent, tightly curled horns on their heads, many sport a series of decorative spines at regular intervals along the central ridges of their backs.

Despite their faintly draconic features, most dragons deny any association with behirs and look down on them for their relative lack of intelligence—a snubbing that infuriates the already short-tempered behirs. Thanks to this casual disparagement, many behirs carry deep grudges against dragons, and attack without pause any who cross into their territories.

BEHIDRA

The mythical behidra is an amalgam of two monstrous horrors: the behir and the hydra—both abominations in their own right. Like a true hydra, it has multiple heads on long, serpentine necks, but its deep blue, leathery hide is a telltale sign of its behir roots.

Forged in Hate. The ritual used to create this colossal horror was originally devised by Blurntik Battlesting, a former leader of the Church of Glurknak: a revered kobold deity. After being excommunicated for fighting for fairer treatment from their dragon overlords, Blurntik turned to a forsaken kobold deity known as Dakaarn, seeking power and vengeance. Hatching a devious plot, Blurntik allied himself with a nearby conclave of behirs, the mortal enemies of dragonkind. Imbued with divine authority and equipped with the blood of a freshly slain hydra, Blurntik and his followers successfully fused the den of behirs into a single, terrifying entity—the first behidra.

The Cult of the Viper. The successors of Blurntik, allied with other kobolds spurned or abandoned by their dragon overlords have defected, swearing allegiance to the mighty behirs out of spiteful indignation. These kobolds are known as “vipers” as an allusion to their treachery as well their new serpentine masters.

The behidra is exalted as the pinnacle of power and has become a religious icon for these scorned kobolds. Leaders of this cult, known as magistrates, are gifted with potent electrical abilities, which they wield as a show of superiority to keep their subordinates in check.

BEHILICH

Elder behirs driven by vainglory may seek a path of undeath in order to endlessly execute their pursuits against their draconic adversaries. In a necromantic ritual similar to that which liches employ, a group of magically inclined followers can transform a willing elder behir into a terrifying undead being, capturing its spirit upon

death and transferring it into a blue sapphire (akin to a lich’s phylactery). As the flesh rots away from the corpse of the behir, its spirit is returned to animate its bones, granting it a vile form of immortality.

BEHIR STRIKER

A striker is an adolescent behir, approximately between the ages of 5 and 15 years old. Esteemed for their lightning-fast reflexes, they’re exceptionally challenging to surprise or pin down. These young behirs move swiftly and silently through the twisting tunnels of their lairs or along high caves in the cliffs they call home.

ELDER BEHIR

While the average behir only lives for about 50–60 years in the wild, sometimes an exceptionally powerful and prominent specimen rises up and gains a following of lesser behirs, as well as kobolds who have defected and turned on their dragon overlords—all willing to give their lives to protect and serve their elder behir leader. A well-guarded, well-nourished behir can live for hundreds of years, growing stronger as it ages and laying claim to an ever-growing and progressively treacherous lair.

GUARD SNAKE

Guard snakes are large, electrified serpents created and employed by behirs to explore their lairs and the nearby environs. They seek out potential weaknesses and serve as scouts, remaining ever-vigilant against intruders. Guard snakes are loyal and unquestioningly obey the commands of their behir master and its lieutenants, sometimes even serving kobold vipers as mounts.

ONAK

From a distance, an onak’s motionless silhouette could pass as a hill with a number of trees and roots protruding from its crest. Potential enemies, however, quickly realize that distant hill is in fact a monstrous creature charging toward them with great speed.

Land Titans. As rocs were created to serve the most prestigious of cloud and storm giants in their battles against the dragons, so too were onaks designed as terrifying mounts for the strongest hill and stone giants—on rare occasion, even serving powerful trolls. Onaks are also known to seemingly experience time more slowly, as their indomitable spirit allows them to finish off their foes before succumbing to any ill effects.

WATER NAGA

Juxtaposed between the wise and protective guardian nagas and the vengeful, deceptive spirit nagas, water nagas adhere to a life of solitude and neutrality. They are exceptionally territorial, fiercely protecting their aquatic domains and will not hesitate to attack any intruders. Water nagas have few allies—most typically other reptilian creatures such as lizardfolk and yuan-ti—and even those relationships have proven to be tenuous.

BEHIDRA

Gargantuan monstrosity, neutral evil

Armor Class 20 (natural armor)

Hit Points 525 (30d20 + 210)

Speed 50 ft., climb 40 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 26 (+8) | 17 (+3) | 24 (+7) | 8 (-1) | 18 (+4) | 15 (+2) |

Saving Throws Dex +11, Con +15, Int +7, Wis +12

Skills Intimidation +10, Perception +20, Stealth +11

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning

Condition Immunities charmed, frightened

Senses darkvision 150 ft., passive Perception 30

Languages Draconic

Challenge 28 (120,000 XP)

Hold Breath. The behidra can hold its breath for 4 hours.

Legendary Resistance (3/Day). If the behidra fails a saving throw, it can choose to succeed instead.

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

Magic Weapons. The behidra's weapon attacks are magical.

Multiple Heads. The behidra has seven heads. While it has more than one head, the behidra can't be blinded, deafened, paralyzed, stunned, or knocked unconscious.

Whenever the behidra takes 50 or more damage in a single turn, one of its heads dies. If all its heads die, the behidra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn. The behidra regains 20 hit points for each head regrown in this way. If the behidra takes fire damage, it must succeed on a DC 25 Constitution saving throw or it doesn't regrow any heads on its next turn.

Reactive Heads. For each head the behidra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the behidra sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. The behidra can use its Staggering Shockwave. It then makes as many bite attacks as it has heads.

Bite. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. *Hit:* 13 (1d10 + 8) piercing damage plus 5 (1d10) lightning damage. If the attack roll was made with advantage or it scored a critical hit, the target is also grappled (escape DC 18). Until this grapple ends, the target is restrained, and the behidra can only make one bite attack against it per turn.

Lightning Breath (Recharge 5–6). The behidra exhales a line of lightning that is 60 feet long and 10 feet wide, or 20 feet wide if the behidra has five or more heads. Each creature in that line must make a DC 23 Dexterity saving throw. On a failed save, a target takes 22 (4d10) lightning damage plus an extra 11 (2d10) lightning damage for each head the behidra has beyond one. On a successful save, a target takes half as much damage.

Staggering Shockwave. The behidra unleashes a debilitating surge of booming, electrical energy into the air surrounding it. Each creature of the behidra's choice that is within 60 feet of it must make a DC 23 Constitution saving throw. On a failed save, the target's speed is halved until the end of its next turn and it can't take reactions before then. In addition, on its next turn, it can use either an action or a bonus action, not both, and regardless of its abilities or magic items, it can't make more than one melee or ranged attack.

LEGENDARY ACTIONS

The behidra can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The behidra regains spent legendary actions at the start of its turn.

MOVE. The behidra moves up to its speed.

REACTIVE STANCE. The next time the behidra takes damage from a creature that is within 15 feet of it before the start of its next turn, it can use the reaction granted by its Reactive Heads trait to make three bite attacks against that creature. A target can't become grappled by these bite attacks.

SWALLOW (COSTS 2 ACTIONS). The behidra makes one bite attack against a Large 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 behidra, and it takes 35 (10d6) acid damage at the start of each of the behidra's turns.

If the behidra takes 50 damage or more on a single turn from a swallowed creature, the behidra 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 behidra. This damage doesn't cause one of the behidra's heads to die. If the behidra dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

SNAPPING FRENZY (COSTS 3 ACTIONS). The behidra moves up to twice its speed, making one bite attack against each creature of its choice that is within 15 feet of it at any point during this movement. It has advantage on each of these attack rolls, but a target can't become grappled by these bite attacks.

BEHILICH

Gargantuan undead, neutral evil

Armor Class 20 (natural armor)

Hit Points 310 (20d20 + 100)

Speed 80 ft., climb 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 26 (+8) | 20 (+5) | 21 (+5) | 10 (+0) | 17 (+3) | 14 (+2) |

Saving Throws Dex +12, Con +12, Int +7, Cha +9

Skills Perception +10, Stealth +12

Damage Resistances cold, necrotic

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 20

Languages Common, Draconic

Challenge 21 (33,000 XP)

Innate Spellcasting. The behir's innate spellcasting ability is Charisma (spell save DC 17). The behir can innately cast the following spells, requiring no material components:

2/day each: *bestow curse*, *create undead*

1/day each: *chain lightning*, *power word stun*

Legendary Resistance (3/Day). If the behir fails a saving throw, it can choose to succeed instead.

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

Serpent's Flurry. Once on each of the behir's turns when it misses with a claw attack, it can make another claw attack as part of the same action.

Turn Resistance. The behilich has advantage on saving throws against any effect that turns undead.

ACTIONS

Multiattack. The behir makes three attacks: one with its bite and two with its claws. It can replace both of its claw attacks with one constrict attack.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage.

Constrict. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 19 (2d10 + 8) bludgeoning damage plus 19 (2d10 + 8) slashing damage. The target is grappled (escape DC 17) if the behir isn't already constricting a creature, and the target is restrained until this grapple ends.

Lightning Breath (Recharge 5–6). The behir exhales a line of lightning that is 60 feet long and 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The behir can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The behir regains spent legendary actions at the start of its turn.

BITE ATTACK. The behir makes a bite attack.

MOVE. The behir moves up to half its speed.

CRUSH (COSTS 2 ACTIONS). The behir squeezes the creature it is grappling. The creature takes 15 (2d6 + 8) bludgeoning damage and must succeed on a DC 23 Constitution saving throw or become unable to breathe until the grapple ends.

BEHIR STRIKER

Large monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 101 (13d10 + 30)

Speed 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 19 (+4) | 16 (+3) | 17 (+3) | 6 (–2) | 13 (+1) | 10 (+0) |

Skills Perception +4, Stealth +6

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 6 (2,300 XP)

Lightning Agility. The behir has advantage on initiative rolls. In addition, it can take the Dash or Disengage action as a bonus action on its turn.

ACTIONS

Multiattack. The behir makes two attacks: one with its bite and one to constrict.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 9 (1d10 + 4) bludgeoning damage plus 9 (1d10 + 4) slashing damage. The target is grappled (escape DC 14) if the behir isn't already constricting a creature, and the target is restrained until this grapple ends.

Lightning Breath (Recharge 5–6). The behir exhales a line of lightning that is 15 feet long and 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 44 (8d10) lightning damage on a failed save, or half as much damage on a successful one.

ELDER BEHIR

Gargantuan monstrosity, neutral evil

Armor Class 20 (natural armor)

Hit Points 310 (20d20 + 100)

Speed 80 ft., climb 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 26 (+8) | 20 (+5) | 21 (+5) | 12 (+1) | 19 (+4) | 18 (+4) |

Saving Throws Dex +11, Con +11, Int +7, Cha +10

Skills Perception +10, Stealth +11

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning

Senses darkvision 120 ft., passive Perception 20

Languages Common, Draconic

Challenge 21 (33,000 XP)

Legendary Resistance (3/Day). If the behir fails a saving throw, it can choose to succeed instead.

Serpent's Flurry (1/Turn). When the behir misses with a claw attack, it can make another claw attack as part of the same action.

ACTIONS

Multiattack. The behir makes four attacks: one with its bite and three with its claws. It can replace its claw attacks with one constrict attack.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 24 (3d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Constrict. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 19 (2d10 + 8) bludgeoning damage plus 19 (2d10 + 8) slashing damage. The

target is grappled (escape DC 18) if the behir isn't already constricting a creature, and the target is restrained until this grapple ends.

Lightning Breath (Recharge 5–6). The behir exhales a line of lightning that is 60 feet long and 10 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 77 (14d10) lightning damage on a failed save, or half as much damage on a successful one.

Swallow. The behir makes one bite attack against a Large 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 28 (8d6) acid damage at the start of each of the behir's turns. A behir can have only two creatures swallowed at a time.

If the behir takes 50 damage or more on a single turn from a swallowed creature, the behir must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the behir. If the behir dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

LEGENDARY ACTIONS

The behir can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The behir regains spent legendary actions at the start of its turn.

CLAW ATTACK. The behir makes a claw attack.

MOVE. The behir moves up to half its speed.

CRUSH (COSTS 2 ACTIONS). The behir squeezes the creature it is grappling. The creature takes 19 (2d10 + 8) bludgeoning damage and must succeed on a DC 22 Constitution saving throw or become unable to breathe until the grapple ends.

GUARD SNAKE

Medium monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 40 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 10 (+0) | 17 (+3) | 16 (+3) | 4 (–3) | 9 (–1) | 7 (–2) |

Skills Perception +3, Stealth +5

Damage Resistances lightning

Senses darkvision 60 ft., passive Perception 13

Languages understands Draconic but can't speak it

Challenge 2 (450 XP)

Hold Breath. The snake can hold its breath for 1 hour.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) lightning damage, and the target must make a DC 13 Constitution saving throw. On a failed save, the target can't take reactions until the start of its next turn. If the saving throw fails by 5 or more, the target is stunned for the same duration or until it takes any damage.



ONAK

Gargantuan monstrosity (titan), unaligned

Armor Class 18 (natural armor)

Hit Points 247 (15d20 + 90)

Speed 80 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|---------|
| 25 (+7) | 9 (-1) | 22 (+6) | 5 (-3) | 16 (+3) | 11 (+0) |

Saving Throws Dex +4, Con +11, Int +2, Wis +8

Skills Athletics +12, Intimidation +5, Perception +8

Damage Immunities poison

Condition Immunities blinded, exhaustion, frightened, petrified, poisoned

Senses darkvision 120 ft., truesight 30 ft., passive Perception 18

Languages understands Giant but can't speak it

Challenge 13 (10,000 XP)

Land's Stride. The onak ignores nonmagical difficult terrain, and it can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

Leaf Speak. The onak can communicate simple ideas and emotions with plants and can understand them in return.

Regeneration. The onak regains 10 hit points at the start of its turn. If the onak takes 25 or more fire damage in a single turn, this trait doesn't function at the start of its next turn. The onak dies only if it starts its turn with 0 hit points and doesn't regenerate.

Temporal Lapse. Whenever an effect causes the onak to become charmed, deafened, paralyzed, or stunned the effects of that condition are suppressed until the end of the onak's next turn. If the effect causing the condition allows the onak to make a saving throw at the end of its next turn, it makes the save before the effects of the condition begin.

Trampling Charge. If the onak 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 20 Strength saving throw or be knocked prone. If the target is prone, the onak can make one stomp attack against it as a bonus action.

ACTIONS

Multiattack. The onak makes two gore attacks.

Gore. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Stomp. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.





WATER NAGA

Large monstrosity, neutral

Armor Class 15 (natural armor)
Hit Points 67 (9d10 + 18)
Speed 40 ft., swim 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 17 (+3) | 16 (+3) | 15 (+2) | 16 (+3) | 14 (+2) | 17 (+3) |

Saving Throws Dex +6, Con +5, Wis +5, Cha +6
Skills Athletics +6
Damage Immunities poison
Condition Immunities charmed, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Aquan, Common
Challenge 6 (2,300 XP)

Amphibious. The naga can breathe air and water.

Rejuvenation. 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.

Spellcasting. The naga is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks), and it needs only verbal components to cast its spells. It knows the following sorcerer spells:

Cantrips (at will): *acid splash*, *dancing lights*, *message*
 1st level (4 slots): *expeditious retreat*, *magic missile*, *silent image*
 2nd level (3 slots): *mirror image*, *shatter*
 3rd level (3 slots): *protection from energy*, *slow*
 4th level (3 slots): *dominate beast*, *ice storm*
 5th level (1 slot): *hold monster*

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 27 (6d8) poison damage on a failed save, or half as much damage on a successful one.

FERAL RUST MONSTER

Medium monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 45 (7d8 + 14)
Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 15 (+2) | 14 (+2) | 14 (+2) | 2 (-4) | 11 (+0) | 5 (-3) |

Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 2 (450 XP)

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

Iron Scent. The rust monster can pinpoint, by scent, the location of ferrous metal within 60 feet of it.

Rust Metal. Any nonmagical weapon made of metal that hits the rust monster corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the rust monster is destroyed after dealing damage.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Antennae. 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 12 Dexterity saving throw to avoid the rust monster's touch.

REACTIONS

Rabid Ferocity. In response to being hit by an attack, the rust monster moves up to its speed toward the attacker and then makes one bite attack against the attacker if the attacker is within its reach.

ALPHA YETI

Huge monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 149 (13d12 + 65)

Speed 40 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 22 (+6) | 10 (+0) | 21 (+5) | 9 (-1) | 14 (+2) | 13 (+1) |

Saving Throws Con +8, Wis +5

Skills Intimidation +4, Perception +5, Survival +5

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 15

Languages Giant

Challenge 7 (2,900 XP)

Alpine Sight. Dust, fog, snow, and other particles suspended in the air don't impede the yeti's vision.

Ice Walk. The yeti 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.

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

Snow Camouflage. The yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

Multiattack. The yeti makes three attacks: two with its claws and one with its stomp. It can use its bite in place of one claw attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage plus 3 (1d6) cold damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage. If the target is a Large or smaller creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) bludgeoning damage. If the target is prone, it must also succeed on a DC 14 Constitution saving throw or become stunned until the start of the yeti's next turn.



PLANTS

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

ANCIENT TREANT

Gargantuan plant, neutral good

Armor Class 18 (natural armor)

Hit Points 214 (13d20 + 78)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|---------|---------|---------|
| 25 (+7) | 8 (-1) | 23 (+6) | 14 (+2) | 21 (+5) | 15 (+2) |

Saving Throws Int +7, Wis +10

Skills History +7, Nature +7

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses tremorsense 120 ft., passive Perception 15

Languages Common, Druidic, Elvish, Sylvan

Challenge 14 (11,500 XP)

Ensnaring Roots. Immediately after the treant hits a creature that is on the ground with a melee attack, the treant can use its bonus action to attempt to ensnare the creature with a writhing mass of magical roots. The target must succeed on a DC 19 Dexterity saving throw or become restrained by the roots until the end of the treant's next turn.

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

Grounded. The treant has advantage on saving throws against being knocked prone, and it can't be pushed, pulled, or otherwise forced to move against its will.

Siege Monster. The treant deals double damage to objects and structures.

ACTIONS

Multiattack. The treant makes three attacks: two with its slam and one with its stomp. Alternatively, it makes two rock attacks.

Slam. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) bludgeoning damage.

Stomp. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Rock. *Ranged Weapon Attack:* +12 to hit, range 100/300 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Animate Trees (2/Day). The treant magically animates one or two trees it can see within 120 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 300 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.



UNDEAD

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

UNDEAD TEMPLATE

While designed to be flexible and able to be applied to a wide range of monsters of all creature types, this template works best when applied to most beasts, dragons, giants, humanoids, and monstrosities. A GM can also choose to apply this template to other monsters, at their discretion.

All monsters modified by this template gain the Universal Traits below. One of the other categories of traits may also be applied to achieve a desired type of undead, such as applying the Slowed Movement, Modified Ability Scores, and Undead Fortitude traits to create a zombie version of a monster. In addition, a monster may have one or several of the Miscellaneous Traits or traits from any other category, typically gaining no more of these traits than a number equal to half its challenge rating.

UNIVERSAL TRAITS

Type. The monster's type changes to undead.

Alignment. If the monster was of a good or neutral alignment, it becomes evil. If the monster was unaligned, it remains unaligned. A GM can also choose any alignment for the monster, at their discretion.

Resistances and Immunities. The monster has immunity to poison damage. In addition, it can't be poisoned and it doesn't suffer from exhaustion.

Darkvision. The monster has darkvision out to a range of 60 feet.

Undead Nature. The monster doesn't require air, food, drink, or sleep.

GHOSTLY TRAITS

Flight. The monster's walking speed is reduced to 0, and it loses any additional movement speeds it has except its flying speed. In addition, it can hover. If the monster didn't have a flying speed, it gains one equal to its former walking or swimming speed, whichever was higher.

Modified Ability Scores. The monster's Strength score is halved, and it can use either its Dexterity or Charisma modifier, instead of Strength, for its attack and damage rolls.

Resistances and Immunities. The monster has resistance to acid, cold, fire, lightning, necrotic, and thunder damage, as well as bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it can't be charmed, frightened, grappled, paralyzed, petrified, knocked prone, or restrained.



Incorporeal Movement. The monster 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.

Spectral/Withering Strikes. The monster's weapon attacks deal force or necrotic damage (your choice), instead of bludgeoning, piercing, or slashing damage.

New Action: Etherealness (Requires Ethereal Sight trait). The monster 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.

GHOULISH TRAITS

Immunities. The monster can't be charmed.

Ghoulish Strikes (1/Turn). When the monster hits a creature other than an elf or undead, the target must succeed on a Constitution saving throw (DC 8 + the monster's Constitution modifier + its proficiency bonus) 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.

Stench (Requires CR 2 or higher). Any creature that starts its turn within 5 feet of the monster must succeed on a Constitution saving throw (same DC as above) or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to this Stench for 24 hours.

MUMMIFIED TRAITS

Mummy Movement. The monster's speed is halved (to a minimum of 20 feet).

Modified Ability Scores. The monster's Intelligence score is halved.

Vulnerabilities. The monster has vulnerability to fire damage.

Resistances and Immunities. The monster has resistance to necrotic damage, as well as bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it can't be charmed, frightened, or paralyzed.

Rotting Strikes. Whenever the monster hits a target with an attack, the target takes an extra 3 (1d6) necrotic damage, or 7 (2d6) necrotic damage if the monster's challenge rating is 5 or higher. If the target is a creature, it must succeed on a Constitution saving throw (DC 8 + the monster's Constitution modifier + its proficiency bonus) or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 3 (1d6) or 7 (2d6), respectively, 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.

SKELETAL TRAITS

Modified Ability Scores. The monster has an Intelligence score of 6 (unless it is already lower), and its Wisdom and Charisma scores are halved.

Vulnerabilities. The monster has vulnerability to bludgeoning damage.

VAMPIRIC TRAITS

Resistances. The monster has resistance to necrotic damage, as well as bludgeoning, piercing, and slashing damage from nonmagical attacks.

Superior Darkvision. The monster's darkvision increases to a radius of 120 feet.

Draining Strikes (1/Turn). When the monster hits a target that is a living creature with a bite attack, the target takes an extra 7 (2d6) necrotic damage, its hit point maximum is reduced by an amount equal to the necrotic damage taken, and the monster regains hit points equal to that amount. The reduction to the target's hit point maximum lasts until it finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. If the monster doesn't have a bite attack, the GM can choose to apply this effect to one of the monster's melee weapon attacks, at their discretion.

Regeneration. The monster 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 monster takes radiant damage or damage from holy water, this trait doesn't function at the start of the monster's next turn.

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

Vampiric Weaknesses. The monster has the following flaws:

Forbiddance (Requires Intelligence 6 or higher). The monster can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The monster takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The monster is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The monster takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ZOMBIE TRAITS

Slowed Movement. The monster's speed is reduced by 10 feet (to a minimum of 5 feet).

Modified Ability Scores. The monster has an Intelligence score of 3 (unless it is already lower), and its Wisdom and Charisma scores are halved.

Undead Fortitude. If damage reduces the monster 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 monster drops to 1 hit point instead.

MISCELLANEOUS TRAITS

Deathly Aura. At the start of each of the monster's turns, each non-undead creature within 5 feet of it takes 5 (1d10) cold damage.

Detect Life. The monster can magically sense the presence of living creatures up to 5 miles away that aren't undead or constructs. It knows the general direction they're in but not their exact locations.

Ethereal Sight. The monster can see 120 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Headless. If the monster normally has eyes or a head but no longer does, it gains blindsight out to a range of 60 feet, but it is blind beyond this radius.

Innate Spellcasting: Bestow Curse (1/Day). The monster can cast the *bestow curse* spell. Wisdom or Charisma is its spellcasting ability for this spell.

Innate Spellcasting: Chill Touch (At Will). The monster can cast the *chill touch* spell. Wisdom or Charisma is its spellcasting ability for this spell.

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

Necrotic Absorption. The monster is immune to necrotic damage, and whenever it is subjected to necrotic damage, it takes no damage and instead regains a number of hit points equal to the necrotic damage dealt.

Overwhelming Necrosis. Necrotic damage the monster deals ignores resistance to necrotic damage. In addition, when the monster reduces a creature to 0 hit points, the creature immediately suffers one death saving throw failure.

Shadow Stealth (Requires Sunlight Sensitivity trait). While in dim light or darkness, the monster can take the Hide action as a bonus action.

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

Touch of Death (1/Day). When the monster hits a creature with a melee attack, it can choose to deal extra necrotic damage to the target. The extra damage is a number of d8s equal to the monster's challenge rating (minimum 1d8).

Turn Immunity (Requires CR 5 or higher). The monster is immune to any effect that turns undead.

Turn Resistance. The monster has advantage on saving throws against any effect that turns undead.

New Action: Dreadful Glare. The monster targets one other creature it can see within 60 feet of it. If the target can see the monster, it must succeed on a Wisdom saving throw (DC 8 + the monster's Constitution or Charisma modifier + its proficiency bonus) against this magic or become frightened until the end of the monster'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 undead for the next 24 hours. If the monster has a Multiattack, it can use this action as part of its Multiattack.

GHOSTLY ASSASSIN

Medium undead (any race), any evil alignment

Armor Class 15 (studded leather armor)

Hit Points 78 (12d8 + 24)

Speed 0 ft., fly 30 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 5 (-3) | 16 (+3) | 14 (+2) | 13 (+1) | 11 (+0) | 10 (+0) |

Saves Dex +6, Int +4

Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9

Damage Resistances acid, cold, fire, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from non-magical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 13

Languages Thieves' cant plus any two languages

Challenge 9 (5,000 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Ethereal Sight. The assassin can see 120 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Incorporeal Movement. The assassin 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.

Shadow Stealth. While in dim light or darkness, the assassin can take the Hide action as a bonus action.

Sneak Attack (1/Turn). The assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

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

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) necrotic 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.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) necrotic 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.

Etherealness. The assassin 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.

GHOSTLY CENTAUR

Large undead, neutral good

Armor Class 12

Hit Points 45 (6d10 + 12)

Speed 0 ft., fly 50 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 18 (+4) | 14 (+2) | 14 (+2) | 9 (-1) | 13 (+1) | 11 (+0) |

Skills Athletics +6, Perception +3, Survival +3

Damage Resistances acid, cold, fire, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from non-magical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 13

Languages Elvish, Sylvan

Challenge 3 (700 XP)

Ethereal Sight. The centaur can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The centaur 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.

Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 10 (3d6) force damage.

ACTIONS

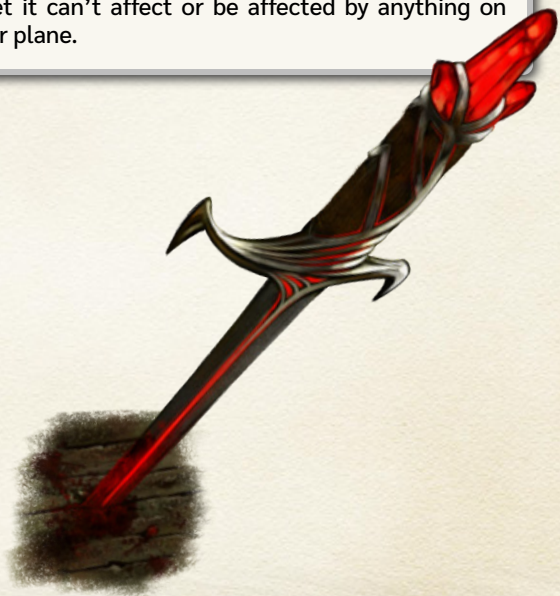
Multiattack. The centaur makes two attacks: one with its pike and one with its hooves or two with its longbow.

Spectral Pike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) force damage.

Spectral Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) force damage.

Spectral Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) force damage.

Etherealness. The centaur 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.



GHOSTLY UNICORN

Large undead, lawful good

Armor Class 12

Hit Points 67 (9d10 + 18)

Speed 0 ft., fly 50 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 9 (-1) | 14 (+2) | 15 (+2) | 11 (+0) | 17 (+3) | 16 (+3) |

Damage Resistances acid, cold, fire, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 13

Languages Celestial, Elvish, Sylvan, telepathy 60 ft.

Challenge 6 (2,300 XP)

Charge. If the unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) force damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Detect Life. The unicorn can magically sense the presence of living creatures up to 5 miles away that aren't undead or constructs. It knows the general direction they're in but not their exact locations.

Incorporeal Movement. The unicorn 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.

Innate Spellcasting. The unicorn's innate spellcasting ability is Charisma (spell save DC 14). The unicorn can innately cast the following spells, requiring no components:

At will: *detect evil and good*, *druidcraft*, *pass without trace* 1/day each: *calm emotions*, *dispel evil and good*, *entangle*

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

Magic Weapons. The unicorn's weapon attacks are magical.

ACTIONS

Multiattack. The unicorn makes two attacks: one with its hooves and one with its horn.

Spectral Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) force damage.

Spectral Horn. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) force damage.

Healing Touch (3/Day). 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.

Teleport (1/Day). The unicorn magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 1 mile away.

LEGENDARY ACTIONS

The unicorn can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The unicorn regains spent legendary actions at the start of its turn.

Hooves. The unicorn makes one attack with its hooves.

Shimmering Shield (Costs 2 Actions). The unicorn creates a shimmering, magical field around itself or another creature it can see within 60 feet of it. The target gains a +2 bonus to AC until the end of the unicorn's next turn.

Heal Self (Costs 3 Actions). The unicorn magically regains 11 (2d8 + 2) hit points.



GHOSTLY TARRASQUE

Gargantuan undead (titan), unaligned

Armor Class 25 (natural armor)

Hit Points 676 (33d20 + 330)

Speed 0 ft., fly 40 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|----------|--------|---------|---------|
| 15 (+2) | 11 (+0) | 30 (+10) | 3 (-4) | 11 (+0) | 11 (+0) |

Saving Throws Int +5, Wis +9, Cha +9

Damage Resistances acid, cold, lightning, necrotic, thunder

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses blindsight 120 ft., passive Perception 10

Languages —

Challenge 29 (135,000 XP)

Deathly Aura. At the start of each of the tarrasque's turns, each non-undead creature within 5 feet of it takes 5 (1d10) cold damage.

Incorporeal Movement. The tarrasque 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.

Innate Spellcasting. The tarrasque's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The tarrasque can innately cast the following spells, requiring no material components:

At will: *chill touch* (6d8 damage)

1/day: *bestow curse*

Legendary Resistance (3/Day). If the tarrasque fails a saving throw, it can choose to succeed instead.

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

Reflective Carapace. Any time the tarrasque is targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the tarrasque is unaffected. On a 6, the tarrasque is unaffected, and the effect is reflected back at the caster as though it originated from the tarrasque, turning the caster into the target.

Siege Monster. The tarrasque deals double damage to objects and structures.

Turn Immunity. The tarrasque is immune to any effect that turns undead.

ACTIONS

Multiattack. 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.

Withering Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (4d12 + 2) necrotic damage. If the target is a creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the tarrasque can't bite another target.

Withering Claw. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 20 (4d8 + 2) necrotic damage.

Withering Horns. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 24 (4d10 + 2) necrotic damage.

Withering Tail. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 16 (4d6 + 2) necrotic damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Frightful Presence. 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.

Swallow. 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.

LEGENDARY ACTIONS

The tarrasque can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The tarrasque regains spent legendary actions at the start of its turn.

ATTACK. The tarrasque makes one claw attack or tail attack.

MOVE. The tarrasque moves up to half its speed.

CHOMP (2 ACTIONS). The tarrasque makes one bite attack or uses its Swallow.

GHOULISH CHUUL

Large undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 19 (+4) | 10 (+0) | 16 (+3) | 5 (-3) | 11 (+0) | 5 (-3) |

Skills Perception +4

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands Deep Speech but can't speak

Challenge 4 (1,100 XP)

Detect Life. The chuul can magically sense the presence of living creatures up to 5 miles away that aren't undead or constructs. It knows the general direction they're in but not their exact locations.

Ghoulish Strikes (1/Turn). When the chuul hits a creature other than an elf or undead with a melee weapon attack, the target must succeed on a DC 13 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.

Sense Magic. The chuul senses magic within 120 feet of it at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.

ACTIONS

Multiattack. The chuul makes two pincer attacks. If the chuul is grappling a creature, the chuul can also use its tentacles once.

Pincer. *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.

Tentacles. 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.

GHOULISH MINOTAUR

Large undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 11 (+0) | 16 (+3) | 6 (-2) | 16 (+3) | 9 (-1) |

Skills Perception +7

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Abyssal

Challenge 3 (700 XP)

Charge. If the minotaur 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.

Ghoulish Strikes (1/Turn). When the minotaur hits a creature other than an elf or undead with a melee weapon attack, the target must succeed on a DC 13 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.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

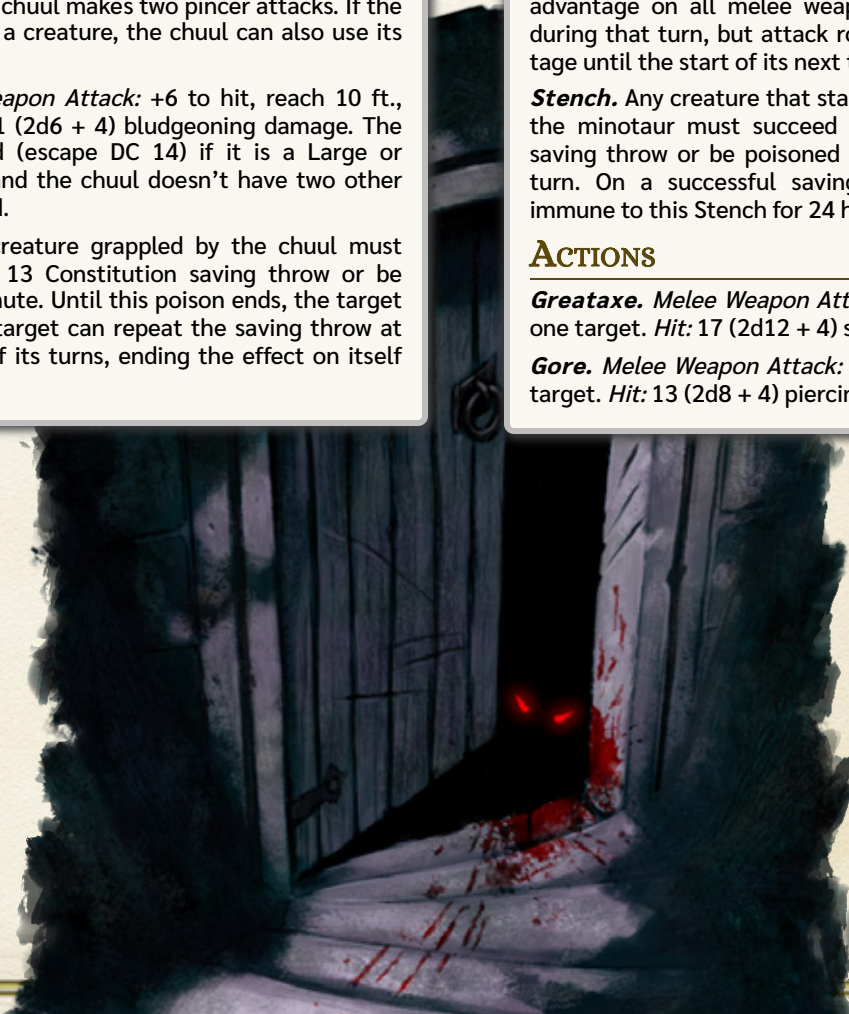
Reckless. At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Stench. Any creature that starts its turn within 5 feet of the minotaur must succeed on a DC 13 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to this Stench for 24 hours.

ACTIONS

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

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



MUMMIFIED ETTIN

Large undead, chaotic evil

Armor Class 12 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|--------|
| 21 (+5) | 8 (-1) | 17 (+3) | 3 (-4) | 10 (+0) | 8 (-1) |

Skills Perception +6

Damage Vulnerabilities fire

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Giant, Orc

Challenge 5 (1,800 XP)

Rotting Strikes. Whenever the ettin hits a target with an attack, the target takes an extra 7 (2d6) necrotic damage (included in the attacks). If the target is a creature, it must succeed on a DC 14 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 7 (2d6) 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.

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, deafened, stunned, and knocked unconscious.

ACTIONS

Multiattack. The ettin makes two attacks: one with its battleaxe and one with its morningstar.

Battleaxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 7 (2d6) necrotic damage.

Morningstar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 7 (2d6) necrotic damage.

MUMMIFIED HYDRA

Huge undead, unaligned

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 20 ft., swim 20 ft.

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

Skills Perception +8

Damage Vulnerabilities fire

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 18

Languages —

Challenge 12 (8,400 XP)

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, deafened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Overwhelming Necrosis. Necrotic damage the hydra deals ignores resistance to necrotic damage. In addition, when the hydra reduces a creature to 0 hit points, the creature immediately suffers one death saving throw failure.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Turn Immunity. The hydra is immune to any effect that turns undead.

ACTIONS

Multiattack. The hydra makes as many bite attacks as it has heads.

Rotting Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 7 (2d6) necrotic damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 7 (2d6) 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.

MUMMIFIED MAMMOTH

Huge undead, unaligned

Armor Class 13 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|--------|
| 24 (+7) | 9 (-1) | 21 (+5) | 1 (-5) | 11 (+0) | 6 (-2) |

Damage Vulnerabilities fire

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned,

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 8 (3,900 XP)

Deathly Aura. At the start of each of the mammoth's turns, each non-undead creature within 5 feet of it takes 5 (1d10) cold damage.

Detect Life. The mammoth can magically sense the presence of living creatures up to 5 miles away that aren't undead or constructs. It knows the general direction they're in but not their exact locations.

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

Rotting Strikes. Whenever the mammoth hits a target with an attack, the target takes an extra 7 (2d6) necrotic damage (included in the attacks). 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 7 (2d6) 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.

Trampling Charge. If the mammoth 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 18 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

Turn Resistance. The mammoth has advantage on saving throws against any effect that turns undead.

ACTIONS

Gore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage plus 7 (2d6) necrotic damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone creature. *Hit:* 29 (4d10 + 7) bludgeoning damage plus 7 (2d6) necrotic damage.



SKELETAL BLACK DRAGON WYRMLING

Medium undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., fly 60 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 15 (+2) | 14 (+2) | 13 (+1) | 6 (-2) | 5 (-3) | 6 (-2) |

Saves Dex +4, Con +3, Wis -1, Cha +0

Skills Perception +4, Stealth +4

Damage Vulnerabilities bludgeoning

Damage Immunities acid, necrotic, poison

Condition Immunities exhaustion, poisoned

Senses blindsight 10ft., darkvision 60 ft., passive

Perception 14

Languages Draconic

Challenge 2 (450 XP)

Amphibious. The dragon can breathe air and water

Necrotic Absorption. Whenever the dragon is subjected to necrotic damage, it takes no damage and instead regains a number of hit points equal to the necrotic damage dealt.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 2 (1d4) acid damage.

Acid Breath (Recharge 5–6). 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.

SKELETAL TYRANNOSAURUS REX

Huge undead, unaligned

Armor Class 13 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 25 (+7) | 10 (+0) | 19 (+4) | 2 (-4) | 6 (-2) | 4 (-3) |

Skills Perception +2

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 9 (5,000 XP)

Deathly Aura. At the start of each of the tyrannosaurus rex's turns, each non-undead creature within 5 feet of it takes 5 (1d10) cold damage.

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

Turn Immunity. The tyrannosaurus rex is immune to effects that turn undead.

ACTIONS

Multiattack. The tyrannosaurus rex can use its Dreadful Glare. It then makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +11 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 rex can't bite another target.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Dreadful Glare. The tyrannosaurus rex targets one creature it can see within 60 feet of it. If the target can see the tyrannosaurus rex, it must succeed on a DC 16 Wisdom saving throw against this magic or become frightened until the end of the tyrannosaurus rex'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 undead creatures for the next 24 hours.



VAMPIRIC ANCIENT RED DRAGON

Gargantuan undead, chaotic evil

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 40 ft., climb 40 ft., fly 80 ft.

| STR | DEX | CON | INT | WIS | CHA |
|----------|---------|---------|---------|---------|---------|
| 30 (+10) | 10 (+0) | 29 (+9) | 18 (+4) | 15 (+2) | 23 (+6) |

Saving Throws Dex +8, Con +17, Wis +10, Cha +14

Skills Perception +18, Stealth +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, necrotic, poison

Condition Immunities exhaustion, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28

Languages Common, Draconic

Challenge 28 (120,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Necrotic Absorption. Whenever the dragon is subjected to necrotic damage, it takes no damage and instead regains a number of hit points equal to the necrotic damage dealt.

Regeneration. The dragon 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 dragon takes radiant damage or damage from holy water, this trait doesn't function at the start of the dragon's next turn.

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

Turn Resistance. The dragon has advantage on saving throws against any effect that turns undead.

Vampiric Weaknesses. The dragon has the following flaws:

Forbiddance. The dragon can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The dragon takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The dragon is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The dragon takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +18 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 14 (4d6) fire 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 dragon 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.



Claw. Melee Weapon Attack: +18 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. Melee Weapon Attack: +18 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 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.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 25 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

DETECT. The dragon makes a Wisdom (Perception) check.

TAIL ATTACK. The dragon makes a tail attack.

WING ATTACK (COSTS 2 ACTIONS). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 26 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

VAMPIRIC RAKSHASA

Medium undead, lawful evil

Armor Class 16 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 17 (+3) | 18 (+4) | 13 (+1) | 16 (+3) | 20 (+5) |

Skills Deception +10, Insight +8

Damage Vulnerabilities piercing from magic weapons wielded by good creatures

Damage Resistances necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Common, Infernal

Challenge 8 (3,900 XP)

Draining Strike (1/Turn). When the rakshasa hits a target that is a living creature with an attack, the target takes an extra 7 (2d6) necrotic damage, its hit point maximum is reduced by an amount equal to the necrotic damage taken, and the rakshasa regains hit points equal to that amount. The reduction to the target's hit point maximum lasts until it finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The rakshasa can innately cast the following spells, requiring no material components:

At will: *detect thoughts, disguise self, mage hand, minor illusion*

3/day each: *charm person, detect magic, invisibility, major image, suggestion*

1/day each: *dominate person, fly, plane shift, true seeing*

Regeneration. The rakshasa 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 rakshasa takes radiant damage or damage from holy water, this trait doesn't function at the start of the rakshasa's next turn.

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

Vampiric Weaknesses. The rakshasa has the following flaws:

Forbiddance. The rakshasa can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The rakshasa takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The rakshasa is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The rakshasa takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The rakshasa makes two claw attacks.

Claw. 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.

VAMPIRIC SPIRIT NAGA

Large undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 17 (+3) | 14 (+2) | 16 (+3) | 15 (+2) | 16 (+3) |

Saves Dex +6, Con +5, Wis +5, Cha +6

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common

Challenge 8 (3,900 XP)

Regeneration. The naga 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 naga takes radiant damage or damage from holy water, this trait doesn't function at the start of the naga's next turn.

Rejuvenation. 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.

Spellcasting. The naga is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion, ray of frost*

1st level (4 slots): *charm person, detect magic, sleep*

2nd level (3 slots): *detect thoughts, hold person*

3rd level (3 slots): *lightning bolt, water breathing*

4th level (3 slots): *blight, dimension door*

5th level (2 slots): *dominate person*

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

Touch of Death (1/Day). When the naga hits a creature with a melee attack, it can choose to deal an extra 36 (8d8) necrotic damage to the target.

Vampiric Weaknesses. The naga has the following flaws:

Forbiddance. The naga can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The naga takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The naga is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The naga takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) necrotic 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.

In addition, the target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the naga 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.

ZOMBIE CAT

Tiny undead, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|--------|
| 3 (-4) | 15 (+2) | 10 (+0) | 3 (-4) | 12 (+1) | 7 (-2) |

Skills Perception +3, Stealth +4

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 0 (10 XP)

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

Undead Fortitude. If damage reduces the cat 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 cat drops to 1 hit point instead.

ACTIONS

Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.



ZOMBIE TROLL

Large undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 18 (+4) | 13 (+1) | 20 (+5) | 3 (-4) | 4 (-3) | 3 (-4) |

Skills Perception +0

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Giant but can't speak

Challenge 6 (2,300 XP)

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

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

Turn Resistance. The troll has advantage on saving throws against any effect that turns undead.

Undead Fortitude. If damage reduces the troll 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 troll drops to 1 hit point instead.

ACTIONS

Multiattack. The troll uses its Dreadful Glare. It then makes three attacks: one with its bite and two with its claws.

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

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

Dreadful Glare. The troll targets one other creature it can see within 60 feet of it. If the target can see the troll, it must succeed on a DC 16 Wisdom saving throw against this magic or become frightened until the end of the troll'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 undead for the next 24 hours.

GHOST KITTY

The ghost kitty is a phantasmal feline commonly found tiptoeing around portals between the Ethereal Plane and the other planes that connect to it. Though some are indeed the enduring echoes of once-living cats, many descend from a line of curious felines that simply wandered into the Ethereal Plane long ago and decided it was theirs.

These mischievous, spectral cats exhibit a remarkable degree of intellect compared to their mundane kin, and their ability to prowl about with an utter disregard for most material barriers allows them to cause some trouble and scamper off without staying around to answer for any of the consequences.

GHOST KITTY

Tiny undead, chaotic adorable

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 40 ft., fly 30 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|---------|
| 2 (-4) | 16 (+3) | 12 (+1) | 8 (-1) | 13 (+1) | 15 (+2) |

Skills Perception +3, Sleight of Hand +5, Stealth +7

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 13

Languages understands Common but can't speak

Challenge 1/4 (50 XP)

Ethereal Sight. The kitty can see 30 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

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

Limited Incorporeal Movement. The kitty can move through other creatures and objects as if they were difficult terrain. This movement 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. The kitty takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

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

Etherealness (Recharges After a Short or Long Rest). The kitty enters the Ethereal Plane from the Material Plane. It remains there for 1 minute or until it uses its action to return, and any equipment it wears or carries is considered to be on the Ethereal Plane with it for the duration. It is visible on the Material Plane while it is in the Border Ethereal, yet it can't affect or be affected by anything on the Material Plane.

GHOUL LORD

Large undead, neutral evil

Armor Class 16 (breastplate)

Hit Points 127 (15d10 + 45)

Speed 35 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 15 (+2) | 16 (+3) | 17 (+3) | 14 (+2) | 13 (+1) |

Saving Throws* Con +7, Wis +6, Cha +5

Skills Athletics +7, Perception +6

Damage Resistances cold, necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common, telepathy 60 ft.

Challenge 9 (5,000 XP)

Innate Spellcasting. The ghoul lord's spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The ghoul lord can innately cast the following spells, requiring no material components:

At will: *chill touch* (2d8), *command*

3/day each: *bestow curse*, *hold person* (as a 3rd-level spell)

1/day each: *contagion*, *dominate person*

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

Regeneration. The ghoul lord regains 10 hit points at the start of its turn. If the ghoul lord takes radiant damage or damage from a critical hit, this trait doesn't function at the start of the ghoul lord's next turn. The ghoul lord dies only if it starts its turn with 0 hit points and doesn't regenerate.

Stench. Any creature that starts its turn within 10 feet of the ghoul lord must succeed on a DC 15 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghoul lord's Stench for 24 hours.

Turn Defiance. The ghoul lord and any undead within 30 feet of it have advantage on saving throws against effects that turn undead.

Undead Assault. As a bonus action, the ghoul lord can mentally command up to three undead creatures it can see within 60 feet of it. Each of the creatures can use its reaction, if available, to make one melee attack against a creature within its reach.

ACTIONS

Multiattack. The ghoul lord makes three attacks: one with its bite and two with its claws. It can cast a spell in place of one attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 3 (1d6) necrotic damage. If the target is a creature, its hit point maximum is also reduced by an amount equal to the necrotic damage taken. The target dies if its hit point maximum is reduced to 0.

Claw. *Melee Weapon Attack:* +7 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 15 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.



GHOUL LORD

A ghoulish lord is blessed (or cursed) with an uncanny intelligence. It rallies together and reigns over its undying subjects commanding them with its horrid telepathic abilities.

SWARM-O'-WILL-O'-WISPS

Will-o'-wisps are dreadful evil spirits, either unwilling or unable to pass on. They feed on fear and hopelessness, stalking desolate marshes and dark, gloomy lairs of other powerful monsters, such as black dragons and hags.

In particularly forlorn areas where death and anguish abound, several will-o'-wisps may join together, collectively drinking in the final suffering and terror of creatures unfortunate enough to meet their demise wandering through these haunted and forsaken domains.

Undead Nature. A swarm-o'-will-o'-wisps doesn't require air, drink, or sleep.

SWARM-O'-WILL-O'-WISPS

Large swarm of tiny undead, chaotic evil

Armor Class 19

Hit Points 117 (18d10 + 18)

Speed 0 ft., fly 50 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 3 (-4) | 28 (+9) | 12 (+1) | 13 (+1) | 16 (+3) | 11 (+0) |

Saving Throws Str +0, Wis +7

Damage Resistances acid, bludgeoning, cold, fire, necrotic, piercing, slashing, thunder

Damage Immunities lightning, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

Senses darkvision 120 ft., passive Perception 13

Languages the languages they knew in life

Challenge 9 (5,000 XP)

Devour Life. As a bonus action, the swarm can target one creature it can see within 10 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 13 Constitution saving throw against this magic or die. If the target dies, the swarm regains 33 (6d10) hit points, and it immediately recharges and uses its Dreadful Torrent.

Incorporeal Swarm. The swarm can occupy another creature's space and vice versa. The swarm can also move through any opening large enough for a Tiny will-o'-wisp,

and it can move through other creatures and objects as if they were difficult terrain. The swarm takes 5 (1d10) force damage if it ends its turn inside an object.

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

Variable Illumination. The swarm sheds bright light in a 10- to 30-foot radius and dim light for an additional number of feet equal to the chosen radius. The swarm can alter the radius as a bonus action.

ACTIONS

Multiattack. The swarm makes two Ghastly Shock attacks.

Ghastly Shock. *Melee Spell Attack:* +7 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 33 (6d10) lightning damage, or 16 (3d10) lightning damage if the swarm has half its hit points or fewer. If the target is frightened by the swarm's Dreadful Torrent when it takes this damage, the swarm regains hit points equal to half the damage dealt.

Invisibility. The swarm and its light magically become invisible until it attacks or uses its Devour Life, or until its concentration ends (as if concentrating on a spell).

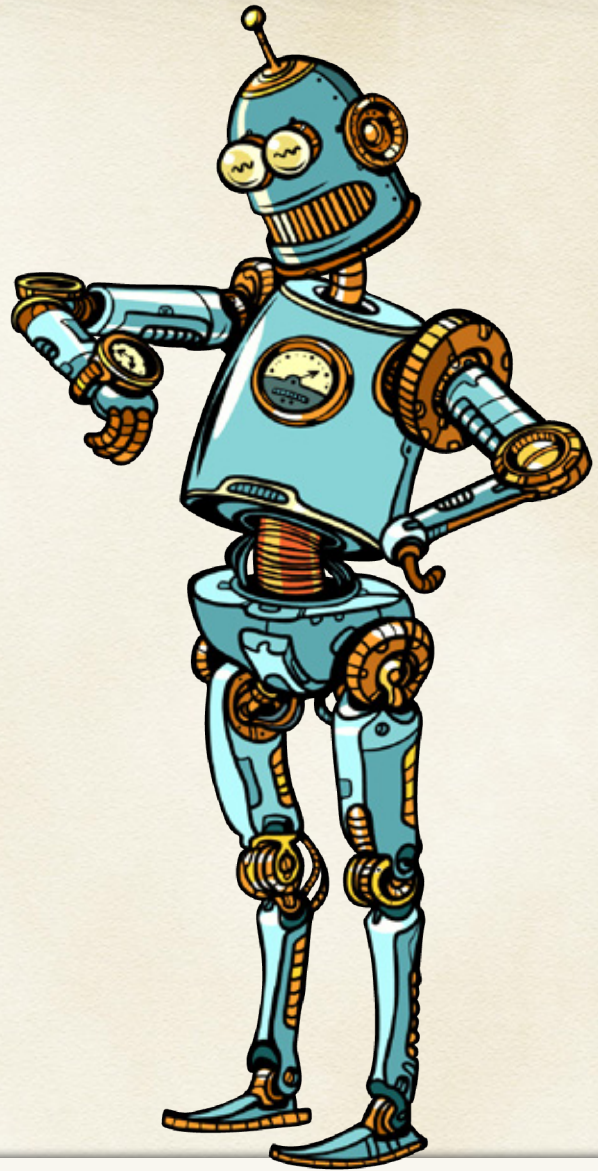
Dreadful Torrent (Recharge 5–6). Each creature that is within 60 feet of the swarm that isn't an undead must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. If this saving throw fails by 5 or more, the target is also stunned while frightened in this way. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

UNIQUE NPCs

The following is a collection of unique and flavorful NPCs you can implement in your game.

TIME, THE SOCIAL CONSTRUCT

Time is a quirky and quick-witted robot with a knack for entertaining table talk and an endearing stutter. He is exceedingly sociable and pleasant—almost annoyingly so—and he desires nothing more than to be the best of friends to his allies and help them in all their endeavors with his innate abilities to manipulate time.



TIME, THE SOCIAL CONSTRUCT

Medium construct, lawful neutral

Armor Class 14 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 13 (+1) | 19 (+4) | 18 (+4) | 15 (+2) | 20 (+5) |

Saving Throws Dex +3, Con +6, Cha +7

Skills History +8, Insight +4, Persuasion +7

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious

Senses truesight 60 ft., passive Perception 12

Languages all

Challenge 4 (1,100 XP)

Immutable Form. Time is immune to any spell or effect that would alter his form.

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

Socialization Specialist. Time has advantage on all Charisma checks.

Temporal Edge. Time has advantage on all attack rolls.

ACTIONS

Multiattack. Time makes two attacks.

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage, and the target must succeed on a DC 14 Constitution saving throw or be magically aged. The target becomes 1d4 years older or younger (Time's choice), but never any younger than 1 year old. A *greater restoration* spell can restore a creature's age to normal.

Temporal Manipulation. Time uses one of the following temporal manipulations:

- **Fast-Forward.** Time temporarily accelerates the flow of time for one creature he can see within 60 feet of him. The target gains the effects of the *haste* spell until the start of Time's next turn. When the effect ends, the target doesn't suffer from a wave of lethargy.

- **Pause.** Time touches one creature, attempting to temporarily freeze time for it. The target must succeed on a DC 14 Constitution saving throw or become paralyzed until the start of Time's next turn or until he loses concentration on the effect (as if concentrating on a spell).
- **Rewind.** Time touches one creature, setting it back a few moments in time. The target can immediately use its reaction to repeat the action it took on its last turn, if possible.
- **Slow-Mo.** Time attempts to temporarily slow the flow of time for one creature he can see within 60 feet. The target must succeed on a DC 14 Constitution saving throw or suffer the effects of the *slow* spell until the start of Time's next turn. The target can't make a saving throw at the end of its turn to attempt to end the effect early.

REACTIONS

Borrowed Time. When a creature Time can see makes an attack roll or saving throw, Time can grant the creature a brief extra moment to focus its attempt, giving the creature advantage on the roll.



The Gauntlet: Arena System

INTRODUCTION & BETA RULES

Welcome to the Arena, combatant! *The Gauntlet* is the premier party-based arena combat system for 5th Edition. Fast-paced, combat-oriented, and requiring minimal preparation, you can bring along your favorite characters from the world's greatest roleplaying game and dive right into a new world, where foes are fierce, teamwork is paramount, and excellence is rewarded.

The Gauntlet is ideal for getting a feel for your new character concept; introducing new players to 5th Edition combat; playtesting new races, classes, and monsters; or just having an epic night of gaming with your friends!

Included in this Beta Playtest are the basic rules for running the system, the Battle Point Reward System, a series of Pregenerated Arenas, and a Progression Sheet—casually referred to as a “Prog Sheet”—for players to keep track of their rewards and progress through the Arena.

Future editions of *The Gauntlet* will also include a section of further instructions and tables for GM's to easily create their own Arenas live for their players. As the current focus of the Beta is playtesting for system balance, a set of Pregenerated Arenas will be employed to help standardize the experience across playtesters.

THE ARENA

To begin, players choose a **DIFFICULTY** at which their characters will battle their way through the Arena: Casual, Heroic, Elite, or Nightmare. Once the player party size and difficulty are set, they cannot be changed for the duration of the Arena.

Starting at Level 1, the player character party engages in one battle per level, referred to as an **ENCOUNTER**. Upon completion of an Encounter, all characters level up and partake in an interim period, called a **RESPITE**, before continuing to the next Encounter.

Tiers of Play. There are four groups of Encounters in the Arena, referred to as **PHASES**: Phase 1 contains four Encounters, Phase 2 and 3 both contain six Encounters, and Phase 4 contains four Encounters.

The goal of the players is to defeat all twenty Encounters in an Arena, while the goal of the GM is to test the players and prevent them from progressing further into the Arena.

EQUIPMENT & NECESSITIES

No outside equipment can be brought into the Arena. Before players begin the first Encounter, they can choose any of the Free Equipment items listed in the *Battle Point Rewards* section on page 202.

All rules regarding carrying capacity and the necessities of food, water, and sleep are ignored in the Arena, and ammunition for all ranged weapons is unlimited.

THE ENCOUNTER

Encounters are composed of a minimum of one monster or up to a maximum number of monsters equal to the player party size. Each Encounter is balanced such that, regardless of the number of monsters the player characters are facing, the Encounter presents a relatively equivalent challenge.

Types of Arenas. An Arena with a varying number of monsters per Encounter is referred to as a **STANDARD ARENA**. Alternatively, each Encounter in an Arena can instead consist of only one monster; this is referred to as a **TOURNAMENT ARENA**. Pregenerated Arenas are located on pages 210–214; all monsters' statistics can either be found in the core rulebooks or on pages 110–201 (denoted by a **\$**).

Beginning an Encounter. To start an Encounter, each player rolls a d12 to determine from which of twelve starting points—called **STATIONS**—their character will begin. The GM then repeats the same process for each monster. If more than one creature rolls the same Station, the creature that rolled first starts in the Station's space and all other creatures start in the nearest unoccupied space of their choice adjacent to that Station.

Once Stations are determined, Initiative is rolled for each creature, and they engage in a fight to the death.

RESPITES & LEVELING UP

When the players complete an Encounter, they progress to a Respite where they immediately complete their character's level-up. When player characters level up, they gain all new class features that level-up entails, however they do not regain the use of expended resources (such as spell slots or Action Surge) until they purchase the appropriate rest, as detailed in the next section.

For example, a Level 2 Sorcerer uses all three of her 1st-level spell slots within the first two Encounters. When she reaches Level 3, she gains another 1st-level spell slot and two 2nd-level spell slots, which she immediately has available to use in the third Encounter. However, she will not regain the spell slots she used in the first two Encounters until she purchases a long rest for herself during a Respite.

Similarly, when a player character levels up, they regain hit points equal to the increase in their hit point maximum, and they regain 1 hit die. For example, if a player character has 10 hit points when they begin the Arena at Level 1 and they take 4 points of damage during the first Encounter, they will begin their Respite with 6 out of 10 hit points. If they gain 7 more hit points when they level-up, they now have 13 out of 17 hit points heading into the second Encounter.

Once players have completed their level-up, they can spend any Battle Points they have accumulated as they wish before continuing to the next Encounter.

BATTLE POINTS

Throughout the course of an Encounter, players are awarded with a form of currency called **BATTLE POINTS**. Battle Points are earned by accomplishing various tasks, referred to as **ACHIEVEMENTS**. The majority of Battle Points will be accumulated simply by completing Encounters, however other small bonuses are awarded for things like completing an Encounter within one round, healing an ally, or scoring a critical hit. The specifics of the Battle Point Reward System are located on pages 206–207.

Spending Battle Points. Each player can exchange their Battle Points for rewards, such as long rests and magic items, during a Respite. Players purchase items and rests individually and cannot share Battle Points—or items purchased with Battle Points—in any capacity.

PASSAGE OF TIME

Players can only complete tasks which require the passage of time during short and long rests they have purchased during a Respite. The notable exception to this is preparing spells; classes that prepare spells can change their list of prepared spells for free during any Respite.

Prep Time. Short rests are considered to include 1 hour of prep time, and long rests are considered to include 2 hours of prep time. Player characters can perform a maximum of one distinct task per hour of prep time they receive, which must take place before the use of any short or long rest-based resources are regained.

SPELLCASTERS WITH SPELLBOOKS

Wizards and others who can copy spells into a book can copy additional spells into their spellbook during a Respite. You must follow the normal restrictions for what level of spells you can add to your spellbook, but doing so takes no additional time (i.e. the spellcaster does not need to purchase a short or long rest to copy a spell into their spellbook).

A character can purchase additional spells for their spellbook by spending a number of Battle Points equal to the spell's level \times 100. For example, a Level 6 Wizard could spend 500 Battle Points to purchase one additional 2nd-level spell and one additional 3rd-level spell during their Respite. Purchased spells are instantly added to your spellbook, and you can immediately prepare them for free during that Respite.

For example, a Warlock with the Pact of the Blade feature can use their prep time during a short rest to transform a magic weapon they purchase into their pact weapon. A Wizard can use his prep time during a long rest to cast *mage armor* and then also cast *find familiar*. A Paladin can use her prep time during a short rest to cast *bless* on her allies.

Magic Item Recharge. All magic items that regain their use or a number of charges at dawn instead regain their use or charges when the player characters progress to the next Phase of the Arena (Levels 5, 11, and 17).



DURATION OF SPELLS & EFFECTS

If a spell or other effect is initiated at any point during a Respite, its effects are considered to begin at the start of the next Encounter. If a spell or other effect with a non-instantaneous duration begins during a Respite or Encounter, its effects can last for a maximum number of Encounters in the Arena as follows:

| Spell/Effect's Duration | Maximum Number of Encounters |
|-------------------------|------------------------------|
| Less than 8 hours | 1 |
| 8-24 hours | 2 |
| 24 hours or more | 3 |

For example, if a Bard casts *heroism* on an ally during Encounter 3, its effects end at the completion of that Encounter, even if the Encounter only lasts four rounds. A 16th Level Druid can maintain her beast shape for 8 hours; therefore if she enters a beast shape during Encounter 16, she can stay in that form through the end of Encounter 17—assuming nothing else forces her to revert early. If a Cleric casts *heroes' feast* for him and his allies during the Respite before Encounter 12, its effects end upon completion of Encounter 14.

Spells and effects with an instantaneous duration, such as *feblemind*, instead persist as detailed in their description. For example, the hit point reduction caused by a vampire's bite lasts until the target finishes a long rest.

0 HIT POINTS & DEATH

If a player character finishes an Encounter with 0 hit points but is not dead, they complete their level-up as normal at the start of the Respite, but they do not regain hit points equal to the increase in their hit point maximum. Such a character completes their level-up and then regains 1 hit point.

Death. Player characters that die cannot be revived during an Encounter. A character who is killed in the Arena can only be revived by the method below at the start of the Respite immediately following their death—assuming their party is able to finish the Encounter. No magical means can be used to restore player characters to life.

A player character killed during an Encounter receives no Battle Point reward for completing that Encounter, but they still level up if they can afford their resurrection.

Resurrection. A player can revive their character by spending a number of Battle Points equal to their current level \times 75. For example, a Barbarian who dies during Encounter 6 must spend 450 Battle Points at the start of the next Respite in order to complete their level-up to Level 7 and continue in the Arena. When a character is revived, they have 1 hit point.

If a character does not have enough Battle Points to pay for their resurrection during the Respite immediately following their death, they are disqualified from the remainder of the Arena. For the purposes of calculating the difficulty of Encounters, a player's disqualification does not constitute a reduction in party size. The GM continues to calculate Encounters based on the original player party size.



BATTLE POINTS

Each combatant is awarded a number of Battle Points (BP) based on their performance in combat. The tables below detail the **BATTLE POINT REWARD SYSTEM**.

Upon completion of an Encounter, all player characters who did not die receive a large sum of Battle Points. Throughout an Encounter, player characters can also receive small bonuses of Battle Points for completing various other Achievements, as detailed below.

Achievements

| Achievement | Reward (BP) |
|---|-----------------------------|
| <i>Complete an Encounter</i> | |
| Phase 1 (Encounters 1–4) | 100 |
| Phase 2 (Encounters 5–10) | 250 |
| Phase 3 (Encounters 11–16) | 750 |
| Phase 4 (Encounters 17–20) | 1250 |
| <i>Complete an Encounter within...</i> | |
| 1 Round | 100 |
| 2 Rounds | 60 |
| 3 Rounds | 25 |
| <i>Phase Completion Bonuses</i> | |
| Phase 1 (Encounter 4) | 250 |
| Phase 2 (Encounter 10) | 750 |
| Phase 3 (Encounter 16) | 1250 |
| Break an enemy's concentration on a spell or other effect | 10 |
| End a condition affecting an ally* | 10 |
| Finish an Encounter without taking damage | 10 |
| Kill two or more monsters in one turn | 10 |
| Roll a 20 on a Death Saving Throw | 10 |
| Roll a critical hit | 10 |
| Stabilize an ally with 0 hit points | 10 |
| Finish an Encounter with no other conscious allies† | 25 |
| Heal an ally via a class feature or racial trait | Number of hit points healed |

* Does not include Grappled, Incapacitated, Invisible, or Prone

† Minimum player party size of 2



BATTLE POINT REWARDS

During a Respite, players can spend accumulated Battle Points on a variety of rewards, as detailed in the tables below. Players can also sell rewards they have purchased earlier in the Arena for half their cost in Battle Points. Item details and descriptions can be found on pages 220–222.

Free Equipment

| Reward |
|--|
| Nonmagical Armor (excluding Plate) |
| Nonmagical Shield |
| Nonmagical Weapon (maximum of 3 at a time) |
| Component Pouch ◊ Spellcasting Focus |
| Spellbook (for Wizards) |

Character Resources and Improvements

| Reward | Cost (BP) |
|----------------------------------|-----------|
| <i>Short Rest</i> | |
| Phase 1 (Respites 1–4) | 80 |
| Phase 2 (Respites 5–10) | 200 |
| Phase 3 (Respites 11–16) | 475 |
| Phase 4 (Respites 17–19) | 1125 |
| <i>Long Rest</i> | |
| Phase 1 (Respites 1–4) | 275 |
| Phase 2 (Respites 5–10) | 675 |
| Phase 3 (Respites 11–16) | 1650 |
| Phase 4 (Respites 17–19) | 2750 |
| Ability Score Improvement ◊ Feat | 3000 |

Material Components for Spells

It is assumed that spellcasters will utilize a spellcasting focus or component pouch in place of material components with no cost.

All material components that indicate a cost can be purchased for a number of Battle Points equal to the component's gold piece value listed in the spell's description. If a spellcaster does not have the material component on hand for a spell that indicates a cost, they cannot cast that spell.

Potions

| Reward | Cost (BP) |
|-------------------------------------|-----------|
| Potion of Healing (2d4+2) | 45 |
| Potion of Greater Healing (4d4+4) | 90 |
| Potion of Superior Healing (8d4+8) | 225 |
| Potion of Supreme Healing (10d4+20) | 575 |

Drafts

Drafts are potent, volatile elixirs that must be consumed immediately upon purchase. Drafts take no time to drink (i.e. can be consumed without buying a short or long rest), but only one draft can be purchased per Respite.

When players progress to the next Phase, the cost of a draft, as well as the amount of healing provided, increases. Drafts from earlier Phases cannot be purchased once players have progressed beyond that Phase.

| Reward | Cost (BP) |
|-------------------|-----------|
| Phase 1 (2d4+4) | 45 |
| Phase 2 (4d4+6) | 90 |
| Phase 3 (8d4+10) | 225 |
| Phase 4 (10d4+25) | 575 |

Specialty Items

| Reward | Cost (BP) |
|--|-----------|
| Flask of Alchemist's Fire | 15 |
| Healer's Kit | 25 |
| Silvered Adamantine Weapon ◇ Ammunition | 250 |
| Plate Armor | 500 |

MAGIC ITEMS

The Gauntlet utilizes two lists of magic items. The Standard Magic Items list is designed for quick and simple play requiring minimal reference, while the list of Optional Magic Items* can also be integrated for more involved play at the discretion of the GM.

Player characters can attune or end their attunement to magic items for free during any Respite (no rest required).

* Not included in Beta (v2) Playtest

Standard Magic Items

| Reward | Cost (BP) |
|--|-----------|
| <i>Weapon +1</i> | |
| Simple Weapon | 500 |
| Martial Weapon | 550 |
| Wand of the War Mage +1 ^(A) | 550 |
| <i>Armor +1</i> | |
| Light Armor | 750 |
| Medium Armor | 850 |
| Shield | 850 |
| Heavy Armor | 1200 |
| <i>Weapon +2</i> | |
| Simple Weapon | 1850 |
| Martial Weapon | 1900 |
| Wand of the War Mage +2 ^(A) | 1900 |
| <i>Armor +2</i> | |
| Light Armor | 2300 |
| Medium Armor | 2400 |
| Shield | 2400 |
| Heavy Armor | 2750 |
| <i>Weapon +3</i> | |
| Simple Weapon | 5000 |
| Martial Weapon | 5050 |
| Wand of the War Mage +3 ^(A) | 5050 |
| <i>Armor +3</i> | |
| Light Armor | 5800 |
| Medium Armor | 5900 |
| Shield | 5900 |
| Heavy Armor | 6250 |

^(A) = requires attunement



*Wand of
Magic Missiles*



*Dagger of
Venom*



*Staff of
Frost*

OPTIONAL RULES

The following rules are additional options that the GM and players can choose to implement.

THE ARENA MASTER

This rule guides the GM on how to run the monsters the players will be facing. The **ARENA MASTER** is a (typically “off-screen”) NPC who runs the arena and trains and coaches the monsters. The monsters embody the Arena Master’s personality in their decisions in combat.

The GM can choose to keep this secret if they wish, forcing the players to work out the tendencies of the monsters as they battle their way through the Arena.

The GM can choose to adopt whatever personality they wish for the Arena, or they can roll on the following table:

| d6 | Arena Master Personality | Monster Tendencies |
|----|--------------------------|--|
| 1 | Hothead | This Arena’s monsters tend to target the last hostile creature that harmed them. |
| 2 | Brawler | This Arena’s monsters generally seek out and attack whichever hostile creature is closest to them. |
| 3 | Bully | This Arena’s monsters primarily target hostile creatures who appear to be the weakest. |
| 4 | Magician | This Arena’s monsters prioritize enemy spellcasters when deciding where to focus their wrath. |
| 5 | Saboteur | This Arena’s monsters erode the support structure of their foes, typically focusing on taking down hostile creatures who are providing the most aid to their allies. |
| 6 | Sage | This Arena’s monsters are wise beyond reason. Monsters learn from the failures of previous Encounters’ monsters, constantly adapting their collective strategy to best ensure the defeat of their enemies. |

DEADLOCK ARENA

This rule sets player characters at a predetermined level for the entire Arena. This is ideal for a quicker game with minimal downtime and preparation, as the players do not need to level up their characters during Respites. It is also ideal for GM’s and players who wish to test their characters at a specific level, either as a challenge within a larger campaign or to get a feel for combat with a specific character.

To engage in a **DEADLOCK ARENA**, the players and GM begin by determining an Encounter Level they want to play at. The player characters start the Arena at that level and do not level up following each Encounter. Players undergo four Casual Arena Encounters (“Phase 1”), six Heroic Arena Encounters (“Phase 2”), six Elite Arena Encounters (“Phase 3”), and four Nightmare Arena Encounters (“Phase 4”), spending their Battle Points during the Respite between each Encounter as usual.

Just as in normal Arenas, player characters start with no equipment other than Free Equipment of their choice from the Battle Point Rewards section on page 206. Due to player characters remaining at the same level throughout the Arena, they will only improve to handle the increasing difficulty of Encounters by purchasing Battle Point Rewards during their Respites.

Pregenerated Deadlock Arenas can be found on page 214.

FAN FAVORITE

This rule rewards player characters for performing spectacular feats in combat. Whenever a player character completes an Achievement during an Encounter, they can choose to gain **FAVOR** instead of receiving Battle Points.



When a player character with Favor misses with an attack roll or fails an ability check or saving throw, they can spend their Favor to reroll the d20, and they must use the new roll. Once spent, the player character no longer has Favor.

Only one player character can have Favor at a time. If a player character has Favor that they have not yet spent, and their ally chooses to gain Favor, the ally effectively steals the first player character's Favor.

OBSTACLES AND HAZARDS

This rule provides the players with a dynamic and interactive environment. The chosen obstacles and hazards can be set once for the duration of the Arena, they can change with each Phase, or they can change every Encounter, at the GM's discretion.

To determine a set of obstacles and hazards, the GM can roll on the following tables once each, or multiple times as they see fit. Alternatively, the GM can simply choose any combination of Obstacles and Hazards or create their own.

| d6 | Obstacle |
|----|--|
| 1 | 1d6 5-foot-tall, 5-foot-wide, 15-foot-long walls are randomly scattered throughout the Arena. |
| 2 | 1d10 30-foot-tall pillars that take up a 5-foot by 5-foot space are randomly scattered throughout the Arena. |
| 3 | 1d4 5-foot-wide, 5-foot-deep trenches span the length of the Arena. |
| 4 | To a distance of 15 feet in from the edges of the Arena, the ground is a steep downward slope and is considered difficult terrain. |
| 5 | A 15-foot-wide line of shrubs divides the Arena in half and is considered difficult terrain. Any section of the shrubs that is destroyed regrows at the start of the next Encounter. |
| 6 | The right third of the Arena is a 40-foot-tall raised platform with climbable vines on the side. |

| d6 | Hazard |
|----|---|
| 1 | 1d4 10-foot-radius geysers are randomly scattered throughout the Arena. When a creature enters a geyser's area for the first time on a turn or starts its turn there, it must make a DC 13 Dexterity (Acrobatics) check. On a failure, the geyser erupts and all creatures in the geyser's area or within 5 feet of it must make a DC 15 Dexterity saving throw, taking 3d6 fire damage on a failed save, or half as much damage on a successful one. |
| 2 | The Arena has no walls and is set atop a 500-foot-tall tower. |
| 3 | The ground of the Arena is icy. Whenever a creature begins to take the Dash action while moving along the ground or stands up from being prone, it must make a DC 15 Dexterity (Acrobatics) check. On a failure, the creature falls prone. |
| 4 | The Arena is over 100 degrees Fahrenheit. At the end of each Encounter, all player characters must make DC 10 Constitution saving throw. On a failure, a creature suffers one level of exhaustion. |
| 5 | At the end of each round of combat, an earthquake violently shakes the ground of the Arena. All creatures touching the ground must succeed on a DC 10 Dexterity saving throw or fall prone. In addition, if a creature on the ground is concentrating on a spell, it must make a successful DC 10 Constitution saving throw or lose concentration. |
| 6 | 1d6 5-foot-radius pools of acid are scattered throughout the Arena. Any creature who touches a pool of acid or starts its turn in one takes 1d6 acid damage. |



PREGENERATED ARENAS

Devils, Demons, and the Dead (1-Player Casual Arena)

| Encounter | Monsters |
|-----------|-------------------|
| 1 | Lemure |
| 2 | Dretch |
| 3 | Skeleton |
| 4 | Warhorse Skeleton |
| 5 | Quasit |
| 6 | Ghoul |
| 7 | Imp |
| 8 | Specter |
| 9 | Will-o'-Wisp |
| 10 | Minotaur Skeleton |
| 11 | Ogre Zombie |
| 12 | Hell Hound |
| 13 | Wight |
| 14 | Nightmare |
| 15 | Ghost |
| 16 | Lamia |
| 17 | Succubus |
| 18 | Incubus |
| 19 | Wraith |
| 20 | Flesh Golem |

The Unnatural (1-Player Elite Arena)

| Encounter | Monsters |
|-----------|-------------------------------|
| 1 | Flying Sword |
| 2 | Warhorse Skeleton |
| 3 | Animated Armor |
| 4 | Specter |
| 5 | Gibbering Moulder |
| 6 | Mummy |
| 7 | Phase Spider |
| 8 | Chuul |
| 9 | Ettin |
| 10 | Lamia |
| 11 | Flesh Golem |
| 12 | Shambling Mound |
| 13 | Drider |
| 14 | Medusa |
| 15 | Oni |
| 16 | Stone Giant |
| 17 | Selakin Hellion ^{\$} |
| 18 | Hydra |
| 19 | Glabrezu |
| 20 | Stone Golem |

The Beast's Burden (2-Player Heroic Standard Arena)

| Encounter | Monsters |
|-----------|-------------------------------------|
| 1 | Giant Crab (x2) |
| 2 | Panther (x2) |
| 3 | Celestial Monkey ^{\$} |
| 4 | Giant Wolf Spider, Giant Spider |
| 5 | Stag Archon ^{\$} |
| 6 | Giant Eagle, Giant Elk |
| 7 | Elephant |
| 8 | Saber-Toothed Tiger (x2) |
| 9 | Giant Crocodile |
| 10 | Triceratops |
| 11 | Giant Boar, Wereboar |
| 12 | Werewolf, Weretiger |
| 13 | Giant Ape |
| 14 | Owlbear, Werebear |
| 15 | Polar Bear, Mammoth |
| 16 | Tyrannosaurus Rex |
| 17 | Glabrezu |
| 18 | Gorgon, Hammer Archon ^{\$} |
| 19 | Guardian Naga |
| 20 | Roc |

^{\$} Spectre Creations monster. See pages 110–201 for the creature's statistics.



Towering Terrors (2-Player Nightmare Tournament Arena)

| Encounter | Monsters |
|-----------|-------------------------------------|
| 1 | Worg |
| 2 | Hippogriff |
| 3 | Minotaur Skeleton |
| 4 | Manticore |
| 5 | Gorgon |
| 6 | Otyugh |
| 7 | Behir Darter ^{\$} |
| 8 | Stone Giant |
| 9 | Oni |
| 10 | Hydra |
| 11 | Clay Golem |
| 12 | Guardian Naga |
| 13 | Roc |
| 14 | Behir |
| 15 | Erinyes (Large) |
| 16 | Storm Giant |
| 17 | Adult Black Dragon |
| 18 | Purple Worm |
| 19 | Planetar |
| 20 | Adult Black Dracolisk ^{\$} |

Fiend, Fey, Foe, Fum (3-Player Heroic Standard Arena)

| Encounter | Monsters |
|-----------|------------------------------------|
| 1 | Sprite (x2) |
| 2 | Dretch (x3) |
| 3 | Sea Hag |
| 4 | Satyr (x2), Dryad |
| 5 | Imp, Hell Hound |
| 6 | Night Hag |
| 7 | Vrock |
| 8 | Sea Hag (x3) |
| 9 | Succubus, Incubus |
| 10 | Chain Devil |
| 11 | Glabrezu |
| 12 | Nightmare, Succubus, Incubus |
| 13 | Horned Devil |
| 14 | Nightmare (x2), Vrock |
| 15 | Green Hag, Night Hag (x2) |
| 16 | Rakshasa |
| 17 | Selakin Hellion (x2) ^{\$} |
| 18 | Bearded Devil (x2), Bone Devil |
| 19 | Marilith |
| 20 | Hell Hound (x2), Horned Devil |

The Mad Master (3-Player Elite Standard Arena)

| Encounter | Monsters |
|-----------|--|
| 1 | Magma Mephit, Steam Mephit |
| 2 | Guard Snake ^{\$} |
| 3 | Fire Snake, Constrictor Snake (x2) |
| 4 | Gargoyle, Axe Beak (x2) |
| 5 | Chimera |
| 6 | Silver Dragon Wyrmling (x3) |
| 7 | Succubus, Incubus |
| 8 | Tyrannosaurus Rex |
| 9 | Ettin (x2), Death Dog |
| 10 | Guardian Naga |
| 11 | Medusa, Basilisk (x2) |
| 12 | Fire Giant, Red Dragon Wyrmling |
| 13 | Nalfeshnee |
| 14 | Kobold Viper Magistrate, ^{\$} Behir |
| 15 | Oni, Troll (x2) |
| 16 | Archmage, Weretiger |
| 17 | Adult Gold Dragon |
| 18 | Deva, Unicorn (x2) |
| 19 | Balor |
| 20 | Mummy Lord, Spirit Naga |





The Scourge (3-Player Nightmare Tournament Arena)

| Encounter | Monsters |
|-----------|--------------------------------|
| 1 | Dire Wolf |
| 2 | Sahuagin Brawler ^{\$} |
| 3 | Gorgon |
| 4 | Xorn |
| 5 | Oni |
| 6 | Hydra |
| 7 | Cloud Giant |
| 8 | Stone Golem |
| 9 | Remorhaz |
| 10 | Erinyes |
| 11 | Vampire |
| 12 | Purple Worm |
| 13 | Marilith |
| 14 | Dragon Turtle |
| 15 | Androsphinx |
| 16 | Balor |
| 17 | Ancient White Dragon |
| 18 | Pit Fiend |
| 19 | Behilich ^{\$} |
| 20 | Ancient Bronze Dragon |

The Dragon's Spine (4-Player Elite Standard Arena)

| Encounter | Monsters |
|-----------|--|
| 1 | Copper Dragon Wyrmling |
| 2 | Pseudodragon (x2), Brass Dragon Wyrmling |
| 3 | Blue Dragon Wyrmling |
| 4 | Wyvern Whelp (x2) ^{\$} |
| 5 | Young Copper Dragon |
| 6 | Bronze Dragon Wyrmling (x2), Silver Dragon Wyrmling (x2) |
| 7 | Red Dragon Wyrmling, Half-Red Dragon Veteran |
| 8 | Young Red Dragon |
| 9 | Bronze Dragon Wyrmling, Young Bronze Dragon |
| 10 | Black Dragon Wyrmling (x2), Young Black Dragon |
| 11 | Adult Brass Dragon |
| 12 | Adult Black Dragon |
| 13 | Silver Dragon Wyrmling (x2), Young Gold Dragon |
| 14 | Adult Silver Dragon |
| 15 | Half-Red Dragon Veteran, Wyvern (x3) |
| 16 | Young Brass Dragon (x2), Young Silver Dragon |
| 17 | Blue Dragon Wyrmling, Adult Blue Dragon |
| 18 | Ancient White Dragon |
| 19 | Half-Red Dragon Veteran, Adult Black Dracolisk ^{\$} |
| 20 | Ancient Copper Dragon |

Deadly Destroyers (4-Player Nightmare Tournament Arena)

| Encounter | Monsters |
|-----------|------------------------------|
| 1 | Ogre Zombie |
| 2 | Selakin Raider ^{\$} |
| 3 | Gorgon |
| 4 | Xorn |
| 5 | Hydra |
| 6 | Young Red Dragon |
| 7 | Roc |
| 8 | Erinyes |
| 9 | Storm Giant |
| 10 | Ice Devil |
| 11 | Marilith |
| 12 | Androsphinx |
| 13 | Dragon Turtle |
| 14 | Balor |
| 15 | Ancient Brass Dragon |
| 16 | Pit Fiend |
| 17 | Behilich ^{\$} |
| 18 | Ancient Bronze Dragon |
| 19 | Ancient Green Dragon |
| 20 | Reynin ^{\$} |

The Myriad
(5-Player Casual Standard Arena)

| Encounter | Monsters |
|-----------|---|
| 1 | Rat (x4), Giant Rat |
| 2 | Poisonous Snake, Giant Poisonous Snake (x2) |
| 3 | Kobold Viper Magistrate ^{\$} |
| 4 | Lizard, Lizardfolk (x3) |
| 5 | Black Pudding |
| 6 | Ogre (x2) |
| 7 | Magma Mephit (x4), Azer |
| 8 | Copper Dragon Wyrmling (x2), Gold Dragon Wyrmling |
| 9 | Werewolf, Weretiger |
| 10 | Ghast (x2), Wight |
| 11 | Hydra |
| 12 | Gargoyle, Stone Giant |
| 13 | Hound Archon (x4) ^{\$} |
| 14 | Berserker (x2), Mage |
| 15 | Gynosphinx |
| 16 | Ettin (x2), Troll |
| 17 | Basilisk (x4), Medusa |
| 18 | Couatl, Deva |
| 19 | Bearded Devil, Horned Devil |
| 20 | Marilith |

Masters and Minions
(6-Player Heroic Standard Arena)

| Encounter | Monsters |
|-----------|---|
| 1 | Rat (x2), Goblin (x3) |
| 2 | Hobgoblin (x3), Goblin |
| 3 | Bugbear, Cult Fanatic (Goblin) |
| 4 | Gladiator (Hobgoblin) |
| 5 | Minotaur Skeleton (x3), Warhorse Skeleton (x3) |
| 6 | Ogre Zombie (x3), Wight |
| 7 | Ghost (x2), Shadow (x3) |
| 8 | Lantern Archon, ^{\$} Hammer Archon ^{\$} |
| 9 | Will-o'-Wisp (x3), Vampire Spawn |
| 10 | Archmage |
| 11 | Chain Devil, Hell Hound (x2) |
| 12 | Hezrou, Glabrezu |
| 13 | Shadow Demon (x5), Cambion |
| 14 | Bone Devil, Succubus (x3) |
| 15 | Rakshasa, Vrock |
| 16 | Balor |
| 17 | Young Brass Dragon, Adult Silver Dragon |
| 18 | Young Gold Dragon (x2), Gold Dragon Wyrmling (x3) |
| 19 | Ancient Black Dragon |
| 20 | Behilich ^{\$} |

Vicious Villains
(5-Player Elite Tournament Arena)

| Encounter | Monsters |
|-----------|-------------------------------|
| 1 | Ogre |
| 2 | Manticore |
| 3 | Ettin |
| 4 | Barbed Devil |
| 5 | Selakin Hellion ^{\$} |
| 6 | Clay Golem |
| 7 | Young Red Dragon |
| 8 | Behir |
| 9 | Erinyes |
| 10 | Nalfeshnee |
| 11 | Ice Devil |
| 12 | Marilith |
| 13 | Androsphinx |
| 14 | Dragon Turtle |
| 15 | Balor |
| 16 | Pit Fiend |
| 17 | Behilich ^{\$} |
| 18 | Lich |
| 19 | Solar |
| 20 | Ancient Green Dragon |

Magical Beasts and Where to Fight Them
(6-Player Elite Tournament Arena)

| Encounter | Monsters |
|-----------|---------------------------|
| 1 | Griffon |
| 2 | Red Dragon Wyrmling |
| 3 | Unicorn |
| 4 | Chimera |
| 5 | Treant |
| 6 | Guardian Naga |
| 7 | Behir |
| 8 | Adult Brass Dragon |
| 9 | Rakshasa |
| 10 | Purple Worm |
| 11 | Adult Blue Dragon |
| 12 | Dragon Turtle |
| 13 | Balor |
| 14 | Elder Behir ^{\$} |
| 15 | Pit Fiend |
| 16 | Behilich ^{\$} |
| 17 | Ancient Bronze Dragon |
| 18 | Ancient Green Dragon |
| 19 | Kraken |
| 20 | Hal-yun ^{\$} |

Hybrids and Half-Breeds
(3-Player Deadlock Tournament Arena: Level 4)

| Encounter | Monsters |
|-----------|------------------------------|
| 1 | Centaur |
| 2 | Wererat |
| 3 | Griffon |
| 4 | Selakin Raider ^{\$} |
| 5 | Werewolf |
| 6 | Hound Archon ^{\$} |
| 7 | Owlbear |
| 8 | Manticore |
| 9 | Hell Hound |
| 10 | Vampire Spawn |
| 11 | Wereboar |
| 12 | Ettin |
| 13 | Lamia |
| 14 | Weretiger |
| 15 | Succubus |
| 16 | Chimera |
| 17 | Gorgon |
| 18 | Bulette |
| 19 | Salamander |
| 20 | Stone Giant |

Dragons and Denizens
(2-Player Deadlock Standard Arena: Level 14)

| Encounter | Monsters |
|-----------|---|
| 1 | Priest, Knight |
| 2 | Wererat, Werewolf |
| 3 | Half-Red Dragon Veteran |
| 4 | Veteran (x2) |
| 5 | Werewolf, Werebear |
| 6 | Young Black Dragon |
| 7 | Selakin Raider, ^{\$} Vampire Spawn |
| 8 | Young Copper Dragon |
| 9 | Blue Dragon Wyrmling, Gladiator |
| 10 | Assassin |
| 11 | Wight, Young Black Dragon |
| 12 | Young Blue Dragon |
| 13 | Gold Dragon Wyrmling, Young Copper Dragon |
| 14 | Weretiger, Giant Ape |
| 15 | Young Silver Dragon |
| 16 | Young Red Dragon |
| 17 | Behir |
| 18 | Green Hag, Treant |
| 19 | Triceratops, Young Green Dragon |
| 20 | Adult Brass Dragon |

Half-Breeds and Hybrids
(1-Player Deadlock Arena: Level 9)

| Encounter | Monsters |
|-----------|---------------------------------------|
| 1 | Centaur |
| 2 | Wererat |
| 3 | Griffon |
| 4 | Minotaur Skeleton |
| 5 | Werewolf |
| 6 | Minotaur |
| 7 | Owlbear |
| 8 | Manticore |
| 9 | Hell Hound |
| 10 | Selakin Raider ^{\$} |
| 11 | Wereboar |
| 12 | Ettin |
| 13 | Lamia |
| 14 | Weretiger |
| 15 | Succubus |
| 16 | Dragon Turtle Hatchling ^{\$} |
| 17 | Gorgon |
| 18 | Bulette |
| 19 | Salamander |
| 20 | Earth Elemental |

Monstrous Onslaught
(4-Player Deadlock Standard Arena: Level 20)

| Encounter | Monsters |
|-----------|---|
| 1 | Elephant, Mammoth (x2) |
| 2 | Basilisk, Stone Golem |
| 3 | Ghost (x3), Mage |
| 4 | Trumpet Archon ^{\$} |
| 5 | Bearded Devil (x2), Bone Devil (x2) |
| 6 | Triceratops (x2), Tyrannosaurus Rex (x2) |
| 7 | Balor |
| 8 | Wight (x2), Vampire |
| 9 | Wyvern, Purple Worm |
| 10 | Pit Fiend |
| 11 | Behilich ^{\$} |
| 12 | Treant (x2), Roc |
| 13 | Solar |
| 14 | Couatl (x2), Planetar |
| 15 | Hill Giant, Fire Giant (x3) |
| 16 | Ancient Bronze Dragon |
| 17 | Young Bronze Dragon, Legion Archon (x3) ^{\$} |
| 18 | Kraken |
| 19 | Young White Dragon, Ice Devil (x2) |
| 20 | Jentigu ^{\$} |

The GAUNTLET BETA PLAYTEST (v2)

PHASE 4

CHARACTER NAME _____

RACE _____ PLAYER NAME _____

CLASS _____

ARENA DIFFICULTY & TYPE _____

D: SR: LR:

D: SR: LR:

D: SR: LR:

20 _____

19 _____

18 _____

17 _____

| PARTY MEMBERS | |
|----------------------|-------------|
| PLAYER NAME _____ | NOTES _____ |
| CHARACTER NAME _____ | |
| RACE _____ | |
| CLASS _____ | |
| PLAYER NAME _____ | NOTES _____ |
| CHARACTER NAME _____ | |
| RACE _____ | |
| CLASS _____ | |
| PLAYER NAME _____ | NOTES _____ |
| CHARACTER NAME _____ | |
| RACE _____ | |
| CLASS _____ | |
| PLAYER NAME _____ | NOTES _____ |
| CHARACTER NAME _____ | |
| RACE _____ | |
| CLASS _____ | |
| PLAYER NAME _____ | NOTES _____ |
| CHARACTER NAME _____ | |
| RACE _____ | |
| CLASS _____ | |

OPTIONAL RULES

DEADLOCK ARENA: LEVEL _____

FAN FAVORITE | FAVOR

OBSTACLES & HAZARDS

THE ARENA MASTER

PERSONALITY: _____

D: SR: LR:

D: SR: LR:

D: SR: LR:

PHASE 3

D: SR: LR:

D: SR: LR:

D: SR: LR:

D: SR: LR:

D: SR: LR:

D: SR: LR:

D: SR: LR:

16 _____

15 _____

14 _____

13 _____

12 _____

11 _____

ACHIEVEMENTS

COMPLETE AN ENCOUNTER

PHASE 1 – 100 BP

PHASE 2 – 250 BP

PHASE 3 – 750 BP

PHASE 4 – 1250 BP

COMPLETE AN ENCOUNTER WITHIN...

1 ROUND – 100 BP

2 ROUNDS – 60 BP

3 ROUNDS – 25 BP

BREAK AN ENEMY'S CONCENTRATION ON A SPELL OR OTHER EFFECT – 10 BP

END A CONDITION AFFECTING AN ALLY* – 10 BP

FINISH AN ENCOUNTER WITHOUT TAKING DAMAGE – 10 BP

KILL TWO OR MORE MONSTERS IN ONE TURN – 10 BP

ROLL A 20 ON A DEATH SAVING THROW – 10 BP

ROLL A CRITICAL HIT – 10 BP

STABILIZE AN ALLY WITH 0 HP – 10 BP

FINISH AN ENCOUNTER WITH NO OTHER CONSCIOUS ALLIES – 25 BP

HEAL AN ALLY VIA A CLASS FEATURE OR RACIAL TRAIT – BP = NUMBER OF HIT POINTS HEALED

BP REWARDS

FREE EQUIPMENT

NONMAGICAL ARMOR (NO PLATE)

NONMAGICAL SHIELD

NONMAGICAL WEAPON (MAX 3)

COMPONENT POUCH/ SPELLCASTING FOCUS

SPELLBOOK (FOR WIZARDS)

MATERIAL SPELL COMPONENTS WITH A COST = BP EQUAL TO COMPONENT'S GP VALUE

POTIONS

HEALING (2d4+2) – 45 BP

GREATER HEALING (4d4+4) – 90 BP

SUPERIOR HEALING (8d4+8) – 225 BP

SUPREME HEALING (10d4+20) – 575 BP

DRAUGHTS (D)

PHASE 1 (2d4+4) – 45 BP

PHASE 2 (4d4+6) – 90 BP

PHASE 3 (8d4+10) – 225 BP

PHASE 4 (10d4+25) – 575 BP

SPECIALTY & MAGIC ITEMS

ITEM PRICES CAN BE FOUND ON PAGE 6-7 OF THE GAUNTLET ARENA SYSTEM HANDBOOK

D: SR: LR:

D: SR: LR:

D: SR: LR:

D: SR: LR:

D: SR: LR:

D: SR: LR:

D: SR: LR:

PHASE 2

10 _____

9 _____

8 _____

7 _____

6 _____

5 _____

D: SR: LR:

D: SR: LR:

D: SR: LR:

PHASE 1

4 _____

3 _____

2 _____

1 _____

CHARACTER RESOURCES & IMPROVEMENTS

SHORT RESTS (SR)

PHASE 1 – 80 BP ○○○○○○

PHASE 2 – 200 BP ○○○○○○○○

PHASE 3 – 475 BP ○○○○○○○○○

PHASE 4 – 1125 BP ○○○○○○○○○○

LONG RESTS (LR)

PHASE 1 – 275 BP ○○○○○

PHASE 2 – 675 BP ○○○○○○○○

PHASE 3 – 1650 BP ○○○○○○○○○○

PHASE 4 – 2750 BP ○○○○○○○○○○

ABILITY SCORE IMPROVEMENT – 3000 BP

FEAT – 3000 BP

REWARDS

D: SR: LR:

D = DRAUGHT

SR = SHORT REST

LR = LONG REST

| BATTLE POINTS | | |
|-----------------------|---------|----------------------------|
| ENCOUNTER (BP EARNED) | CURRENT | RESPITE (BP SPENT) CURRENT |
| 1: | | |
| 2: | | |
| 3: | | |
| 4: 250 + | | |
| 5: | | |
| 6: | | |
| 7: | | |
| 8: | | |
| 9: | | |
| 10: 750 + | | |
| 11: | | |
| 12: | | |
| 13: | | |
| 14: | | |
| 15: | | |
| 16: 1250 + | | |
| 17: | | |
| 18: | | |
| 19: | | |
| 20: | | |

MONSTERS

APPENDIX A: CORE RACES

DWARF DWARF TRAITS

Your dwarf character has an assortment of inborn abilities, part and parcel of dwarven nature.

Suggested Ability Score Increase. Your Constitution score increases by 2.

Age. Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, they live about 350 years.

Typical Alignment. Most dwarves are lawful, believing firmly in the benefits of a well-ordered society. They tend toward good as well, with a strong sense of fair play and a belief that everyone deserves to share in the benefits of a just order.

Size. Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Dwarven Combat Training. You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Tool Proficiency. You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Suggested Languages. You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

HILL DWARF

As a hill dwarf, you have keen senses, deep intuition, and remarkable resilience.

Suggested Ability Score Increase. Your Wisdom score increases by 1.

Dwarven Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.



ELF ELF TRAITS

Your elf character has a variety of natural abilities, the result of thousands of years of elven refinement.

Suggested Ability Score Increase. Your Dexterity score increases by 2.

Age. Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

Typical Alignment. Elves love freedom, variety, and self-expression, so they lean strongly toward the gentler aspects of chaos. They value and protect others' freedom as well as their own, and they are more often good than not. The drow are an exception; their exile has made them vicious and dangerous. Drow are more often evil than not.

Size. Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Keen Senses. 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. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice.

After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Suggested Languages. You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

HIGH ELF

As a high elf, you have a keen mind and a mastery of at least the basics of magic. In many fantasy gaming worlds, there are two kinds of high elves. One type is haughty and reclusive, believing themselves to be superior to non-elves and even other elves. The other type is more common and more friendly, and often encountered among humans and other races.

Suggested Ability Score Increase. Your Intelligence score increases by 1.

Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

Cantrip. You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

Extra Language. You can speak, read, and write one extra language of your choice.

HALFLING HALFLING TRAITS

Your halfling character has a number of traits in common with all other halflings.

Suggested Ability Score Increase. Your Dexterity score increases by 2.

Age. A halfling reaches adulthood at the age of 20 and generally lives into the middle of his or her second century.

Typical Alignment. Most halflings are lawful good. As a rule, they are good-hearted and kind, hate to see others in pain, and have no tolerance for oppression. They are also very orderly and traditional, leaning heavily on the support of their community and the comfort of their old ways.

Size. Halflings average about 3 feet tall and weigh about 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Lucky. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

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.

Suggested Languages. You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of

literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

LIGHTFOOT

As a lightfoot halfling, you can easily hide from notice, even using other people as cover. You're inclined to be affable and get along well with others.

Lightfoots are more prone to wanderlust than other halflings, and often dwell alongside other races or take up a nomadic life.

Suggested Ability Score Increase. Your Charisma score increases by 1.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

HUMAN HUMAN TRAITS

It's hard to make generalizations about humans, but your human character has these traits.

Suggested Ability Score Increase. Your ability scores each increase by 1.

Age. Humans reach adulthood in their late teens and live less than a century.

Typical Alignment. Humans tend toward no particular alignment. The best and the worst are found among them.

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.

Speed. Your base walking speed is 30 feet.

Suggested Languages. You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

DRAGONBORN DRAGONBORN TRAITS

Your draconic heritage manifests in a variety of traits you share with other dragonborn.

Suggested Ability Score Increase. Your Strength score increases by 2, and your Charisma score increases by 1.

Age. Young dragonborn grow quickly. They walk hours after hatching, attain the size and development of a 10-year-old human child by the age of 3, and reach adulthood by 15. They live to be around 80.

Typical Alignment. Dragonborn tend to extremes, making a conscious choice for one side or the other in the cosmic war between good and evil. Most dragonborn are good, but those who side with evil can be terrible villains.

Size. Dragonborn are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Draconic Ancestry. You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

Breath Weapon. You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

After you use your breath weapon, you can't use it again until you complete a short or long rest.

Draconic Ancestry

| Dragon | Damage Type | Breath Weapon |
|--------|-------------|------------------------------|
| Black | Acid | 5 by 30 ft. line (Dex. save) |
| Blue | Lightning | 5 by 30 ft. line (Dex. save) |
| Brass | Fire | 5 by 30 ft. line (Dex. save) |
| Bronze | Lightning | 5 by 30 ft. line (Dex. save) |
| Copper | Acid | 5 by 30 ft. line (Dex. save) |
| Gold | Fire | 15 ft. cone (Dex. save) |
| Green | Poison | 15 ft. cone (Con. save) |
| Red | Fire | 15 ft. cone (Dex. save) |
| Silver | Cold | 15 ft. cone (Con. save) |
| White | Cold | 15 ft. cone (Con. save) |

Damage Resistance. You have resistance to the damage type associated with your draconic ancestry.

Suggested Languages. You can speak, read, and write Common and Draconic. Draconic is thought to be one of the oldest languages and is often used in the study of magic. The language sounds harsh to most other creatures and includes numerous hard consonants and sibilants.

GNOME

GNOME TRAITS

Your gnome character has certain characteristics in common with all other gnomes.

Suggested Ability Score Increase. Your Intelligence score increases by 2.

Age. Gnomes mature at the same rate humans do, and most are expected to settle down into an adult life by around age 40. They can live 350 to almost 500 years.

Typical Alignment. Gnomes are most often good. Those who tend toward law are sages, engineers, researchers, scholars, investigators, or inventors. Those who tend toward chaos are minstrels, tricksters, wanderers, or fanciful jewelers. Gnomes are good-hearted, and even the tricksters among them are more playful than vicious.

Size. Gnomes are between 3 and 4 feet tall and average about 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Suggested Languages. You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

ROCK GNOME

As a rock gnome, you have a natural inventiveness and hardiness beyond that of other gnomes.

Suggested Ability Score Increase. Your Constitution score increases by 1.

Artificer's Lore. Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Tinker. You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time.

When you create a device, choose one of the following options:

Clockwork Toy. This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.

Fire Starter. The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

Music Box. When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

HALF-ELF

HALF-ELF TRAITS

Your half-elf character has some qualities in common with elves and some that are unique to half-elves.

Suggested Ability Score Increase. Your Charisma score increases by 2, and two other ability scores of your choice increase by 1.

Age. Half-elves mature at the same rate humans do and reach adulthood around the age of 20. They live much longer than humans, however, often exceeding 180 years.

Typical Alignment. Half-elves share the chaotic bent of their elven heritage. They value both personal freedom and creative expression, demonstrating neither love of leaders nor desire for followers. They chafe at rules, resent others' demands, and sometimes prove unreliable, or at least unpredictable.

Size. Half-elves are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Skill Versatility. You gain proficiency in two skills of your choice.

Suggested Languages. You can speak, read, and write Common, Elvish, and one extra language of your choice.

HALF-ORC

HALF-ORC TRAITS

Your half-orc character has certain traits deriving from your orc ancestry.

Suggested Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Age. Half-orcs mature a little faster than humans, reaching adulthood around age 14. They age noticeably faster and rarely live longer than 75 years.

Typical Alignment. Half-orcs inherit a tendency toward chaos from their orc parents and are not strongly inclined toward good. Half-orcs raised among orcs and willing to live out their lives among them are usually evil.

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.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Menacing. 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. You can't use this feature again until you finish a long rest.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Suggested Languages. You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

TIEFLING

TIEFLING TRAITS

Tieflings share certain racial traits as a result of their infernal descent.

Suggested Ability Score Increase. Your Intelligence score increases by 1, and your Charisma score increases by 2.

Age. Tieflings mature at the same rate as humans but live a few years longer.

Typical Alignment. Tieflings might not have an innate tendency toward evil, but many of them end up there. Evil or not, an independent nature inclines many tieflings toward a chaotic alignment.

Size. Tieflings are about the same size and build as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance. You have resistance to fire damage.

Infernal Legacy. You know the *thaumaturgy* cantrip. When you reach 3rd level, you can cast the *hellish rebuke* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *darkness* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Suggested Languages. You can speak, read, and write Common and Infernal.



APPENDIX B: CORE ITEMS



EQUIPMENT

The following items are mundane armor, weapons, and adventuring gear that are referenced in the *Masters of the Gauntlet Handbook*, as well as several new special weapons.

Armor

| Armor | Cost | Armor Class (AC) | Strength | Stealth | Weight |
|---------------------|----------|---------------------------|----------|--------------|--------|
| <i>Light Armor</i> | | | | | |
| Padded | 5 gp | 11 + Dex modifier | — | Disadvantage | 8 lb. |
| Leather | 10 gp | 11 + Dex modifier | — | — | 10 lb. |
| Studded leather | 45 gp | 12 + Dex modifier | — | — | 13 lb. |
| <i>Medium Armor</i> | | | | | |
| Hide | 10 gp | 12 + Dex modifier (max 2) | — | — | 12 lb. |
| Chain shirt | 50 gp | 13 + Dex modifier (max 2) | — | — | 20 lb. |
| Scale mail | 50 gp | 14 + Dex modifier (max 2) | — | Disadvantage | 45 lb. |
| Breastplate | 400 gp | 14 + Dex modifier (max 2) | — | — | 20 lb. |
| Half plate | 750 gp | 15 + Dex modifier (max 2) | — | Disadvantage | 40 lb. |
| <i>Heavy Armor</i> | | | | | |
| Ring mail | 30 gp | 14 | — | Disadvantage | 40 lb. |
| Chain mail | 75 gp | 16 | Str 13 | Disadvantage | 55 lb. |
| Splint | 200 gp | 17 | Str 15 | Disadvantage | 60 lb. |
| Plate | 1,500 gp | 18 | Str 15 | Disadvantage | 65 lb. |
| <i>Shield</i> | | | | | |
| Shield | 10 gp | +2 | — | — | 6 lb. |

Weapons

| Name | Cost | Damage | Weight | Properties |
|------------------------------|-------|-----------------|---------|--|
| <i>Simple Melee Weapons</i> | | | | |
| Club | 1 sp | 1d4 bludgeoning | 2 lb. | Light |
| Dagger | 2 gp | 1d4 piercing | 1 lb. | Finesse, light, thrown (range 20/60) |
| Greatclub | 2 sp | 1d8 bludgeoning | 10 lb. | Two-handed |
| Handaxe | 5 gp | 1d6 slashing | 2 lb. | Light, thrown (range 20/60) |
| Javelin | 5 sp | 1d6 piercing | 2 lb. | Thrown (range 30/120) |
| Knuckledusters ^{\$} | 1 gp | 1d4 bludgeoning | 1 lb. | Special |
| Light hammer | 2 gp | 1d4 bludgeoning | 2 lb. | Light, thrown (range 20/60) |
| Mace | 5 gp | 1d6 bludgeoning | 4 lb. | — |
| Quarterstaff | 2 sp | 1d6 bludgeoning | 4 lb. | Versatile (1d8) |
| Sickle | 1 gp | 1d4 slashing | 2 lb. | Light |
| Spear | 1 gp | 1d6 piercing | 3 lb. | Thrown (range 20/60), versatile (1d8) |
| <i>Simple Ranged Weapons</i> | | | | |
| Crossbow, light | 25 gp | 1d8 piercing | 5 lb. | Ammunition (range 80/320), loading, two-handed |
| Dart | 5 cp | 1d4 piercing | 1/4 lb. | Finesse, thrown (range 20/60) |
| Shortbow | 25 gp | 1d6 piercing | 2 lb. | Ammunition (range 80/320), two-handed |
| Sling | 1 sp | 1d4 bludgeoning | — | Ammunition (range 30/120) |



| Name | Cost | Damage | Weight | Properties |
|----------------------------------|--------|--------------------------|--------|--|
| <i>Martial Melee Weapons</i> | | | | |
| Armsblade ^{\$} | 5 gp | 1d4 piercing or slashing | 2 lb. | Finesse, light, special |
| Battleaxe | 10 gp | 1d8 slashing | 4 lb. | Versatile (1d10) |
| Chain/Spiked Chain ^{\$} | 10 gp | 1d6 bludgeoning/piercing | 4 lb. | Finesse, reach, two-handed |
| Dragon-Claw Sickle ^{\$} | 100 gp | 2d4 slashing | 3 lb. | Light, special |
| Flail | 10 gp | 1d8 bludgeoning | 2 lb. | — |
| Glaive | 20 gp | 1d10 slashing | 6 lb. | Heavy, reach, two-handed |
| Greataxe | 30 gp | 1d12 slashing | 7 lb. | Heavy, two-handed |
| Greatsword | 50 gp | 2d6 slashing | 6 lb. | Heavy, two-handed |
| Halberd | 20 gp | 1d10 slashing | 6 lb. | Heavy, reach, two-handed |
| Lance | 10 gp | 1d12 piercing | 6 lb. | Reach, special |
| Longsword | 15 gp | 1d8 slashing | 3 lb. | Versatile (1d10) |
| Maul | 10 gp | 2d6 bludgeoning | 10 lb. | Heavy, two-handed |
| Morningstar | 15 gp | 1d8 piercing | 4 lb. | — |
| Pike | 5 gp | 1d10 piercing | 18 lb. | Heavy, reach, two-handed |
| Rapier | 25 gp | 1d8 piercing | 2 lb. | Finesse |
| Scimitar | 25 gp | 1d6 slashing | 3 lb. | Finesse, light |
| Shortsword | 10 gp | 1d6 piercing | 2 lb. | Finesse, light |
| Trident | 5 gp | 1d6 piercing | 4 lb. | Thrown (range 20/60), versatile (1d8) |
| Twinblade ^{\$} | 40 gp | 1d6 slashing | 5 lb. | Two-handed, special |
| War pick | 5 gp | 1d8 piercing | 2 lb. | — |
| Warhammer | 15 gp | 1d8 bludgeoning | 2 lb. | Versatile (1d10) |
| Whip | 2 gp | 1d4 slashing | 3 lb. | Finesse, reach |
| <i>Martial Ranged Weapons</i> | | | | |
| Atlatl ^{\$} | 1 gp | 1d8 piercing | 2 lb. | Ammunition (range 120/480), loading, special |
| Blowgun | 10 gp | 1 piercing | 1 lb. | Ammunition (range 25/100), loading |
| Crossbow, hand | 75 gp | 1d6 piercing | 3 lb. | Ammunition (range 30/120), light, loading |
| Crossbow, heavy | 50 gp | 1d10 piercing | 18 lb. | Ammunition (range 100/400), heavy, loading, two-handed |
| Longbow | 50 gp | 1d8 piercing | 2 lb. | Ammunition (range 150/600), heavy, two-handed |
| Net | 1 gp | — | 3 lb. | Special, thrown (range 5/15) |

Adventuring Gear

| Item | Cost | Weight |
|---------------------------------|------|--------|
| <i>Ammunition</i> | | |
| Atlatl darts (10) ^{\$} | 1 gp | 5 lb. |
| Arrows (20) | 1 gp | 1 lb. |
| Blowgun needles (50) | 1 gp | 1 lb. |
| Crossbow bolts (20) | 1 gp | 1½ lb. |
| Sling bullets (20) | 4 cp | 1½ lb. |

ADAMANTINE & SILVERED WEAPONS

Some monsters that have immunity or resistance to nonmagical weapons are susceptible to adamantine or silver weapons, so cautious adventurers invest extra coin to plate their weapons with adamantine or silver.

SPECIAL WEAPONS

Weapons marked by the ^{\$} symbol are Spectre Creations original weapons. Further description and details of their respective special properties can be found on page 117.

ADVENTURING GEAR

This section describes items that have special rules or require further explanation.

Alchemist's Fire. This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the alchemist's fire as an improvised weapon. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Component Pouch. A component pouch is a small watertight leather belt pouch that has compartments to hold all the material components and other special items you need to cast your spells, except for those components that have a specific cost (as indicated in a spell's description).

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

MAGIC ITEMS

The following magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties.

CORE MAGIC ITEMS

The following items are magic items that are referenced in the *Masters of the Gauntlet Handbook*.

ARMOR, +1, +2, +3

Armor (light, medium or heavy), rare (+1), very rare (+2), or legendary (+3)

You have a bonus to AC while wearing this armor. The bonus is determined by its rarity.

PORTABLE HOLE

Wondrous item, rare

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.

POTION OF HEALING

Potion, rarity varies

You regain hit points when you drink this potion. The number of hit points depends on the potion's rarity, as show in the Potions of Healing table. Whatever its potency, the potion's red liquid glimmers when agitated.

Potions of Healing

| 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 |

SHIELD, +1, +2, +3

Armor (shield), uncommon (+1), rare (+2), or very rare (+3)

While holding this shield, you have a bonus to AC determined by the shield's rarity. This bonus is in addition to the shield's normal bonus to AC.

WAND OF THE WAR MAGE, +1, +2, +3

*Wand, uncommon (+1), rare (+2), or very rare (+3)
(requires attunement by a spellcaster)*

You have a bonus to attack and damage rolls made with this magic weapon. The bonus is determined by the weapon's rarity.

WEAPON, +1, +2, +3

Weapon (any), uncommon (+1), rare (+2), or very rare (+3)

You have a bonus to attack and damage rolls made with this magic weapon. The bonus is determined by the weapon's rarity.



APPENDIX C: CORE MONSTERS

BEHIR

Huge monstrosity, neutral evil

Armor Class 17 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 50 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 23 (+6) | 16 (+3) | 18 (+4) | 7 (–2) | 14 (+2) | 12 (+1) |

Skills Perception +6, Stealth +7

Damage Immunities lightning

Senses darkvision 90 ft., passive Perception 16

Languages Draconic

Challenge 11 (7,200 XP)

ACTIONS

Multiattack. The behir makes two attacks: one with its bite and one to constrict.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 10 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.

Lightning Breath (Recharge 5–6). The behir exhales a line of lightning that is 20 feet long and 5 feet 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.

Swallow. 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 feet 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 feet of movement, exiting prone.

GIANT CONSTRICTOR SNAKE

Huge beast, unaligned

Armor Class 12

Hit Points 60 (8d12 + 8)

Speed 30 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 19 (+4) | 14 (+2) | 12 (+1) | 1 (–5) | 10 (+0) | 3 (–4) |

Skills Perception +2

Senses blindsight 10 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.



GIANT ELK

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 42 (5d12 + 10)

Speed 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 19 (+4) | 16 (+3) | 14 (+2) | 7 (-2) | 14 (+2) | 10 (+0) |

Skills Perception +4

Senses passive Perception 14

Languages Giant Elk, understands Common, Elvish, and Sylvan but can't speak them

Challenge 2 (450 XP)

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

ACTIONS

Ram. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one prone creature. *Hit:* 22 (4d8 + 4) bludgeoning damage.

KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 5 (2d6 - 2)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|--------|--------|--------|--------|
| 7 (-2) | 15 (+2) | 9 (-1) | 8 (-1) | 7 (-2) | 8 (-1) |

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

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

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

ACTIONS

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

MINOTAUR

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 11 (+0) | 16 (+3) | 6 (-2) | 16 (+3) | 9 (-1) |

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal

Challenge 3 (700 XP)

Charge. If the minotaur 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.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

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



POLAR BEAR

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 20 (+5) | 10 (+0) | 16 (+3) | 2 (-4) | 13 (+1) | 7 (-2) |

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

SABER-TOOTHED TIGER

Large beast, unaligned

Armor Class 12

Hit Points 52 (7d10 + 14)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 14 (+2) | 15 (+2) | 3 (-4) | 12 (+1) | 8 (-1) |

Skills Perception +3, Stealth +6

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

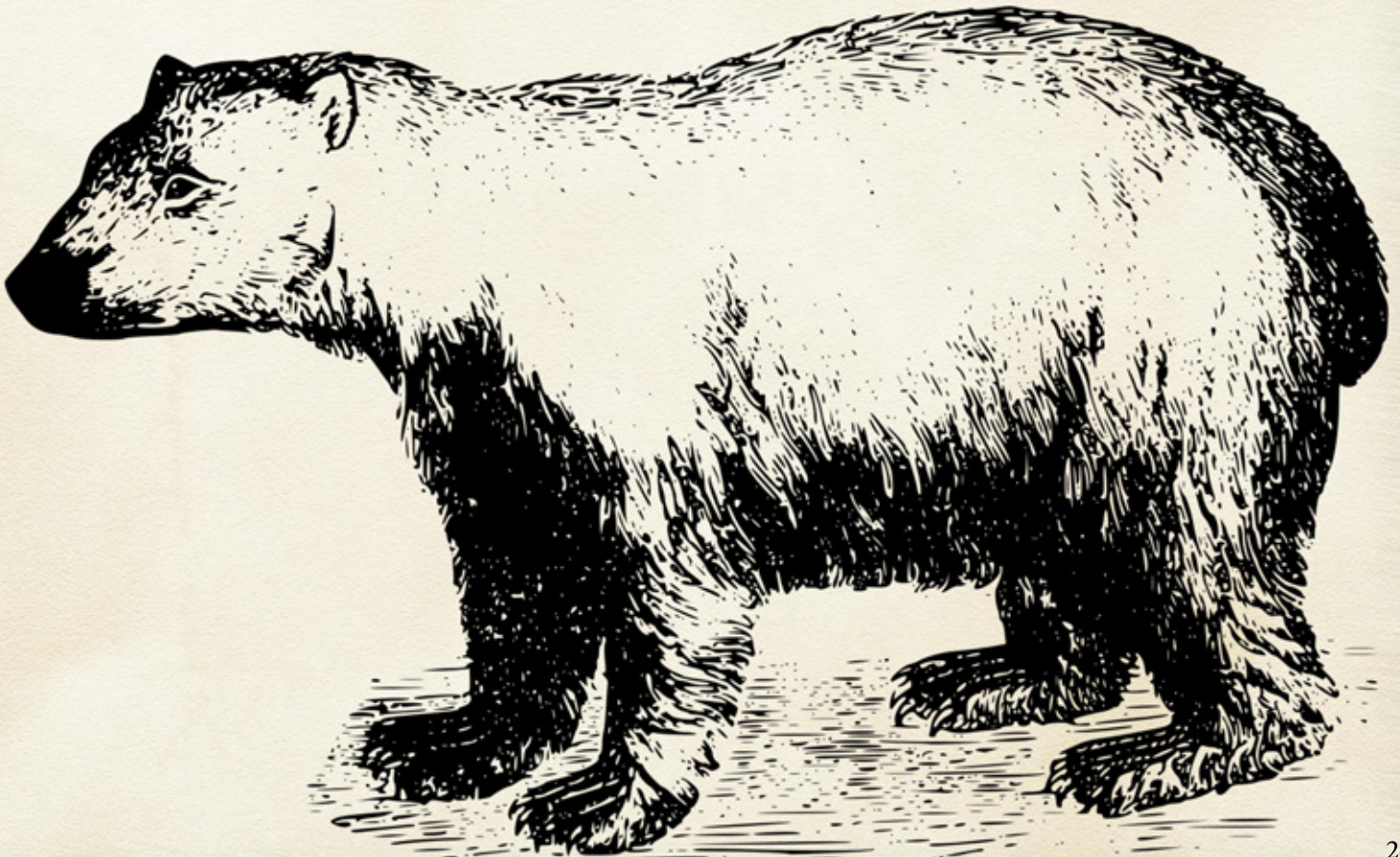
Keen Smell. The tiger has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.



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